

Trans-domain mapping of Motion and Music

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The aim of this project is to explore the art and practice of *trans-domain mapping*. A camera is used to survey a live scene, and the images digitised in real-time are fed to our software, which detects visual changes in time. The detected motion and tracked gestures are mapped onto the sonic domain. This paper is part of on-going research to find spheres of influence in audiovisual realms using a cross-synthesis of art and technology. Applications dealing with human activity and technology in the virtual, musical, and visual fields are being targeted, which aim to improve human interaction with technology through creative processes.

The public will have two modes of interaction. First, their presence will be tracked and transformed to a graphical domain. Second, the new visual domain will trigger events in a sonic domain in real-time. Thus, the public are no longer merely the audience; rather they become the performers and creators of a new [id]entity, a new body.

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