

Shared habitats ---

Initial project ideas

Bo Liu, 27.04.2021



Interactive Visuals: Kinect + Touchdesigner + Dance // First Tryouts
<https://youtu.be/xZJ3bOE9Q-g>

Dance + Music + Pattern + ... = Audio visual experience

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Initial project ideas

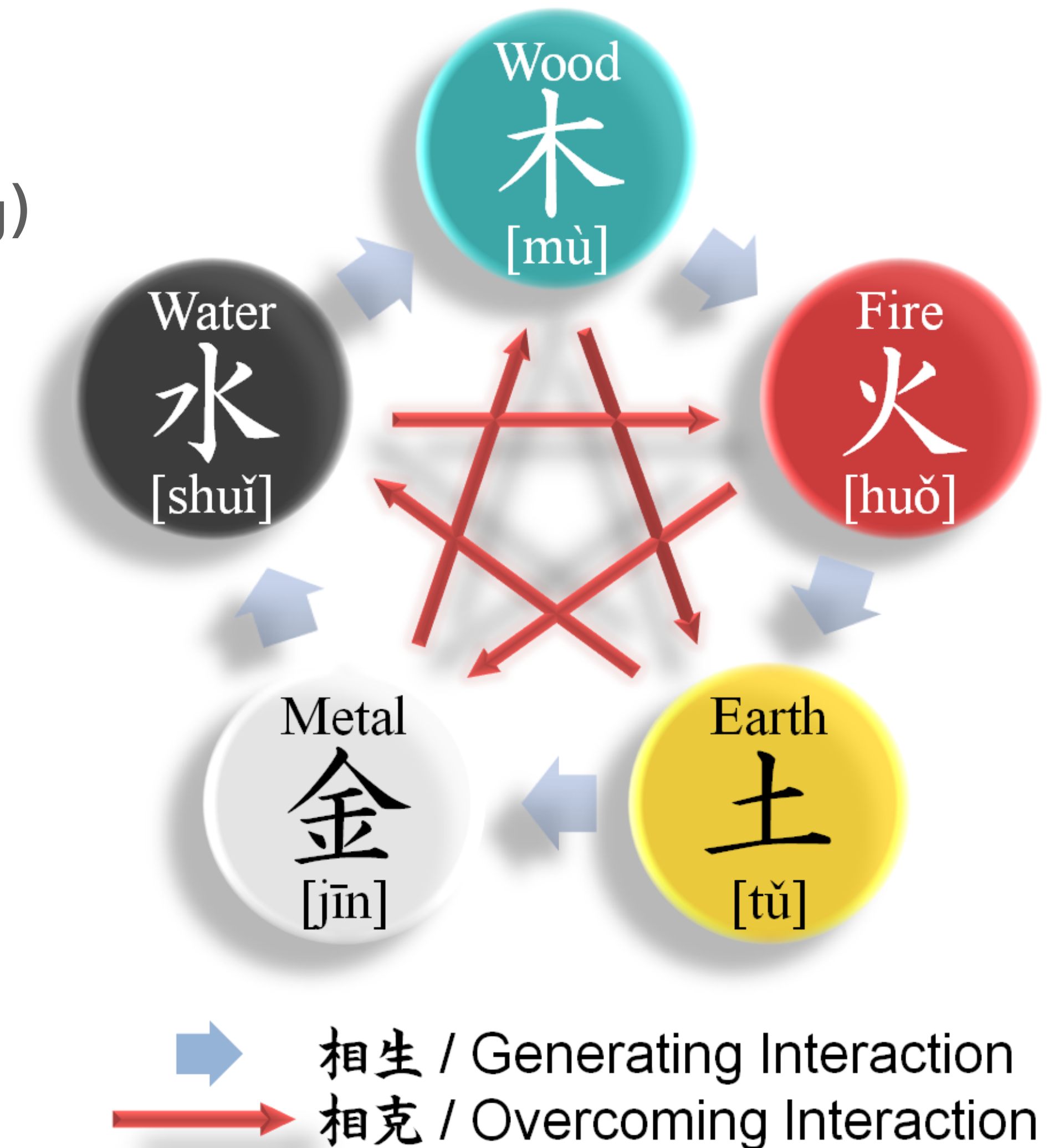
Initial ideas

- We live in a complex mixed living environment: air, water, plants, soil, light. . .
Something we can see, something we can hear. These seemingly ordinary things constitute the habitat of our lives.
- What will these seemingly ordinary things look like, if they are transformed into visual forms?
- For example, what is the pattern of the bird calling in the morning?
How to leave the dancer's movement track on the screen?
- To explore the visual forms of things in our habitats.

- Die Grenzen meiner Sprache bedeuten die Grenzen meiner Welt. — — — Wittgenstein
The limits of my language mean the limits of my world.
- Human joys and sorrows are not shared in some way.
- Rethink my culture background/ my identity
- To find the intercommunity of our habitats

Initial ideas

- Targets come from the habitats — **five elements** (Wuxing)
- The Five Elements is a traditional Chinese philosophical system. Philosophers divide the **universe** into five categories: water, wood, fire, earth(soil), and metal based on their characteristics.
- The five elements do not refer to five specific single things, but **an abstract summary** of the five different **attributes** of everything in the universe.



Music [edit]

Main articles: Chinese music and Chinese musicology

The *Yuèlìng* chapter (月令篇) of the *Lǐjì* (禮記) and the *Huáinánzǐ* (淮南子) make the following correlations:

Movement	Wood	Fire	Earth	Metal	Water
Colour	Green	Red	Yellow	White	Black
Arctic Direction	east	south	center	west	north
Basic Pentatonic Scale pitch	角	徵	宮	商	羽
Basic Pentatonic Scale pitch pinyin	<i>jué</i>	<i>zhǐ</i>	<i>gōng</i>	<i>shāng</i>	<i>yǔ</i>
solfege	mi or E	sol or G	do or C	re or D	la or A

• Human:

Sensory Organ	eyes	tongue	mouth	nose	ears
Body Part	tendons	pulse	muscles	skin	bones
Body Fluid	tears	sweat	saliva	mucus	urine
Finger	index finger	middle finger	thumb	ring finger	pinky finger
Sense	sight	taste	touch	smell	hearing
Taste ^[15]	sour	bitter	sweet	pungent, umami	salty

Brief summary

- Select each element, simulate different shapes and combine their corresponding colors, music, as well as the senses of human, and translate them into interactive visual forms.
- Tools: visual programming language—Touchdesigner
- To express the relationship of universal things: generating interaction/overcoming interaction. To understand what a balance is, in the view of this philosophical system.