**Vision**

WALL - An Interactive LED Dance

Created an interactive environment for participants to explore using their body as the controller for a fully immersive experience. Using the Xbox Kinect and synapse to receive data from the user, I sent that data to MAX/MSP/JITTER. When your hands and feet reaches a Y coordinate it communicates with two arduinos behind the walls using maxuino to turns on specific LED lights.

<https://cycling74.com/projects/wall-interactive-led-dance>

**Julien Bayle** (artist), Julien Bayle is a multidisciplinary & independent artist based in France, working at the juncture of sound & visual. He merges visual art, music composition and physical approach of sound art by creating advanced programmed installations and audio/visual live performances.

Sound and light installations

His works (using MAX): Max MSP Cloud Structure, FRGMENTS, STRUCTURE.INSTALLATION

<http://julienbayle.net/>

**Sabina Studio / Art & Technology**

singing dust / jitter Max MSP / shaders

<https://www.youtube.com/watch?v=et00hhgIKkE>

Alessandra Marfisa (artist) using MAX/MSP/Jitter

<https://vimeo.com/marfisa>

I also started watching some videos from **Amazing Max Stuff** as Mojjo mentioned in the previous class.

I want to learn more about <https://github.com/vimeo/vimeo-maxmsp> Plugin

Vimeo-Max/MSP // API to play and manipulate Vimeo videos on Max/MSP and Jitter.

**Kit Clayton,** San Francisco-based electronic and digital musician and computer programmer. He is a developer at San Francisco software company Cycling '74, helping create the Max/MSP MIDI/audio programming environment.

<http://www.musork.com/index.html>

<http://www.omproduck.fr/>

<http://w2.mat.ucsb.edu/cosm/>