

lqs 02 track
ludovic pré

file: pfsor+
2 photos: interactive-
station
matrix art project: bxl
at exhibition opening
08.07.05

video file: lqs02.3
chapter 12

01:56:00
open

f.43m18, 5e24, marseille

lqs 02
+artist showcase
26.05.2004 Mr wav10

specific technology
voice recognition
frequency values to pathline shape
preprocessed render-data texture

turn

explore

voice space

voice mapping, user voice trace

recording

time

09B
0113f
02423u

high path
low

UP DOWN
LEFT RIGHT
FORWARD
BACKWARD

track_visual artist

track
ludovic pré*tabau

Track

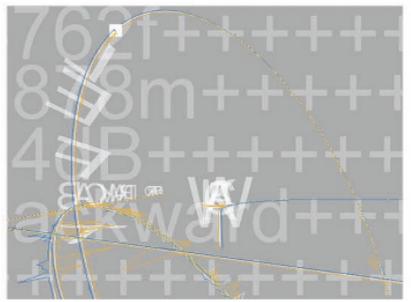


track, ludovic pré
visual artist
lqs 02 track, may04-july04

snm: voice space

concept-links:
mnemonic spine
>3d sound sequencer

tech: voice recognition
frequency values to
pathline shape



voice mappings

Structurally speaking, 3D real time technologies are far more based on temporal than spatial parameters: objects and environmental data are defined by processing loops and frame rates rendering. Consequently, space is time, expressed in frame rates _ fps and ops (operations per seconds) and navigation is moving through fast processed still images _ it is a cinematic construct, seen through the subjective user's view point, the camera. The idea of the project is to visualize these temporal data in form of a spatial and sonic track, a space constructed out of its constituting temporal parameters. (-> see below)

On top of a 2d-background displaying the current values of these rendering parameters, user navigation is formalized as a continuous 3d poly-line, blue and orange. This navigation trace is continuously following the direction of user navigation inside the scene while taking in its other direction the shape of the frequency spectrum of user's emitted sounds [$> 1\text{Db} = 1\text{cm}$, blue hi-frequency, orange low frequency]. Whenever the user changes its direction, letters, constituting each a specific sound, are placed along the path writing down his choices, inter-actions. (-> see below)

In 'track' user's interaction/ navigation is achieved through voice recognition. Each time the user pronounces one of the above listed words the navigation path changes its direction, its speed...as it influences the shape of the frequency lines, the spatial wire. Further each voice instruction, action, is typed along the navigation path sampling its sonic pattern. This line in time combines visual, sonic and spatial data to build a track of sequenced sonic and spatial elements. At the end of the 6000 frame long track a fast-rewind of 500 frames replays the recorded path.

The general idea of Track is that whatever path you are taking, you should achieve some kind of balance and that mental or body movements are totally linked. Some concerns that are part of Yoga methodology/philosophy and that one can spot through the sound design which was made by cutting a recorded yoga mediation into fragments, assigning these fragments to the letters of the keywords and recombining it in real-time as a sonic "answer" to what the user "orders". As a short conclusion, 'Track' is an interactive experience of the spatial-temporal construct, a spatial composition in real-time, created out of the user's interaction, of its voice instructions and more prospectively an "enacted" approach of the rather enigmatic an omniscient notion of "being there".

 Ludovic Pré obtained his artist degree from Ecole Supérieure des Beaux-Arts of Marseille; he currently lives in Brussels. He has been working in various fields from contemporary danse to cinema, focusing mainly on video art installations. He explores all ways of producing images, including computer media, and the way they form a reality, a space. He likes to think of images as being more accidental than intentional, perhaps even more meaningful when accidental.

turn

 voice comments:
 left - right , up - down
 forward - backward
 roll - pan
 accelerate - stop

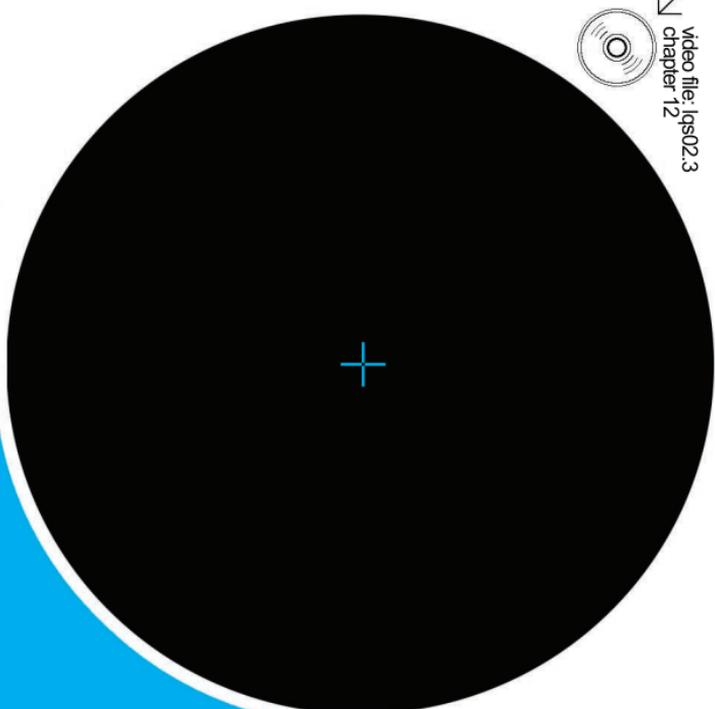
 time parameters:
 6000 frames, recording
 time = 4 minutes
 500frames rewind=20 s

 25m/s = 1m / frame,
 recording speed
 6000 frames =
 6000m recording path
 20s=6000m=300m/s
 rewind speed

ludovic pré
[hycor.free.fr/Dossier/
 presentation.htm](http://hycor.free.fr/Dossier/presentation.htm)

open

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