Performance Title: Concert "Un seul arbre en ville", and Seminar at Resonances Festival, Ircam

1. General information

Site: Ircam, Paris (Main concert room)
Date: Sunday October 20, 2002

Context: Concert and Seminar for gesture and voice synthesis, in the "Resonances" Convention,

http://resonances.ircam.fr
Involved partners: DIST

Involved artists: Roland Auzet (Mime/Actor), technicians from Ircam

Participation of around 250 spectators to the concert performance, and around 100 to the following workshop describing the scientific details.

The concert has been designed and implemented with EyesWeb by Emmanuel Flety (Ircam) with the support of EyesWeb DIST staff.

2. Aim

- A concert and a seminar during the Resonances Festival at Ircam main concert room
- Dissemination of MEGA results to broad public and excellence research and artistic production centres
- To test and present the idea of "speaking by gesture": an actor plays/speak only by using his movement of hands and arms.

3. Concept

This is a preliminary exploratory work for a wider artistic production in course at Ircam, in cooperation with DIST, where the hands and arms gesture of an actor generate and modulate a synthetic voice or assemble and process fragments of existing voice phonemes. The result is an actor speaking/playing with his own gesture.

4. Relation with MEGA and results

Objectives include the experimentation and validation of movement and gesture analysis, i.e., research outputs from MEGA from WP3 (real-time movement analysis of hands and arms).

Visiting artists at Ircam are encouraged by Ircam staff to adopt EyesWeb as a standard language and tool for movement and gesture analysis in their projects at Ircam.

5. Technical description

5.1. Hardware and software set-up

Two color videocameras connected to an EyesWeb setup for movement analysis.

Movement analysis: recognition of hands gestures in different parts of the 3D space surrounding the actor. A language of sign has been defined with the actor to translate gesture to speech, both hands patterns and continuous parameters to modulate recognized postures.

Setup for audio spatialization and post-processing (Max/MSP).