



Department of Computer Science and Engineering

Presents

Alan Price, The Ohio State University

Recent Works in Realtime Responsive Animation: Installations and Performance

In responsive realtime animation, the viewing experience is informed by alternative methods of display and input, often creating virtual worlds that have awareness and responsiveness to the presence of the observer. This is not limited to methods for engaging multiple senses or surrounding the viewer to make him or her feel physically immersed, but also to investigate ways in which actions and their familiarity, such as taking a photograph, provides a sense of playing a role and of being integral to the representation of events taking place. These works incorporate large-scale stereoscopic projection screens, touchscreens, video tracking of body position and gesture, sound, and networked collaborative user interaction. Ongoing experimentation in this area includes works developed for live theatrical performance in collaboration with choreographers and composers, and extensions of the concepts and technology into museum displays and training applications. A chronology of creative works will be presented and discussed to elaborate on the process of development and continuing exploration in narrative structure and figurative representation combined with modes of interaction for new forms of storytelling in real time immersive environments.

Alan Price designs and creates real time responsive animation. His background as a filmmaker and animator emphasizes narrative and cinema structure in his works with immersive and interactive storytelling. Utilizing video game technology and combinations of ready-made and custom hardware, he creates virtual environments and responsive spaces to explore alternative forms of personal expression in time-based digital media. His animation and interactive work has exhibited internationally and is on permanent display in museums of art, technology, science, and history. He is currently a professor at The Ohio State University's Advanced Computing Center for the Arts and Design (ACCAD).

Thursday, November 8, 2012

3:30 - 4:45 PM

University at Buffalo – North Campus – Davis 113A

Refreshments for attendees after the talk. This talk is free and open to the public

For more information, please email cse-dept@cse.buffalo.edu or contact (716) 645-3180