

Humatic Re-Performing [H.RP]

H.RP is a conceptual & technological platform to create media installations and advanced electro acoustic instruments. Some of the works are dedicated to unique artistic portraits other installations reflect the myths and practices in popular and contemporary music and dance. In long term the platform might be evaluated in clever entertainment and education or therapy applications.

It's time to enter Phase 2.0 in media art where meaning and artistic expression replace more or less playful experiments with new technologies... where creators take care that humans in front of their cameras, in their caves, boxes & tracking systems no longer appear as test guinea pigs.

H.RP's physicality, re - embodiment and re-personification creates news interconnections and breaks barriers between players, performers and audience.

H.RP concepts and technologies allow the musical re-interpretation of sounds and images giving access to expressive parameters while preserving the character of original material. Instruments auto-generate variations of audio-visual clusters but audience can take over the musical control at any time while staying in a consistent and continuous flow. H.PRMC installations demonstrate that complex systems with many registers must not be complicated in handling and intent to open a wide space for headstrong content defined association levels.

Through intense research, rehearsals and working sessions the artists create vocabularies of gestures and sounds which fuel the re-performance machines. Together with experts in programming & electronics they will design easy-to-learn mostly tangible interfaces consisting of levers, push buttons, blinking lights and giant displays. With interfaces as modified slot machines, alienated Japanese mojo figures or turntable- mechanisms H.RP installations oppose to tiny software instruments or smart phone apps.

H.RP creation is teamwork. The group of artists is open for collaboration and adaption in sense of a creative optimization . Experiences and technological developments are made to be shared and driven forward in future own and 3rd party productions. The group is not hesitating to use common available proofed tools but is deploying and combining them in a maybe new & experimental way. I.E the use of Motion Capture systems during recording is planned to optimize movement <> sound remapping in post production and programming / interactive authoring.



Ming Wei Poon in MNM

H.PR collaborators are open to offer workshops, to participate in conferences and are planning early prototype presentations at festival labs. Institutional support including the involvement of interested students and 'external' artists is welcome.

Pipelined H.RP Project: MNM <http://mnm.humatic.net>

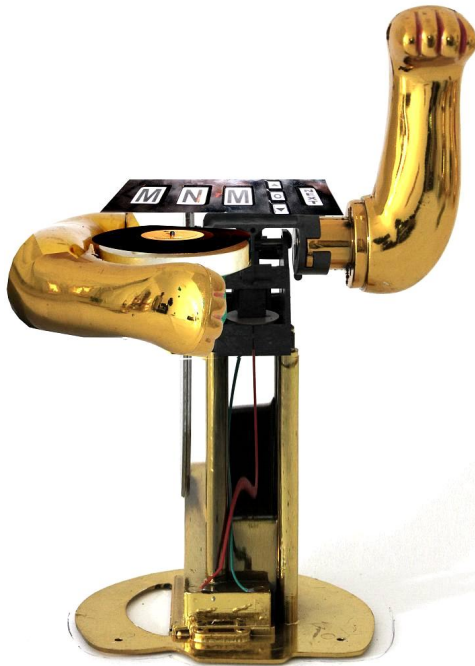


Mieko Suzuki

Humatic Re-Performing Musical Characters (H.RP)

Pipelined H.RP Project: **MNM** <http://mnm.humatic.net>

Imagine a space full of sleeping sounds. Treated Piano, Glass, Abstract Mechanics. In an extraterrestrial (re)-performance the dancer Ming Wei Poon and the DJ & sound artist Mieko Suzuki are awakening these sounds... triggering them with their playful movements... mixing them... scratching them... talking to them... navigating them



in time & space... loving & killing them.

The visitor is invited to take part in this performance controlling several buttons and a lever (arm). This method which offers the feel of direct (body) contact to the protagonists follows the principle of CGs previous work the media slot machine 'MindBox'. Instead of using a typical fruit machine this time CG considers to employ the traditional Japanese mojo figure Maneki Neko. The well known symbol for 'Welcome Luck / Welcome Money' also gives the working title to the project : MNM = Maneki Neko Mieko.

Picture: Latest model of the MNM interface: the bones of the Japanese beckoning cat combined with push buttons and turntable interface. Final height ca 140cm

Statement by Choreographer Phuong Nguyen: I am exploring dance in a social context. Technology does shape the working processes in choreography. My interest lies in reflecting the changes and transformations in the creation of movements through technological devices and their influence on the 'choreographic eye'. MNM manages to connect users/participants directly with the authentic movement of the performer in a playful way. For me, as a choreographer, MNM can also be used as a choreographic

tool to generate stage performances and mediate sound and movement continuously. It also creates instant movement sequences and defines them at the same time as new. In this way, MNM challenges choreographic processes and encourages the public to create their own choreography and dramaturgy.

Statement by Programmer and Co-Composer João Pais :

To me MNM appears as a free designable environment to re interpret a situation defined by Sound and body movement. With the multiplication and independent modulation of various single movie -and sound modules we are not only generate a density but aswell new unified single modules. Mixing and composing well known material (as human moves and sounds) together highly differentiated abstract events offers a wide range of options for expression. Technical and conceptional abilities of the MNM project finally will manifest themselves in it's esthetic form and effect. Building such a playful tool / instrument in which sound and picture are strictly coordinated but freely to combine in the same time is a complex and interesting challenge. ...but the most thankful moments will turn out in the future after an environment has assumed it's definite form in which each single visitor has the option to generate his own pictures and sounds.

Exploring space and immerse aspects in H_RP

H_RP projects in their basics are sculptures and multi channel interactive audio/video set ups we are taking into consideration to extend them to a surround-installation-space enabling a whole location to react with the user- and the navigable media installation. As well the installation can be temporarily turned from it's exhibition mode into a performative environment.

MNM's special dj-ing functionalities allow to operate the installation as an (additional) media source together with a classical dj / vj set up - optionally offering access directly to audience.

One of the approaches for an immerse MNM setup is to real time re-sample or better 'scan' the interactive video and to process details as single lines and to multiply and place them on the surround canvas. for that the surround system needs a full HD video input (computer source via hdmi or dvi)

We aim to generate a more or less abstract extension of a non-abstract character based video installation, this is moving in the same pulse as the center screens, and is able to be switched on / off widened, shrunk, repositioned and moved by control data which is generated in realtime by the interactive video 'chamber orchestra'. simplified simulation at <http://mnm.humatic.net/MNMsurround.mov>

(additional) having once 'scanned' the sub screens of the triptych, freezing and line delays should happen to enable to build a kind of new perspectives by mixing time and space axis.... examples : ...similar as in Twisted (<http://www.humatic.de/P/Twisted.htm>) a work I has been involved many years ago. Please compare similarity to the work of Daniel Crooks <http://www.youtube.com/watch?v=nvUwud5r5Ug> .

Pipelined H.RP Project: **FeedBack_5**
<http://fb5.humatic.net>

...we are facing the challenge of additionally creating a multi screen movie installation allowing choreography to happen in the space between the on-screen action and



audience's activity. Ultimately creating a multi dimensional user involving audio-visual instrument. Playing the edge between cliché and expressive language FB5 will open up a field of experimentation to create a new form of inter-connectivity between video characters and visitors / players. The project deals with the moving images and sounds of 5 female feedback guitar players as a always changing concert taking the audience into the middle and offering the control to the visitors.

Possible Therapeutic Applications H_RP

At MindBox exhibitions in Europe, Japan and US we have been observing various children playing intensively with the MindBox. We saw some youngsters with language disorders & bipolarity symptoms among other problems who where reacting extremely positive on the installation with its musical features. Some of them easily found their special own way to explore the re performance in subtle and deep level. Their parents recommended to follow these traces. The plan is to approach experts in speech & movement therapy with goal to evaluate therapeutic applications of H_RP.

Earlier H.RP project: **MindBox**: <http://mindbox.humatic.net>

Christian Graupner (GER) Humatic, media artist, director, composer
Roberto Zappalà (I) performer, choreographer
Norbert Schnell (F) IRCAM — Centre Pompidou, interactive music & sound design
Nils Peters (GER) Humatic, system developer and software artist.

More pipelind H.RP Projects:
<http://clappp.humatic.net/>

Comments ref. MindBox and H.RP

...we are very interested to collaborate with artists such as Christian Graupner who combine audiovisual technology with more traditional and historic tools of artistic expression.
Hélène Lesterlin, Curator; EMPAC, Troy/NY

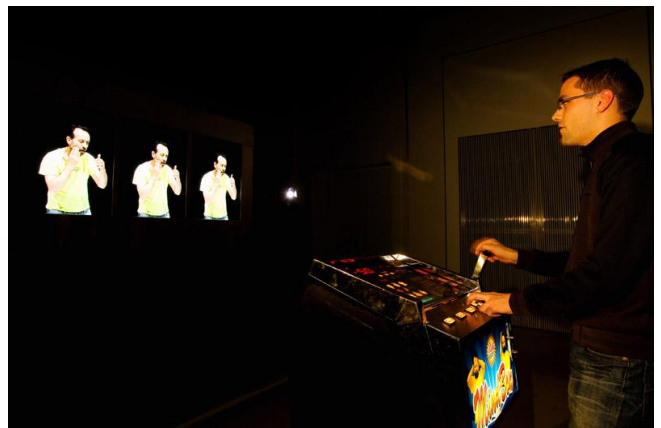
.. and focus on the political dimensions... easy to understand : casino capitalism control of the body, etc.. max respect and **meaning** is the mode ... *Hilary Koob-Sassen Artist & Curator, London*

For me, the work on H_RP is interesting in the way that brings out a high amount in hidden possibilities on the audio-visual combination while keeping to a strict quantity of base material. Instead of joining more and more information, the 'spannung' = tension & excitement results from the progressive research and magnification inside the details of performance.
João Pais, composer & project collaborator

The MindBox re-stages gambling as the addictive involvement of the player in the performance of dance and music. *Norbert Schnell IRCAM – Centre Pompidou*

The instrument is encased in a vintage slot machine and centers on a very powerful idea in music: a modern take on the idea of the canon composition, where three discrete voices represented by the three slots are controlled independently. MindBox interprets a very simple concept that's been with us for hundreds of years into a very powerful mechanism that is easy to perform on, and also can create—with practice—really compelling, sophisticated music... *Jason Freeman, Assistant Professor, School of Music, Georgia Institute of Technology*

<http://www.music.gatech.edu/news>





..very cool ... excuse the sloppy expression ...
*Prof.Dr. Werner Jauk Dept. of musicology
University of Graz*

Collaborations in pipelined H.RP projects

We are happy to announce the following partners who are involved or signaled their interest to co-operate in the realization of the pipelined H.RP projects.

Mieko Suzuki escaped from the Tokyo fashion business to become a DJ in Berlin. She is now recording tracks for MNM and participates as performer and co-author in the project. **João Pais** dedicates himself to composition, laptop performance (Endphase laptop trio) and to programming, development and teaching with technology as Pure Data. **Josh Martin** offers his support in programming, recording and as consultant a in music related questions and beyond. Prof. **Holger Deuter** (FH Kaiserslautern) gives input with his experience in Motion Capture Systems and 3-Data-Mapping. **Nils Peters** is the author of HUMAsystem which serves as software for network connected real time random access visual media. Prof. **Markus Wacker** HTW Dresden has invited us for first test shootings in one of Europe's only markerless Motion Capture Labs. **Christian Graupner**, author fuels and drives

the bus. :) GGS CV: <http://www.humatic.de/cv/cg.html>

It is being discussed to collaborate with the electro acoustic studio of Akademie der Künste , Berlin .

About the Artists & Collaborators:

Christian Graupner is a Berlin based artist, film composer, guest artist at ZKM Karlsruhe and the creator and developer of real-time media playback systems. His wide ranging earlier works were made up of drawings, paintings and experimental electronic music, mostly published on records, CDs as well as in movies and radio plays under the pseudonym VOOV. Lately he has developed a series of reactive media installations in which characters appear significantly in the foreground. With his works such as '2Lives Left' and newest projects 'MindBox' and 'Don't Dance', he is keeping alive his conceptual platform 'Automatic Clubbing' and creates a new approach to video portraits called H.RP = Humatic Re-Performing In 2000 he formed the independent artist group and production company Humatic Ltd. together with Nils Peters with whom he develops software tools for artists working in a variety of media forms. CV: <http://www.humatic.de/cv/cg.html>

Josh Martin born 1968. 1996-2001 Studies in Audio Design Musikhochschule Basel Collaborations with various composers as Enno Poppe, Arnulf Herrmann, Jonathan Harvey, Wim Vandekeybus in studio, concert and theater productions. Sound engineer at ZKM Karlsruhe, Teacher at HfM "Hanns Eisler" in Berlin. Since 2009 JM works at the electro acoustic studio of Akademie der Künste , Berlin .

João Pais Born in 1976, João Pais began his musical studies with piano and violin. His first contact with composition was in 1993, studying with Evgueni Zoudilkine in Cascais. From 1996 to 2000, Pais continued his studies at the Lisbon Music Academy, under Christopher Bochmann and António Pinho Vargas. In 1998, he studied at the Royal College of Music with Jeremy Dale Roberts. Since 2002, he has been studying composition with Mathias Spahlinger, and electroacoustics with Mesias Miguaschca and Orm Finnendahl, at the Musikhochschule Freiburg, Germany. From 2003 to 2005 he was a tutor in the electronic music studio in the Musikhochschule Freiburg. João Pais has further complemented his professional formation through participation in courses and seminars in Lisbon (Emmanuel Nunes), Paris-IRCAM (Salvatore Sciarrino), and Darmstadt (Germany). In 1997, with Diana Ferreira and Luís Antunes Pena, Pais founded the Jornadas Nova Música in Aveiro, Portugal, a festival dedicated to new music.

Mieko Suzuki was born in 1977 in Hiroshima, Japan. She has a Fashion Diploma from Bunka University Tokyo. She worked in fashion design and business freelancing for companies as PUMA. Mieko Suzuki has a long years experience as a piano player. Since 1980. she performed as DJ & sound artist all over the globe with a focus on Japan, Australia and Europe. She won several awards and took part in residence programs . She was performing at several international Art and Fashion events as

Momentum Sydney 2010, Kunsthalle M3 Berlin, Calvin Klein Tokyo Collection etc. She was writing for international Magazines as Marie Claire, Loud Music Magazine, Style Neid, De:bug and many others. In her DJ performances she is surprising the audience with her uncommon headstrong sound as well mixing contemporary electro acoustic music with deep underground tracks. She created Shows for Radio stations in Berlin, Vienna, Paris and Tokyo. Since 2007 Mieko Suzuki is based in Berlin.

Holger Deuter is a creative artist, working in film, digital animation, interdisciplinary art-projects. He has a diploma in communications-design from the university of applied sciences in Wiesbaden and a professorship at the university of applied sciences in Kaiserslautern in virtual design. His three main areas of work are as 3d-artist and designer, creative developer based on experience with realtime-technologies and in relational concepts of audiovisual interaction based on his experience as instrumental soloist in audio-productions. Holger Deuter is currently working on his new project "Sculptured Movements."

Nils Peters is a programmer and artist. Starting off at music his work has taken him to fields as installation, theater and performance. He joint machinery art ensembles as Dead Chickens & BBM combining music and robot sequencing. With Humatic he developed a patented realtime-multimedia sequencing environment. He received several grants his projects. Musical work has been published by the Academy of Arts, Berlin.

Phuong Nguyen is a dancer and choreographer based in Berlin. After studying dance in Berlin and at the Fonty's Dance Academy in Tilburg (NL), she attended the 'Contemporary Arts Course' at Deakin University in Melbourne / Australia, where she moved into the fields of performance and media /film.

Phuong Nguyen was collaborating with various musicians in an orchestral context as in Brandenburg / Oranienburg and string quartet at Semper Oper Dresden. She produced several film-, performance- and installation works which has been shown at festivals and in galleries as Videodance Festival Athens, Thessaloniki, 291 Gallery London, pact-zollverein in Essen, Danceflicks – 'Danceflicks' at Dancehouse, Melbourne, 'd.a.m.p.f.' International dance and performance art festival, Cologne, Dance Moments at Bunkier Sztuki, Tanz NRW Festival-Dance Experimental Film and more...

Wei Meng Poon, Dancer and Choreographer

Wei Meng Poon is trained in Singapore and later furthered his studies at the Nationale Ballett Academie in Amsterdam. Since 1992, he has been working with several dance companies and independent groups, among them Balletto di Napoli (I), Nationale Ballettacademie (NL), Ballett Hagen (G), Introdans (NL), Lanonima Imperial (S), Compagnie Thor (B), La Renaissance de la Danse (G), Tamara Stewart (NL), Stephan Koplowitz (G), Compagnie Zappala Danza (I) etc. In recent years, he was making short choreographic works, as well as teaching, giving

workshops and playing theater roles Catania, Singapore and Berlin.

Dr. Sci (Tech.) Cumhur Erkut, Academy research fellow, Department of Signal Processing and Acoustics, Aalto University School of Electrical Engineering: Dr. Erkut has contributed to various national and international projects, e.g., MAPS, Academy of Finland project no. 105651, FP5 ALMA, FP6 S2S2, and FP7 COST Action IC0601 Sonic Interaction Design (SID). Currently, he runs the Schema-SID project (Academy of Finland project no. 120583). His primary research interests are sonic interaction design, model-based sound synthesis, and the enhancement of the aural experience in interactive contexts by means of audio signal processing. His full CV is available online at <http://www.acoustics.hut.fi/~cerkut/cv/ErkutCV.pdf>

Katie Wood dancer & performer in 'FeedBack 5 (FB5)

Ariane Thalheim performer FB5

Dessislava Stefanova dancer & performer FB5

Andreas Schwarz-Ruszczynski Guitar player, Co- Composer FB5