

# Transhuman, posthuman and proprioception

*"All the world's a stage,  
And all the men and women merely players:  
They have their exits and their entrances;  
And one man in his time plays many parts"*

From Shakespeare's *As You Like It*

The biggest recurring themes in my work have been pop culture and the human body. Each project always begins with a certain fascination for certain behavioural patterns people have.

What?

*The Wonderful Media Design Technicolor Experience* and *ビヨンセ! Beyonse* are two interactive installations.

Both the installations *The Wonderful Media Design Technicolor Experience* and *ビヨンセ! Beyonse* had the same setup, but were different in topic. They were set up with a projection and a Kinect underneath it. They also both had music and a center spot facing the projection where the 'user' gets in the Kinects radius.

*TWMDTE\** was exhibited for one day only, while *Biyonse* ran for four weeks in the gallery of Roodkapje in Rotterdam.

How?

The installations used the Kinect to recognize the users skeletons and movement. The user enters the room not really knowing what will happen. As soon as they approach the center spots laid out in front of the projection the Kinect immediately reads the user and either Beyoncé or Dorothy pops up in the screen and reacts to every movement of the user. The techniques that were used in the animation and Kinect were Processing and Animata

Why?

*TWMDTE* was developed to coincide with the Musical Symposium that took place during the Open Day at the Piet Zwart Institute to represent the Media Design department. *Biyonse* was a follow up installation to see it in a gallery space and watch the response. There is something quite fascinating to see people react when all of a sudden whatever they do is reinterpreted by technology and acted out into a superstar.

What?

Musicaloke is an interactive virtual product allowing the user to choose a character/celebrity/moviestar they want to become in their own virtual reality.

How?

This product also works with the Kinect to recognize the users movement. It's functions are based on a Karaoke machine. You choose a song and the character you want to become. You take a spot in front of the machine and start moving to the music and basically live your own fantasy life for a minute.

Why?

Developed for leisure, but also to boost creativity. Musicaloke is there to envision your fantasies in a musical way. Creating your own virtual reality as well as experiencing it in reality. It can be used for personal use as a sleeve+application for your laptop