

STREAM OF PERCEPTION

AUDIOVISUAL PERFORMANCE



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BACKGROUND

SOP originated from the idea of the interactive media apparatus as analog to a living being, as a digital entity that processes information and reacts to input with output. In this way, I found fascinating the idea of examining some of the features of cognitive processes through an audiovisual performance.

As this was my first time working with interactive media, I needed to, first of all, take time to get to know the media and reflect on my own experience. I have conducted many improvisation sessions with the same sounds and footage, resulting always in a whole different emotional experience.

THE PROJECT

The first part of SOP was the research on the representation of emotion in media. I have not only looked into symbols and images but more important was to study the cinematic devices that simulate cognitive processes. Afterward, I also look into the possibilities of interactive media for representation of cognitive processes.

The second part of the project after the research is the audiovisual performance SOP. More than a show made for the audience, SOP depict my emotional process as I interact with sound and images.

SOP AN ONGOING RESEARCH

I would like to continue my research on the perception of emotions by executing two more studies. The first one will be performing the audiovisual performance live and conduct at the same time an improvisation session together with a professional dancer who would react to the audiovisual output. Afterward, a dialogue will enable me, the dancer, and the audience, to exchange about the experience.

The last step for this ongoing research will be to add artificial intelligence for body language recognition as a speaker to the dialogue. The body language recognition will be processes both, the dancer's live performance and the dancer's performance on screen. The result will show the different experiences of the subjects involved: performer, dancer, media, spectator.

I have an interest in the representation of emotions through images and sound and how media and technology influences society. Through the next steps of my research “Stream of Perception” will exhibit the similarity between humans and machines. Nevertheless, it will also expose how very different individuals are from each other. Since the interpretation, one of the most crucial cognitive processes depends entirely on one's background. How can computer recognize emotions? How will technology develop in the future? and how too accurate results on emotion recognition will affect our relationship toward machines? Will that bring humans closer to machines or farther away?