



digital world  
& image group

projects spring '09

Georgia Institute of Technology  
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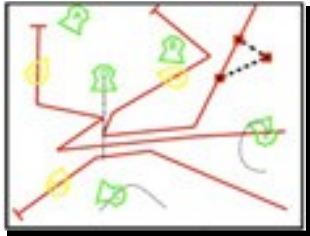
The Digital World and Image Group focuses on two main areas: digital spaces and real-time digital imagery. We see digital spaces as performance spaces and strive to improve their expressive qualities. Research is conducted in a combination of theory, analysis and discussion, and practical experimentation in a combination of studio classes and ongoing practical research projects.

**SpaceCam**  
**emBodied Digital Creativity**  
**Digital Performance**  
**Next Generation Play**  
**PuppetMan**

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### 1) SpaceCame

Thomas Lodato / Michael Nitsche (faculty)



The overarching goal of this project to create a method of editing for machinima that streamlines the production process. Our focus is on the use of the demo-recording format for a novel way of interfacing with the editing process. This work ties into a collaboration with the Cambot project (Riedl/ O'Neill) Supported by: Turner Broadcasting/

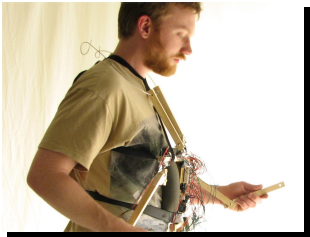
GVU

Info:

[http://dwig.lcc.gatech.edu/projects/spacecam/spacecam\\_details.html](http://dwig.lcc.gatech.edu/projects/spacecam/spacecam_details.html)

### 2) emBodied Digital Creativity

Geoffrey Thomas/ Paul Clifton/ Ali Mazalek (faculty) / Michael Nitsche (faculty)/ Sanjay Chandrasekharan



We explore the relationship between players' movements, their virtual puppets, and the use of this connection to widen creativity. This term, we implemented a physical puppet interface and connected it to a special 3D renderer. The set up allows us to test how common coding in the brain connects execution, perception and

imagination of movements in virtual worlds.

Supported by: NSF Creative IT grant

Info: <http://www.synlab.gatech.edu/projects/bdc/>

### 3) Digital Performance Initiative: Club Verona

Jenifer Vandagriff/ Shashank Raval/ Rebecca Rouse/ Kathryn Farley (faculty) / Jay Bolter (faculty) / Melissa Foulger (faculty) / Michael Nitsche (faculty)



Continuing our work on digital performance and questions of presence and live-ness a live performance was set up to examine our perception of live-ness in a mixed media performance. Club Verona is a modern restaging of sections of the classic Romeo and Juliet, set in today's hip hop culture.

Info: <http://dpi.gvu.gatech.edu/index.html>

### 4) Next Generation Play: NGP

Matthew Drake/ Gagan Malik/ Shashank Raval/ Andrew Roberts / Janet Murray (faculty)/ Michael Nitsche (faculty)



The project is based on a cross-media approach that connects physical objects as well as embedded TV objects to a multiplayer gaming experience. It bridges also different media from TV to cell phones as it allows players to collect, play, and share the virtual object they can assemble

through various input methods. Supported by: GT Broadband Institute/ Alcatel-Lucent

Info: <http://ngp.lcc.gatech.edu/>

### 5) PuppetMan

Martin Rojas/ Michael Nitsche (faculty)

Video game characters come to live usually exclusively in pre-animated sequences. This limits the player's range of accessible expressions through the animation control. PuppetMan presents a prototype animation tool that allows for highly flexible real-time animation control using a game controller. It also allows different animation passes and lets players build their own complex

animations.

Info: <http://dwig.lcc.gatech.edu/projects/puppetman/>

