

Limes at [EME3 2013 Topias](#) edition is an isolated user experience in the context of EME3 annual fest.  
Full manifesto available [here](#).

---

## Experience

Subjects, one at a time, enters on a dark room where a white canvas is projected on the front wall. Surrounded by a deep ambient sound user notices an still video begins to play. The upper limbs turns into a living brush and the movements become traces of watercolor stains over the image. Meanwhile, sound reacts with user movements and carries the subject to a new, virtual place. The space and time suggest the subject to a meditation about architecture and urban life in the city, in this case Barcelona.

## Team

Worked together with Marta Garcia Ferrer (architect), [Adrià Goula](#) (photographer), [Enric Llorach](#) (artist & architect), Carles Murillo Mir (professor), [Fèlix Pastor](#) (composer), and [Tomàs Peire](#) (composer).

## Development

Movements are analysed with a Kinect camera depth sensor and SimpleOpenNI for Processing (OpenNI + NITE), instead of using Daniel Shiffman library because needed an user skeleton tracking. Simulated watercolor is done again with Processing and the help of GLSL. Part of the simulation work is based on this great [paper](#) and tries to emulate the excellent work of Nelson Chu with MoXi, but in this case for working with a non-white canvas. Sound is generated with really impressive synths coded on MaxMSP. Finally, OSC helps sending data between MaxMSP and Processing.

## Tools

Processing, MaxMSP, OpenGL, GLSL, SimpleOpenNI, Kinect.

## Links & references

More info about the magnific work on sound in [this](#) Fèlix Pastor post.

Exhibited in [EME3 2013](#) architecture & urbanism in contemporary society @Fabra i Coats.