

## CRITIQUE.

This project stems from my research on the visual mind and evolved alongside the discoveries and conclusions of my dissertation. The finished piece focuses on the advantages of visual thought over verbal thought in a comparison of the right brain with the left brain and looks in particular at how we communicate our nonverbal mind. This project upholds values that I feel are becoming increasingly important in a disengaging, technological world; creativity, passion, emotion and soul. It compares these unique talents of the right brain with the abilities of current technology and aims to bridge this gap with a powerful synergistic partnership.

The Flying Machine has two dimensions; public and behind the scenes. From the audiences perspectives I wanted to hide the technical side and instead make a poetic statement on the importance of nonverbal interaction and the use of movement and visuals in communication. The spinning concept aims to convey the sensory experience of music in the mind. The slogan 'Fly' on the badges refers to a desire to soar in movement in an almost dreamlike state, a defining feature of the emotive mind.

Beneath the visual exterior however the internal structure, notably the javascript powering the program, is conceptual. The conclusion of my research is that it is the combined talents of both these opposite modes of thought, a combined approach of both reason and emotion that is most important. I consciously did not want to build a piece of basic VJ software, nor did I want to make visualisation software. Instead I have aimed to create a 'meaningful' system by encoding the complex patterns of associations that a computer cannot otherwise 'see'. The automated side of the system uses Max/MSP audio analysis to determine pattern changes in the audio wave form to trigger events. All clips in the spin library have been assigned attributes and the next clip is chosen by process of association. For example lalawindmill.mov has the following attributes; Lala, Windmill, Bristol and the following clip is picked at random from one of these three libraries (arrays) and is therefore related to the Lala Windmill clip by a shared attribute. (Please see spreadsheet for complete list of clips and attributes).

Simultaneously the program also accepts human input so that the user can VJ along with the computer creating a combined output. Just as the person may be influenced in his selection of cuts and clips in the video by the music and running automated video so may the machine be influenced by its audio input and the clips chosen by the user. The programme takes the human choices into a global variable and uses this information to determine its next choice.

Overall I have created a partnership of man and machine that capitalises on each of their strengths. The computer has speed and mathematical precision at generating the visuals but the human is responsible for matching the sentiment of the clips with the emotional content of the music and environment, a skill the computer cannot manage.