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MAX FINAL PROJECT WRITTEN DESCRIPTION and FUTURE PLANS

Thank you for this opportunity to learn code in class to further express my vision for illuminating skylines with beautiful environmental sustainability content with dance. During the course of my working with MAX MSP and Kinect I enjoyed the process of producing my work through an investigative process in coding layered video materials onto one another.

As you can see in my postings I worked with two separate patchers, a Kinect Motion Detection Patcher as well as a Chromakey Patcher to build the content for the final video of the Shenzhen skyline. In the Kinect Patcher my main goal was to layer video material with environmentally sustainable content in the background and dancing in the foreground. The dancing was captured through Kinect Motion capture and layered with graphic video content. I included a sound score and recorded the video and audio content through the Kinect Patcher. In the cascading Chromakey patcher, I layered Kinect Patcher Recording of dancing in nature over two images of the Shenzhen skyline. I programmed the chromakey to have two distinct colors, green and black (night sky color) then I inverted the second image so I could get the final output of the Kinect Patcher Recording video illuminating the Shenzhen skyline.

My future plans for this patcher and project is to work on developing my thesis to engage with the Shenzhen Municipal Commerce Bureau to illuminate their skyline in a project the United Nations will play a supporting role in for cultural groups supporting climate action. This has been a very rewarding process in producing these patchers in order to achieve this vision in some of its first iterations and will support my journey forward in the attainment of this project.