



BUBBLES.

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STAND in front of the screen and see what happens when the bubbles hit your shadow.

PLAY.

The multi-user-installation Bubbles enables participants to interact with the realtime simulation of floating bubbles.

By entering the light beam of the data projector, the participant casts a shadow onto the projection screen. The screen area is captured by a video input system and each bubble is able to independently recognize both the shadows' touch and its direction.

Defined as autonomous objects, the bubbles' behaviour and their response to any user-interaction follows a set of simulated physical laws. Both the overall state of the complex system and the shadows' interaction with the bubbles create nonlinear musical structures that are generated in real-time utilizing a midi interface and midi synthesizer.