

# International Neo-Local Design Summer School

International Augmented Med

Multimedia and Interactive Technologies for the Promotion of Natural and Cultural Heritage

## Virtual Cityscapes - Videomapping for Cultural Heritage - Workshop

Dept of Architecture, Design and Urbanism of the University of Sassari - Alghero

Municipality of Alghero

22-24 September 2015 - Instructors: Niccolò Ceccarelli, Enzo Gentile

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### Aim of the workshop

- Understanding of the qualitative and technical aspects of video projection on architectural and stage-set design objects;
- Using the means and new technologies, enriching personal capacities and applying them in the development of expressive performances and different environments of modern visual communication;
- Monitoring and analyzing the latest developments, the most interesting new technologies and experiments.
- Applying the concept of *Augmented Reality* as a new means of cultural heritage perception, history interpretation, tourism promotion in the age of digital media.

### Dates and hours

Tuesday 22 Sept. till Thursday 24 Sept. 2015, (10:00 am-13:00 pm, 15.00 pm-18.00 pm)

### Location

Santa Chiara - Alghero

### Contents

The workshop is divided into three training elements: a first more theoretical and multidisciplinary preparation part and a practical work group divided in pre-production and production.

Practical video mapping for architects, performers, visual artists and stage-set designers.

### Software

Essential software to be installed on PC/MAC

- Resolume Arena 4.x.x (demo : <http://resolume.com/download/>)
- Photoshop (old version are suitable too for our goals)

Possible additional software for PC/MAC:

- Virtual MIDI port: loopbe1 (free), PC or ipMidi (MAC)
- VMPK Virtual Midi Piano Keyboard (free, PC and MAC)

## Notes

- No particular technological or IT knowledge is required, but it is desirable to have good general computer skills and knowledge of main graphics softwares.
- Applicants should be ready with their laptops, with webcam and microphone and a preinstalled demo version of the previously mentioned software.
- The language of the workshop is English.

## Program

### Tuesday 22 September

Presentation of the program and different sessions  
Architectural mapping  
Laboratory: mapping live technique  
The projectors  
Resolume Arena

### Wednesday 23 September

Live Video mapping laboratory on little or medium object/architecture  
Real time sound / visual responsive systems.  
Guided exercises  
Visit and technical study

### Thursday 24 September

Conceptual Approach - Documentation on the building and the location.  
Creation of specialized groups in relation with different aspects of the project:

- 1) contents and artistic direction
- 2) image development (video or 3D)
- 3) sound composition
- 4) live or interactive video and/or sound
- 5) technical aspects of the equipment and projections

Contents development for the project, such as storyboard and relation between the building and the historical and archaeological contents.  
Work in groups

### Addendum (18.00-19.00) only for those interested

Motion tracking and live-scan with Kinect V2.  
Practical examples with Processing and SDK Microsoft.  
Network data transmit (OSC and Midi).

### Thursday 25 September: The final project