

## Biographies

### Scott deLahunta

Scott deLahunta works from his base in Amsterdam as a researcher, writer, consultant and organiser on a wide range of international projects bringing performing arts into conjunction with other disciplines and practices. He is an Associate Research Fellow at Dartington College of Arts and an affiliated researcher with Crucible, an interdisciplinary research network within the University of Cambridge. In 2006, he is a Research Fellow with the Art Theory and Research and Art Practice and Development Research Group, Amsterdam School for the Arts. In 2005 and 2006, he is Visiting Researcher at the Dance Department/ Advanced Computing Center for Art and Design, Ohio State University. He lectures on the post-graduate study in Choreography/ New Media at the Amsterdam School for the Arts and serves on the editorial boards of Performance Research, Dance Theatre Journal and the International Journal of Performance and Digital Media. Writings and project documentation is available on-line: <http://www.sdela.dds.nl>.

### Marc Downie

Marc Downie (PhD) is an artist and artificial intelligence researcher. He holds degrees in natural science and physics from Cambridge and media arts from MIT, and a PhD from MIT's Media Lab. Downie's complex algorithmic systems are inspired by natural systems and a critique of prevalent digital tools and techniques. His interactive installations, compositions, and projections have presented advances in the fields of interactive music, machine learning, and computer graphics. <http://www.openendedgroup.com/>

### Myriam Gourfink

Myriam Gourfink's unique work introduces yoga techniques and computer-choreography to contemporary dance, exploring micro-movements and challenging conventional notions of dance. In less than ten years she has become one of the leading choreographers on the European contemporary dance scene. The performance she creates requires extreme physical control resulting in a strange but boundless beauty. Every movement, every look, every breath is meticulously pre-determined to the millimetre, while the dancer's body moves along a continuous, measured and fascinating path. The dance unfurls like a wave, a long vibration echoing the music that accompanies it. <http://www.myriam-gourfink.com>

### Rémy Muller

Born in 1980, Rémy Muller, guitarist and pianist, is a signal and image processing engineer, with a specialization in computer music (ATIAM Master at IRCAM) as well as video processing (Images and Systems Master, Lyon). At IRCAM, he is engineer/developer with the Performing Arts Research Team. He performs research on motion following/recognition and develops tools for Max/MSP and EyesWeb, making links between research and creation. In particular, he is the author of the MnM library for Max/MSP. He worked with composer Robin Minard (s0undb1ts), choreographer Hervé Robbe and composer Andrea Cera (REW, mutating score), composer Olga Neuwirth (Le temps désenchanté) and choreographer Myriam Gourfink (This is my house). He is also known as mdsp for his audio plugins (VST, AudioUnits) from the smartelectronix developer collective. <http://recherche.ircam.fr/equipes/temps-reel/movement/muller/>

Information and registration: <http://nime06.ircam.fr/workshops.htm>

■ Registration required 50 € ■ student 30 €

*limited seating*

*not included in the NIME 06 registration*

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FESTIVAL  
**AGORA**  
RENCONTRES TECHNOLOGIQUES  
**RÉSONANCES**  
1<sup>ER</sup> AU 17 JUIN 2006

# NIME 06 WORKSHOP

CHOREOGRAPHIC COMPUTATIONS  
MOTION CAPTURE  
AND ANALYSIS FOR DANCE

RECHERCHE ET CRÉATION MUSICALES

SUNDAY JUNE 4, 2006

ircam, STUDIO 5

10:15-18:00

nime06

ircam  
Centre  
Pompidou

This workshop will focus on new innovations combining motion capture and computer-based techniques with choreography and performance, an area in which an international group of artists and researchers has been breaking new ground.

The software artists and programmers involved are exploring a range of heterogeneous computer concepts and approaches from agent-based aesthetics to the development of new tools and pathways to support collaborative composition (using software platforms and environments such as EyesWeb, Isadora, MnM and Fluid). Through their close collaboration with the choreographers (e.g. Trisha Brown, Myriam Gourfink and Dawn Stoppioello), a shared understanding of movement and gesture is evolving to support the application of complex algorithmic procedures to equally complex choreographic creation.

Together these practitioners are carving out fresh territory for correspondences between choreography and computation. We have invited some of these artist/ researchers here to present their recent collaborative work in the context of this NIME06/ IRCAM workshop.

*This workshop concept is linked to an emerging network of activity focusing on movement analysis/ interdisciplinary arts and science research connecting research institutes in Genoa, Paris, Amsterdam, Bonn, Monaco and Birmingham, UK. More information will be made available at the workshop.*

**Organisers/Presenters:** Scott deLahunta, Writing Research Associates, NL and Frédéric Bevilacqua, IRCAM, F

## ■ Schedule

- 10h15-11h30** Scott deLahunta, Writing Research Associates, NL and Frédéric Bevilacqua, Researcher, IRCAM, F  
Co-descriptions: an introduction to sharing questions of movement
- 11:30 to 12:30** Antonio Camurri, Professor, InfoMUS lab, University of Genoa, I  
Computational models and tools for the real-time analysis of expressivity in movement and gesture
- 12:30 to 13:30** Marc Downie, Artist and Researcher, OpenEndedGroup, USA  
A New Kind of Picture: images and tools for « how long does the subject linger on the edge of a volume... »
- Lunch break
- 15:00 to 16:00** Myriam Gourfink, Choreographer, F and Remy Muller, Researcher, IRCAM, F  
From the idea to the gesture
- 16:00 to 17:00** Mark Coniglio, Composer/Media Artist, Troika Ranch C°, USA  
Seeking Gestural Qualities with Isadora + EyesWeb
- 17:00 to 18:00** Final discussion

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### Frédéric Bevilacqua

Frédéric Bevilacqua is researcher at IRCAM on gesture analysis and interactive systems in the Real Time Applications Team and in the Performing Arts Technology Research Team. He holds a master in physics and a Ph.D. in Biomedical Optics from the Swiss Federal Institute of Technology in Lausanne. He studied music at the Berklee College of Music in Boston and participated in several artistic projects as a pianist and/or composer. From 1999 to 2003, he was a researcher at the Beckman Laser Institute, University of California Irvine (UCI). He performed various projects on motion capture, movement analysis and interactive installations in collaboration with the UCI Music and Dance Departments  
<http://www.ircam.fr/atr.html?L=1> (RealTime Applications Team Ircam)

### Antonio Camurri

Antonio Camurri (Genoa, 1959; Master's in Electrical Engineering, 1984; PhD. in Computer Engineering, 1991) is an associate professor at DIST–University of Genoa (Faculty of Engineering), where he teaches courses in software engineering and multimedia systems. His research interests include computer music, multimodal intelligent interfaces, interactive systems, kansei information processing and artificial emotions, and interactive multimodal-multimedia systems for theater, music, dance, and museums. He is founder and scientific director of the InfoMus Lab at DIST–University of Genoa ([www.infomus.org](http://www.infomus.org)). He was the president of AIMI (Italian Computer Music Association), and is currently a member of the IEEE CS Technical Committee on Computer Generated Music's executive committee and the associate editor of the Journal of New Music Research. He is responsible for EU IST Projects at the DIST InfoMus Lab and is the author of more than eighty scientific publications. In 2005 he became the scientific director for the Casa Paganini, a center for excellence in science and multimedia technologies for music and the performing arts ([www.casapaganini.org](http://www.casapaganini.org)). <http://www.eyesweb.org/>

### Mark Coniglio

Media artist Mark Coniglio is co-founder, with choreographer Dawn Stoppioello, of New York City based Troika Ranch - a dance theater company that integrates dance, theater and interactive digital media in their live performance works.

Coniglio has focused his career as an artist and computer programmer towards a singular goal: to find ways for the movements and vocalizations of performers to interactively manipulate digital media in a meaningful way. This has resulted in the creation of numerous media-intensive performances with Troika Ranch, as well as to the development of software and hardware tools that have allowed other artists to create their own interactive works. Notably, Coniglio is the creator of Isadora®, which has been adopted by artists and VJs worldwide as their primary tool for realizing interactive performances and installations. Coniglio studied at California Institute of the Arts (CalArts) under the tutelage of electronic music pioneer Morton Subotnick and received an BFA in music composition in 1989. After graduation he joined CalArts as faculty. From 1990-94 he taught courses in interactive music and was an integral part of the Center for Experiments in Art, Information and Technology. Since that time he has been an independent artist. Coniglio and Stoppioello received the first Time Out New York Dance Audience "Bessie" Award in 2004, an honorary mention at Prix Ars Electronica 2004, and an Eddy award from Live Design magazine. Coniglio is also the recipient of two consecutive Digital Fellowships from Dance Theater Workshop in 2004 and 2005 and will act as facilitator for the Digital Fellowship Program in 2006.  
<http://www.troikaranch.org/>