



UWL REPOSITORY

repository.uwl.ac.uk

FuXi: a fish-driven instrument for real-time music performance

Cordeiro, Joao ORCID logoORCID: <https://orcid.org/0000-0002-0161-7139> (2014) FuXi: a fish-driven instrument for real-time music performance. In: Proceeding INTER-FACE: 2nd International Conference on Live Interfaces 2014, 22-23 November 2014, Lisbon, Portugal.

This is the Published Version of the final output.

UWL repository link: <https://repository.uwl.ac.uk/id/eprint/5254/>

Alternative formats: If you require this document in an alternative format, please contact: open.research@uwl.ac.uk

Copyright:

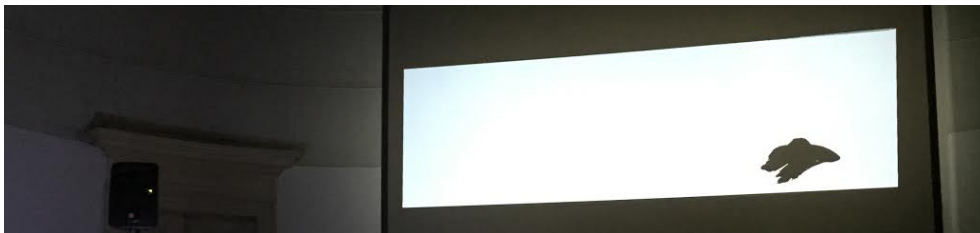
Copyright and moral rights for the publications made accessible in the public portal are retained by the authors and/or other copyright owners and it is a condition of accessing publications that users recognise and abide by the legal requirements associated with these rights.

Take down policy: If you believe that this document breaches copyright, please contact us at open.research@uwl.ac.uk providing details, and we will remove access to the work immediately and investigate your claim.

FuXi

JOÃO CORDEIRO

Faculty of Creative Industries
University of Saint Joseph
jcordeiro.pt@gmail.com



ABSTRACT

The position of a fish in a fish tank is used as performative input. The fish's unexpected (but somehow predictable) movements provide a challenging stimulus to the performer. A camera is used to track the fish's behaviour. The image is also projected on the screen, combined with graphics influenced by the fish's behaviour.

This performance presents an audiovisual world inhabited by a fish. The world is created with a system named *FuXi*, after the culture hero in Chinese mythology credited for the invention of fishing and repopulation of humanity. The system combines an aquarium with a fish, a computer vision module for tracking the fish' movements, a visual display of the fish's image juxtaposed with graphical elements, a sound generation module and a set of hardware devices for controlling the system. By synchronising different visual elements (backgrounds, living creatures, man-made objects) to corresponding sounds, the performer defines the world in which the fish is immersed, gradually generating a fantastic audiovisual narrative in which the fish plays a leading role.

LINKS TO VIDEO & EXTENDED TEXT

