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

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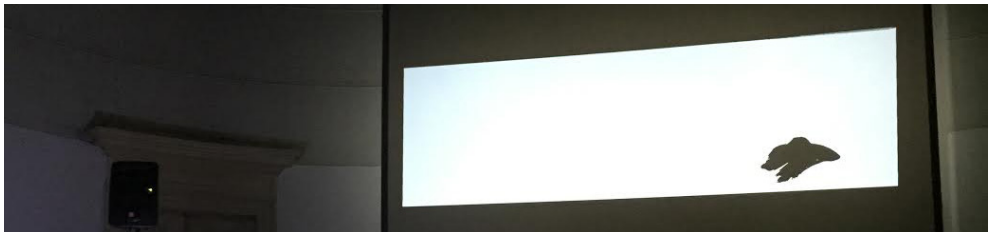
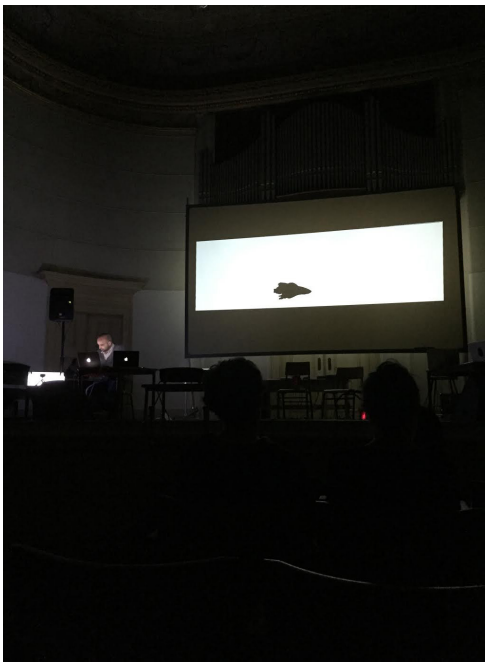
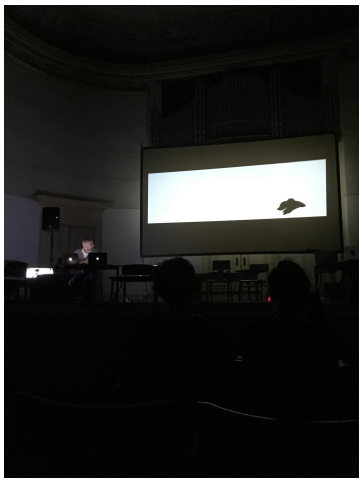
FuXi

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.

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