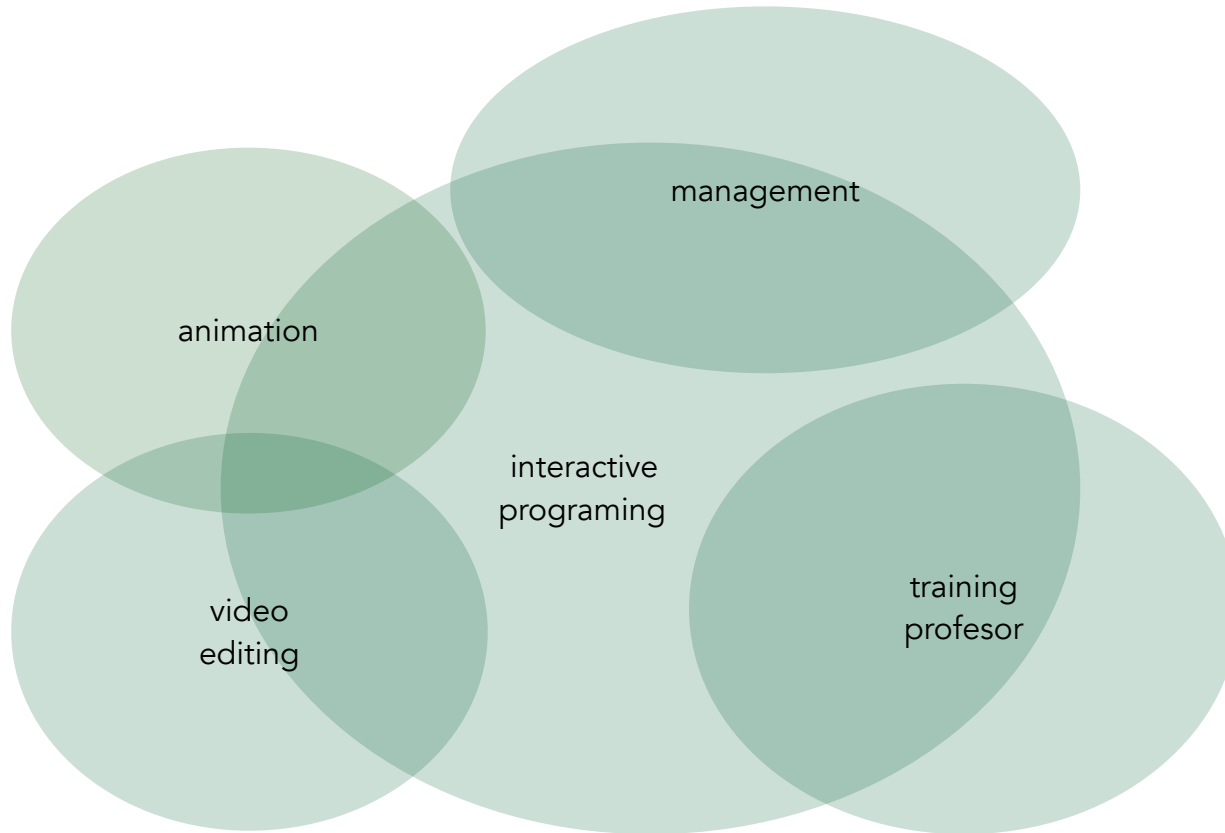## *What I Do*

Interactive Programing Ecosystem

An input event trigger an output event

Input Events
    Change in humidity, temperature, light, sound, …
    Press a button, slider, joystick, eye tracker, …
    Timeout
    Database update

Output Events
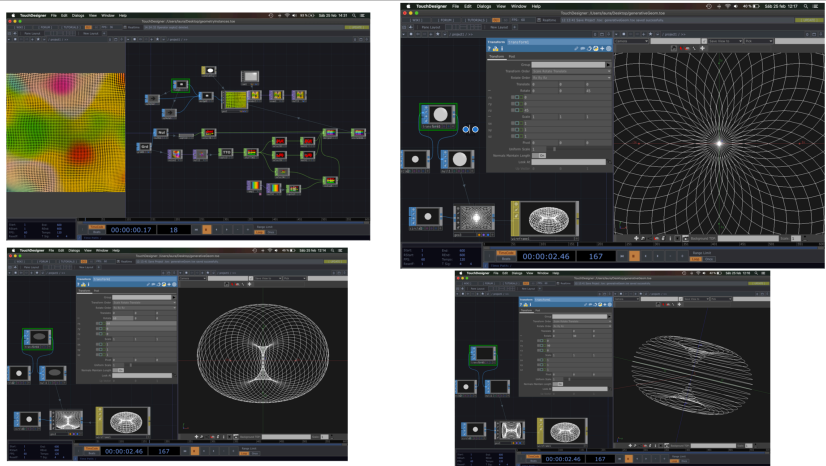   Change video settings: speed, colors, …
    Convert into mechanics (open a door, …)
    Send info to the internet
    Send telegram messages

Software: Resolume, Isadora, Touchdesigner, Processing, AFRAME, C#, Java, Javascript , Python [Supercollider, vvvv, Ableton Live, OpenFrameworks]*

Hardware: Camera, Microphone, Sensors, Arduino, Raspberry, esp8266, Oculus

Diagram labels: animation, management, interactive programing, video editing, training profesor

* [Used for testing proposes, looking forward to playing around more with this toys.]
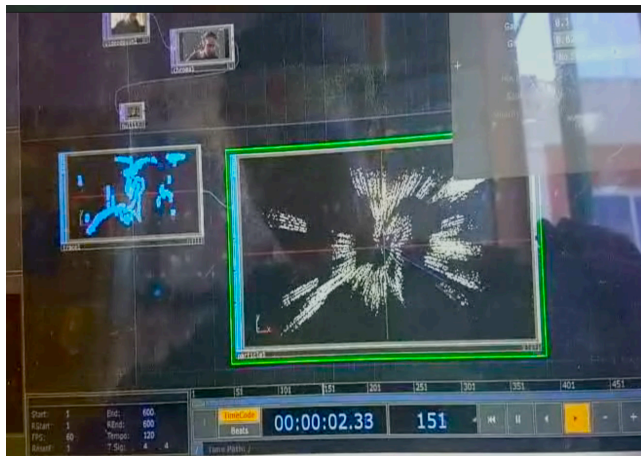
Projects

Touchdesigner:
Audio-reactive animation created in real time. Takes input from the microphone to update the animation output on a projected screen.
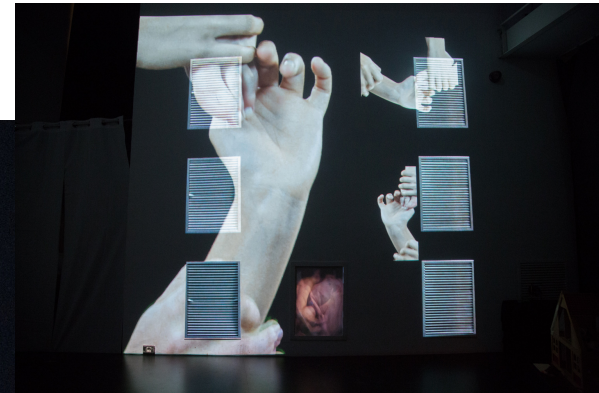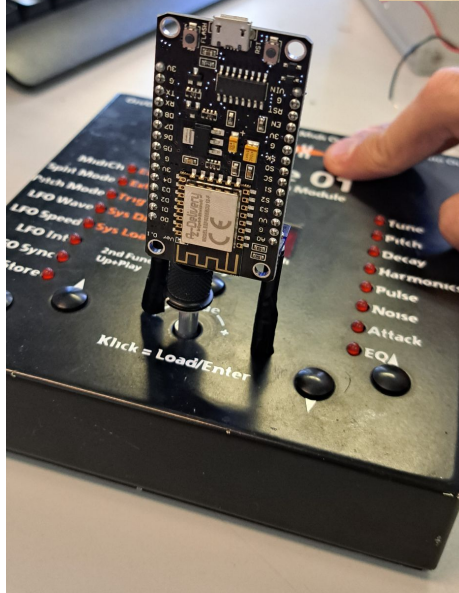
Real-time video editing (separating foreground and background, adding particles)

Processing: Creation and manipulation of images and animations, 3D images from 2D, real-time video processing via Kinect, also IR (infrared video)
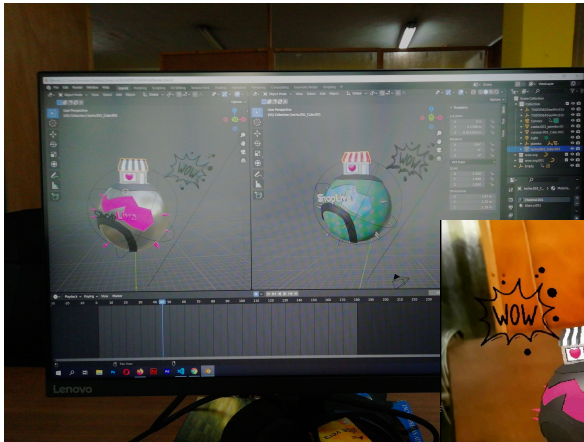
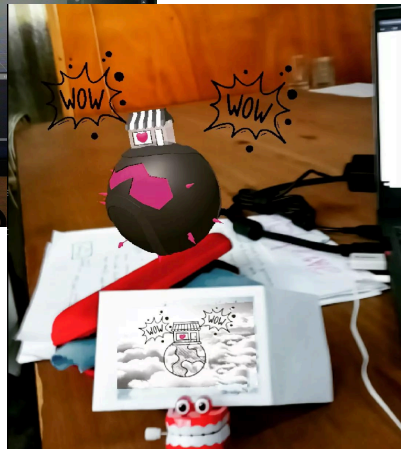**Raspberry+WiFi:** knob control via wifi getting the input via WiFi, moving the knob as response. Full project here

Isadora: Live performance tech support, video manipulation, projection mapping. Watch the video here

AR/ VR

AFRAME: Augmented reality animation by scanning an image in paper via web (no installation needed)

Virtual reality online game, working for oculus and mobiles. Red balls add 1 point, blue diamonds reset the score.