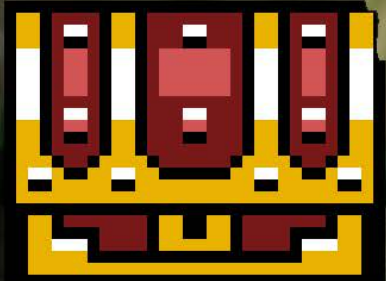


May the stars shine down on you...



*Fish Anywhere*

An Interactive Experience

Nabil Mir

# Why?

Book as a  
board game

Go  
fishing

Create a  
completely  
immersive  
environment, complete  
with sounds, props,  
atmosphere

Group musical  
experiments +  
experience creating  
sounds together to  
make a collaborative  
sound piece

Youtube video  
of guy who  
~~put~~ turned house into  
a ball pit

Places where the  
walls are  
doors

the floor  
is lava

Using Augmented  
Reality as a  
group activity

MIIT - art  
openings  
(all students have  
work)

every day is  
halloween

Web maze  
game

# How?

The screenshot displays a Pure Data patch window titled "FishTest" with a standard menu bar (File, Edit, View, Object, Arrange, Options, Debug, Extras, Window, Help) and a 100% zoom level. The patch is a complex signal flow diagram for video processing, featuring several visual outputs and control elements:

- Top Left:** A "metro 20" object is connected to an "open" object, which feeds into a "jit.grab 1280 720" object. The output of "jit.grab" goes to a "color \$4 \$1 \$2 \$3" object, which then connects to a "jit.chromakey @mode 1 @minkey 1 @maxkey 0" object. This chromakey object also receives input from a "0.12" and "0.154" object, with a note: "< fuzziness for chromakey". The output of "jit.chromakey" goes to a "jit.rgb2luma" object, with a note: "chromakey set up for masking for computer vision".
- Top Right:** A "metro 2" object is connected to a "random" object, which feeds into a "count" object. The output of "count" goes to a "jit.movie" object. A note says "< select your folder at the inspector". The output of "jit.movie" goes to a "Scale the mask" object, which has a "0." input. The output of "Scale the mask" goes to a "jit.op @op \* @val 1" object, which then feeds into a "change" object. The output of "change" goes to a "sel 1" object, which then feeds into an "open" object. The output of "open" goes to a "display-2" object, which shows a blue and purple fractal pattern.
- Middle Left:** A "jit.movie" object is connected to a "read" object. A note says "Plays in background". The output of "read" goes to a "color from the screen is RGBA" object, which then feeds into a "cv.jit.centroids" object. The output of "cv.jit.centroids" goes to an "unjoin 2" object, which outputs two numerical values: "873.909668" and "485.888153".
- Middle Right:** A "cv.jit.centroids" object is connected to an "unjoin 2" object, which outputs two numerical values: "873.909668" and "485.888153". The output of "unjoin 2" goes to a "change" object, which then feeds into a "sel 1" object. The output of "sel 1" goes to a "display-1" object, which shows a black and white image of a hand holding a red apple.
- Bottom Left:** A "key" object is connected to a "sel 49" object. The output of "sel 49" goes to a "fullscreen \$1" object. The output of "fullscreen \$1" goes to a "window one" object, which shows a video frame with the text "This is beyond your experience...". A note says "The 1 key toggles fullscreen".
- Bottom Right:** A "key" object is connected to a "sel 50" object. The output of "sel 50" goes to a "fullscreen \$1" object. The output of "fullscreen \$1" goes to a "window two" object, which shows a video frame with the text "This is beyond your experience...". A note says "The 2 key toggles fullscreen".

The patch also includes various control objects like "change", "sel 1", "open", "display-1", "display-2", and "window one/two". The overall workflow involves capturing video, processing it with chromakey, and then displaying the results in different windows, with key presses toggling fullscreen mode.

# Influences



*Untitled (Placebo)* by Felix Gonzalez-Torres

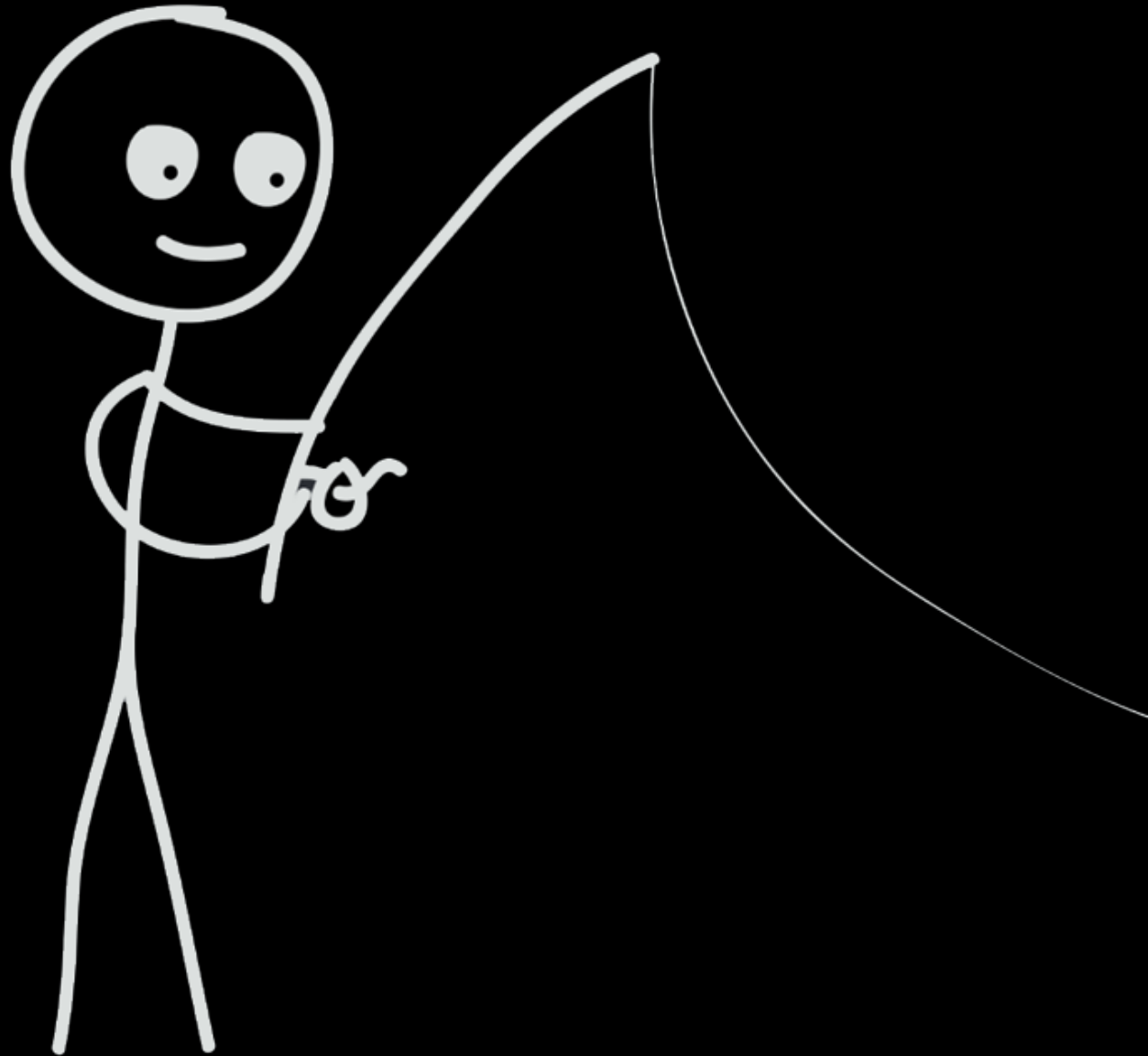


*RedBall Project* by Kurt Perschke

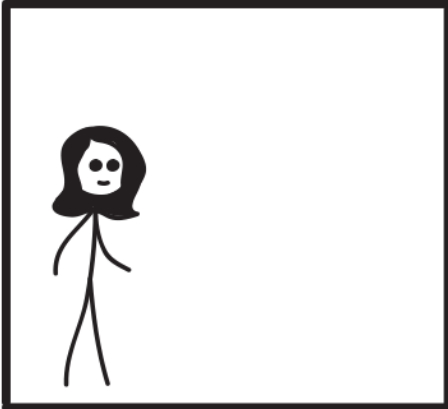


*Learn How to Fly Over a Very Large Larry* by Daniel Bozhkov

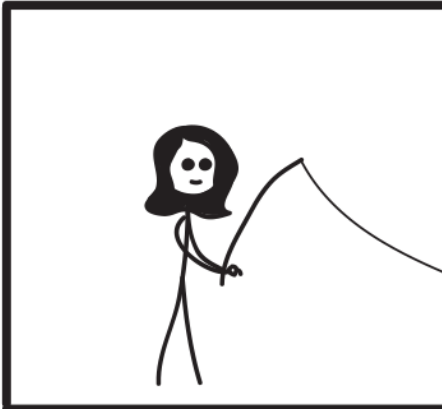
Interactive



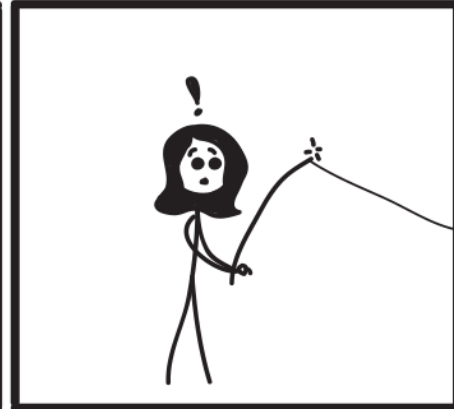
# Installation



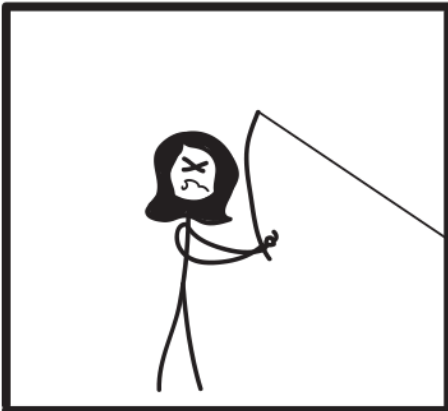
User enters installation.



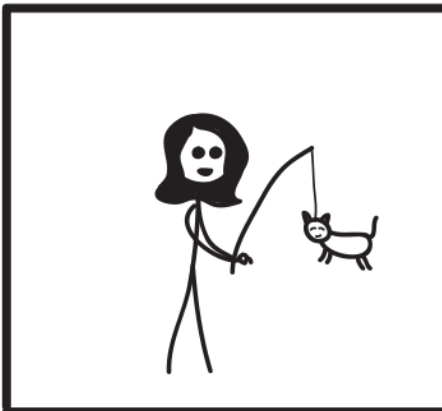
User equips rod and casts.



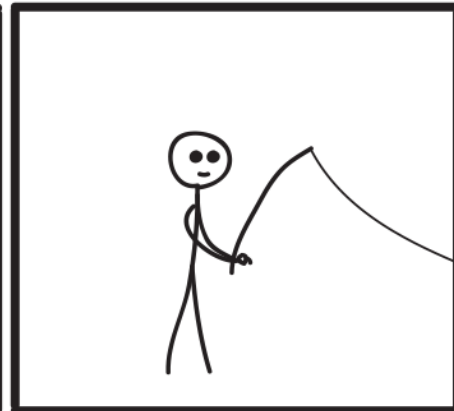
Oh! It's a bite!



User reels in prize.

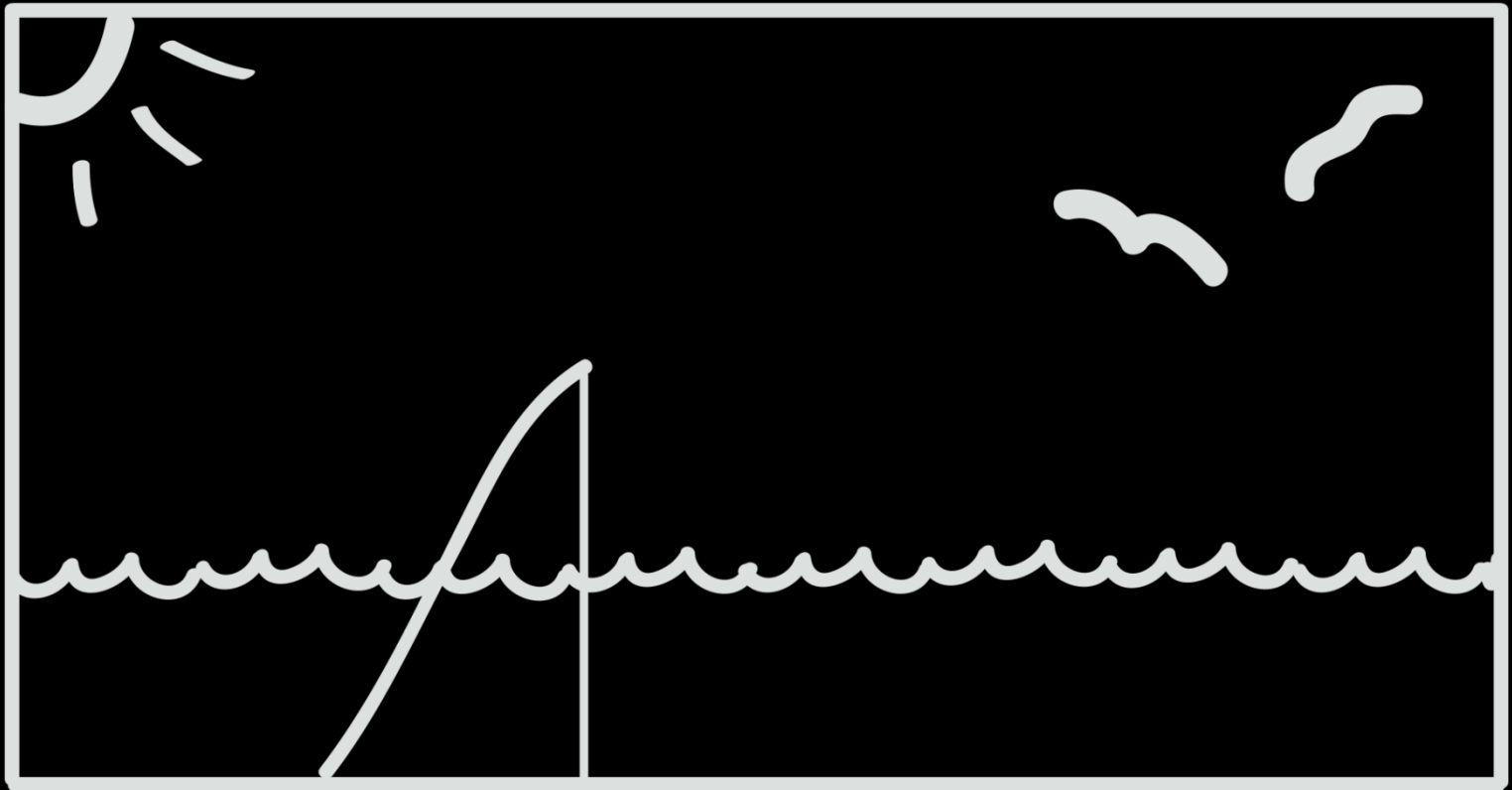


Reward acquired!



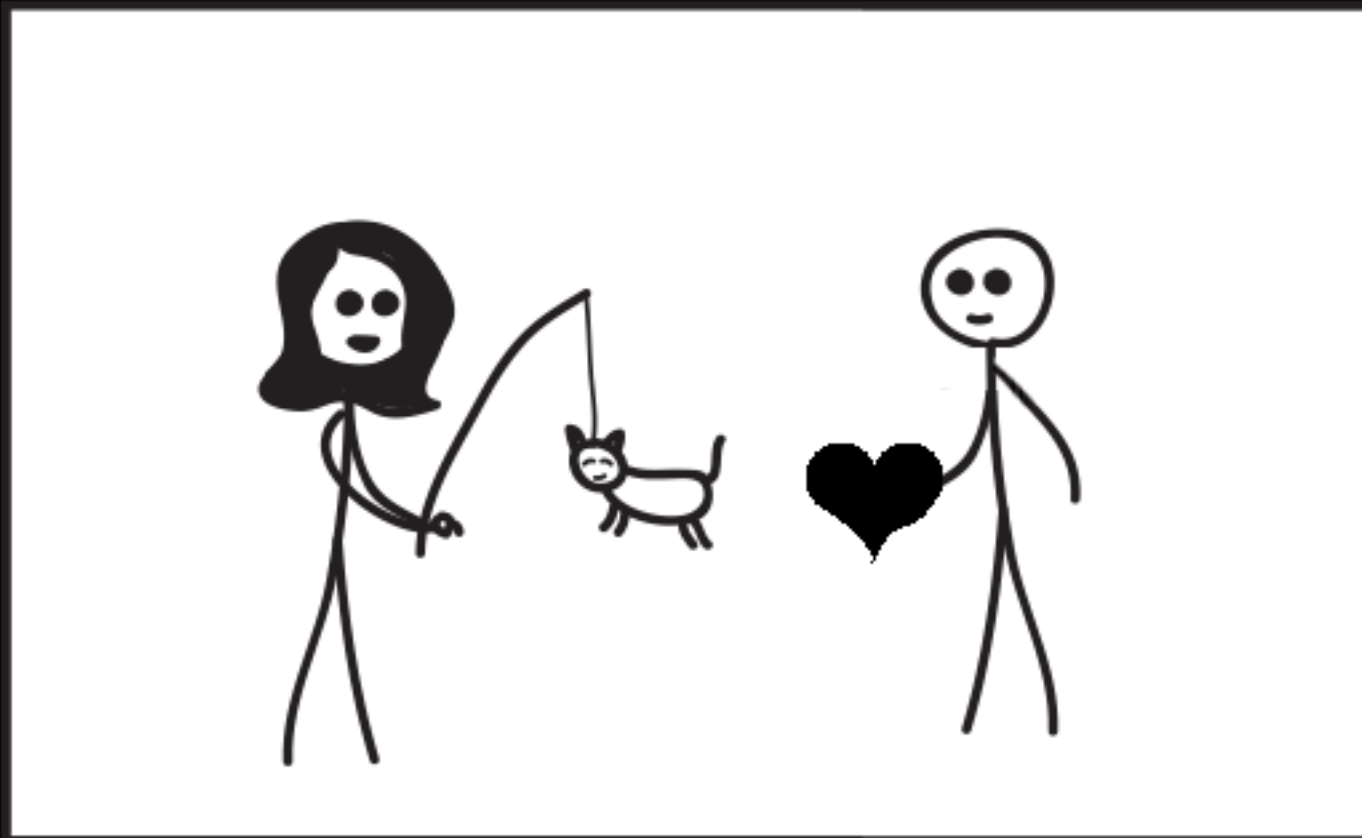
Next user participates.

# Real Time Video Projection





# Collaboration and Exchange



Thank you!

