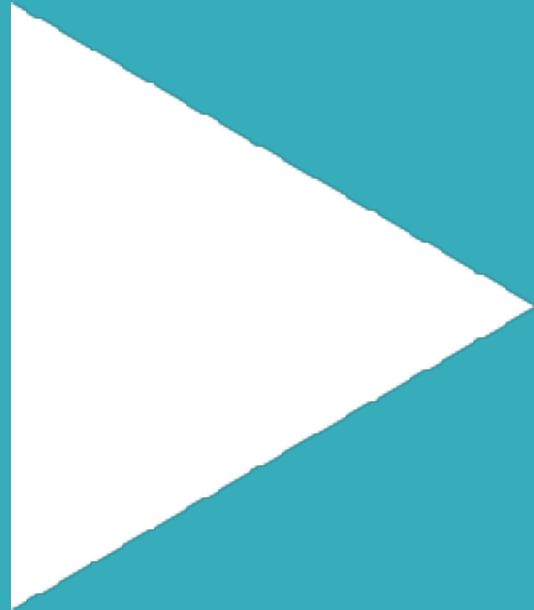


# Exploring the body as interface



- my journey :-)
- creative coding
- body as interface
  - 1 — motion
  - 2 — code
  - 3 — design



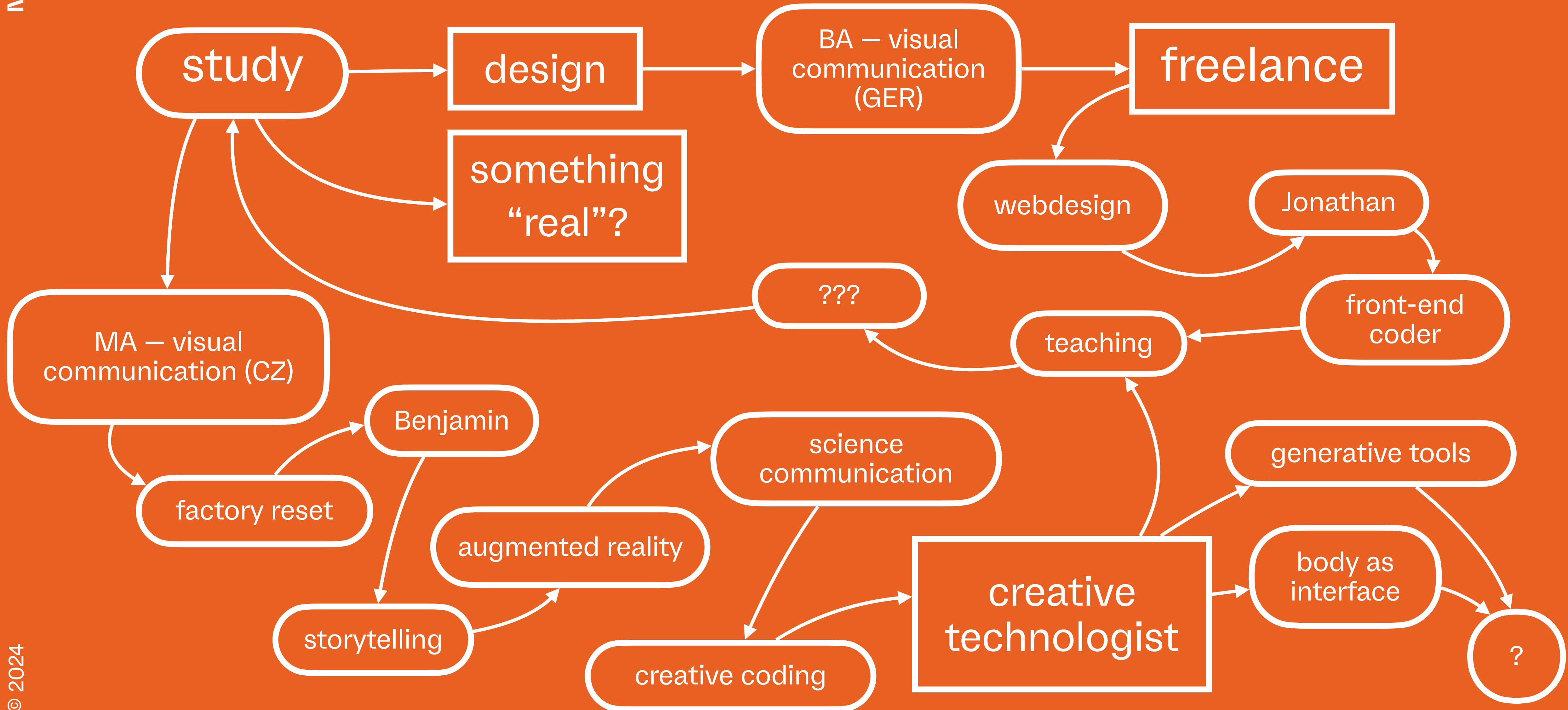
# my journey

a designer lost  
in the world  
of code ...





# my journey



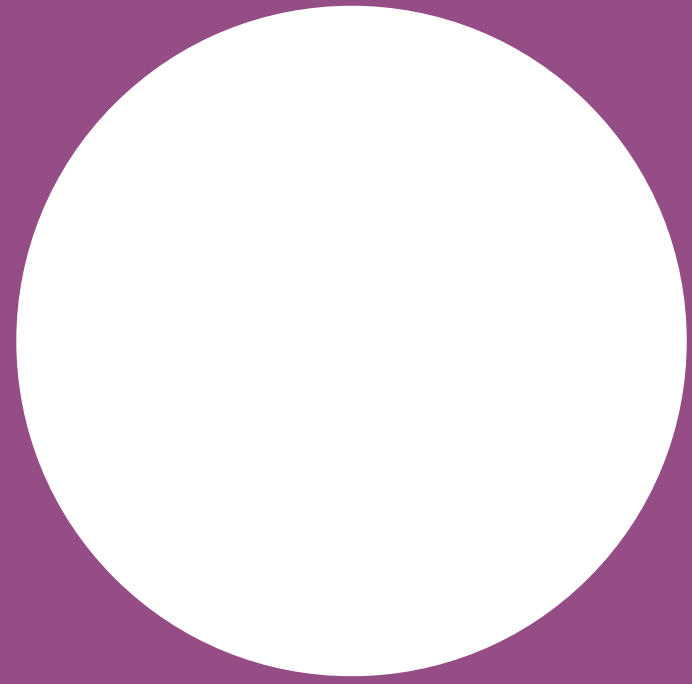




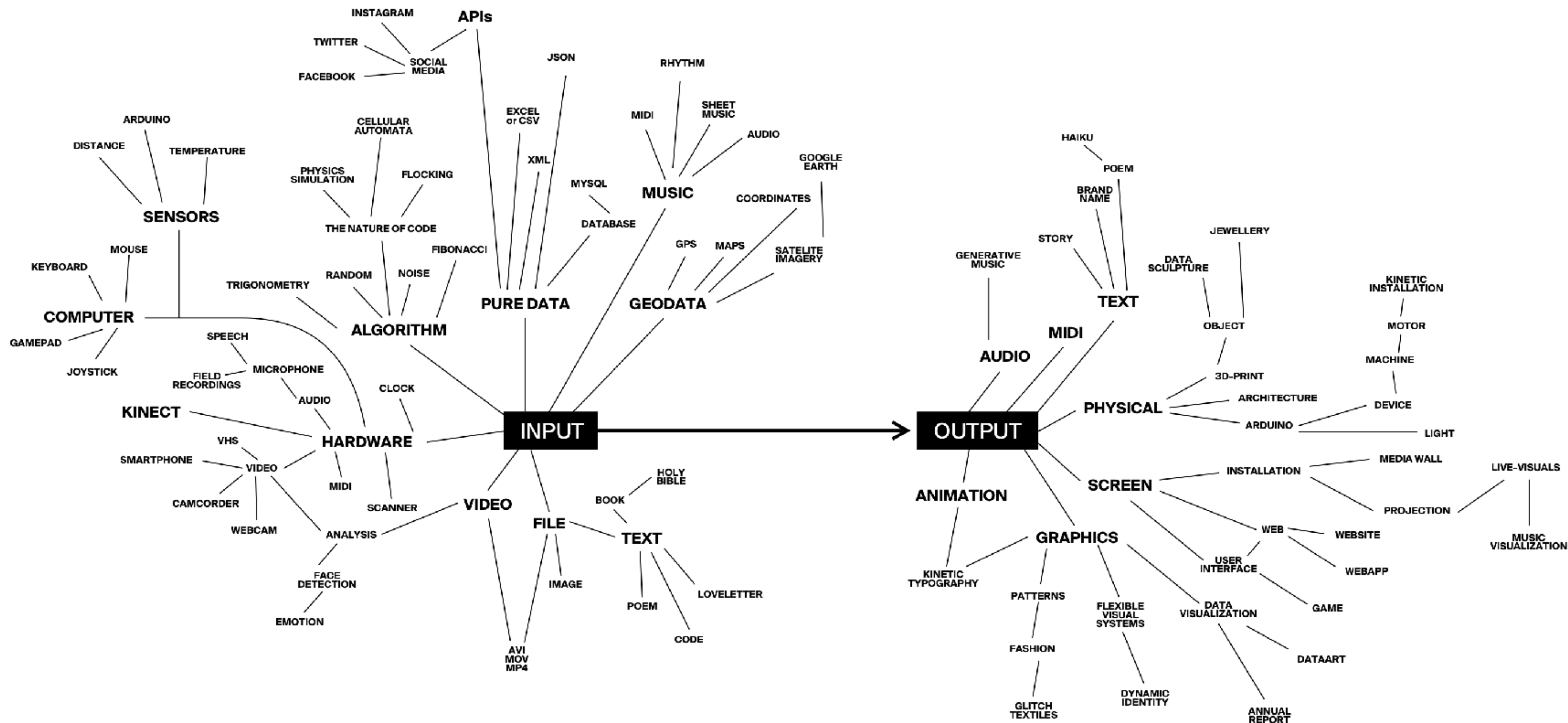
science

art

tech



# what is creative coding?



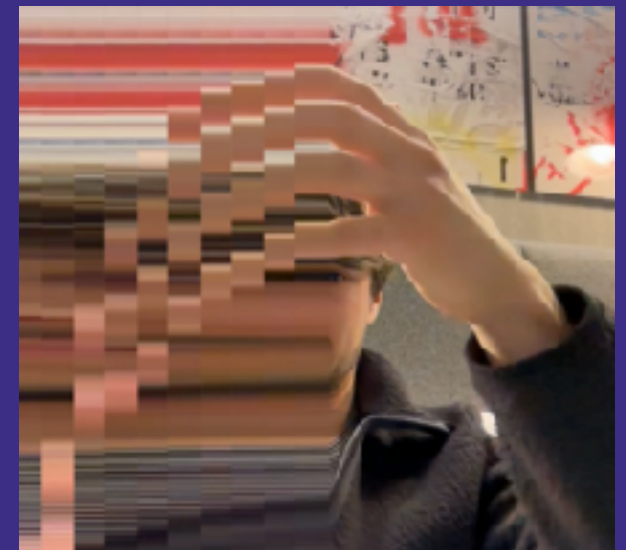
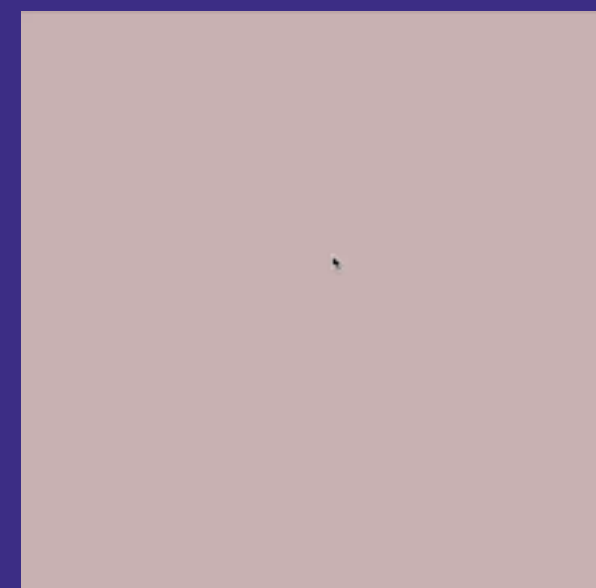
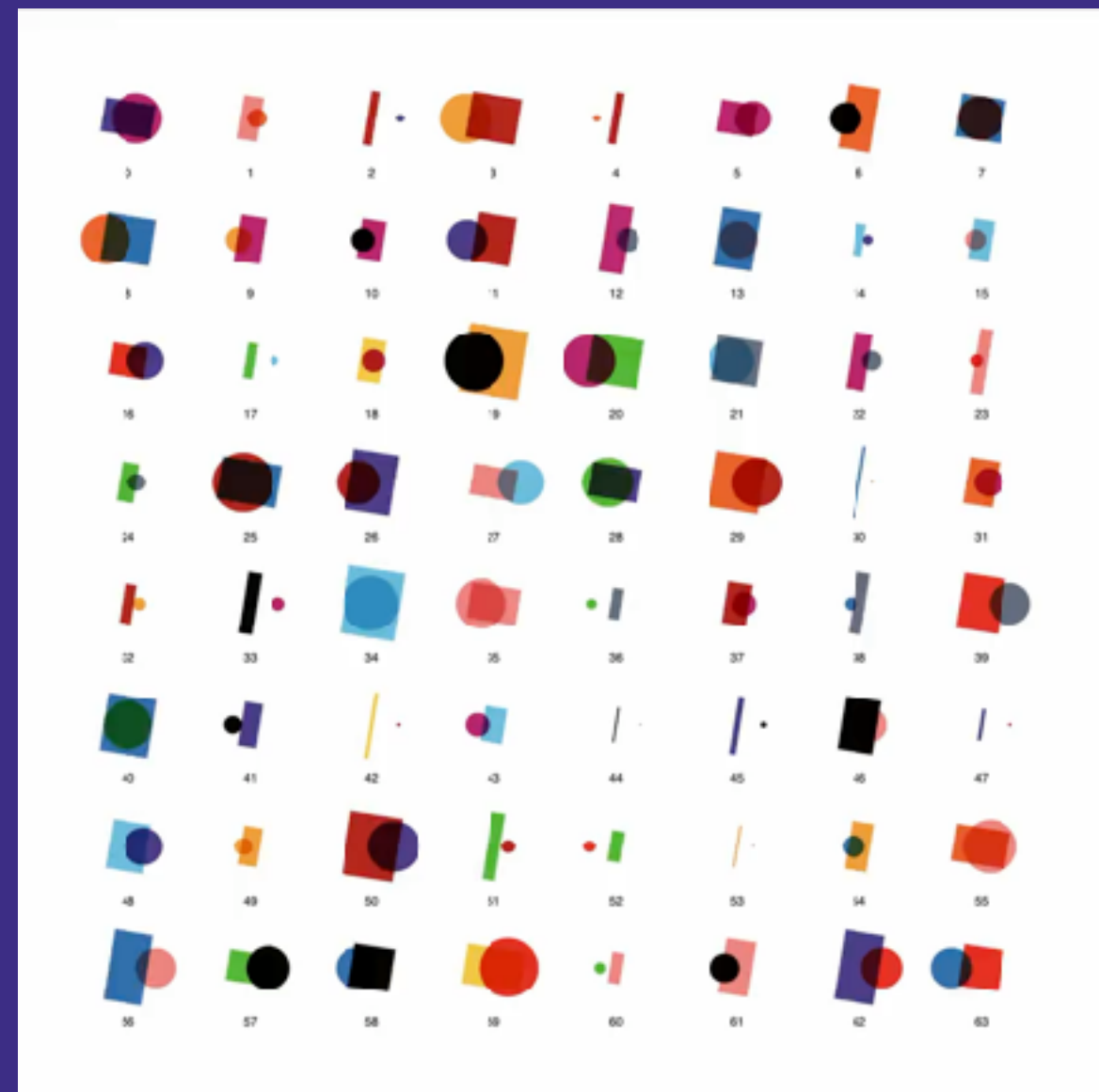
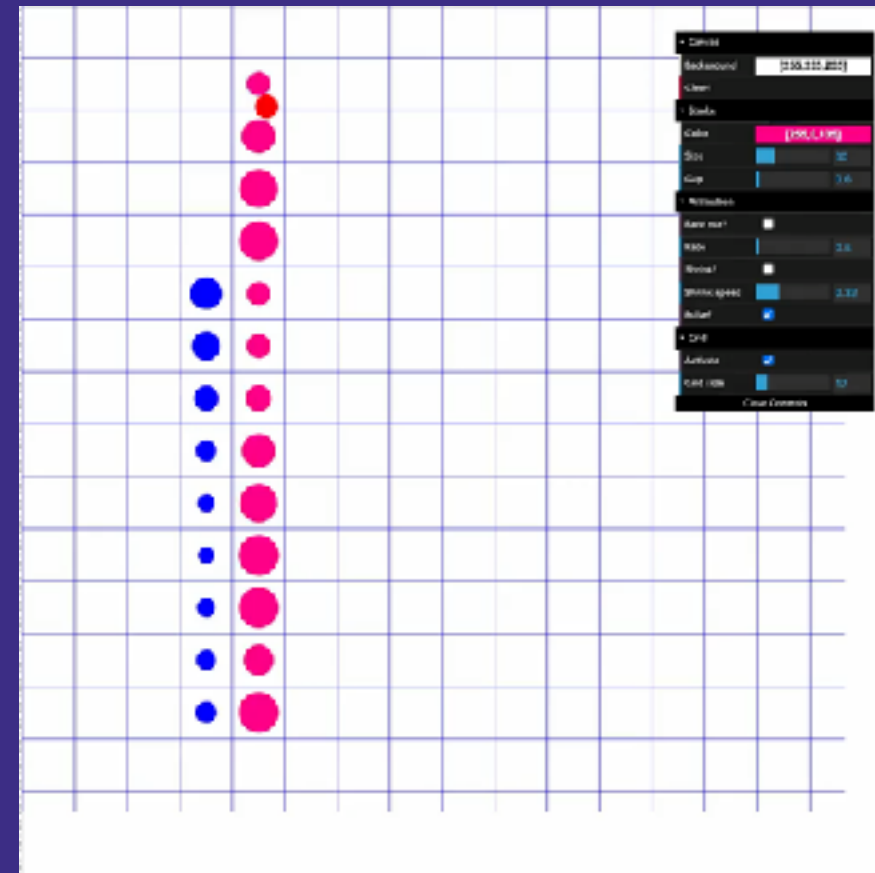


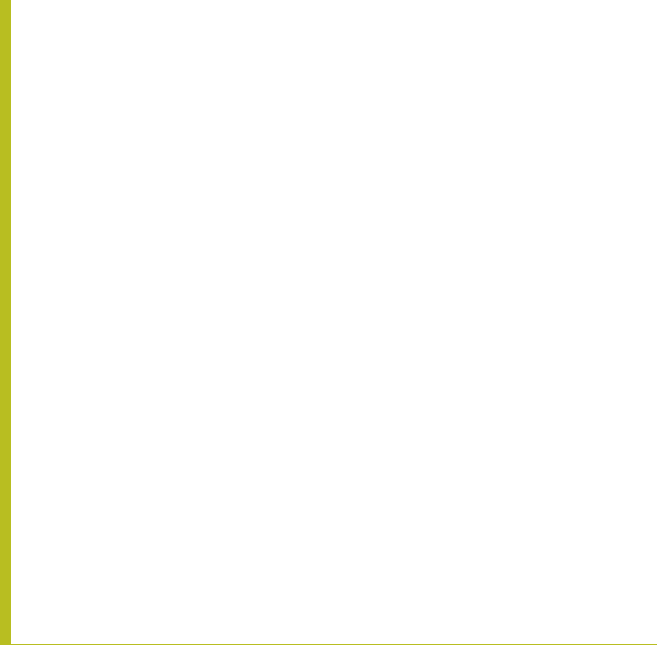
coding

... interaction

... design

... motion

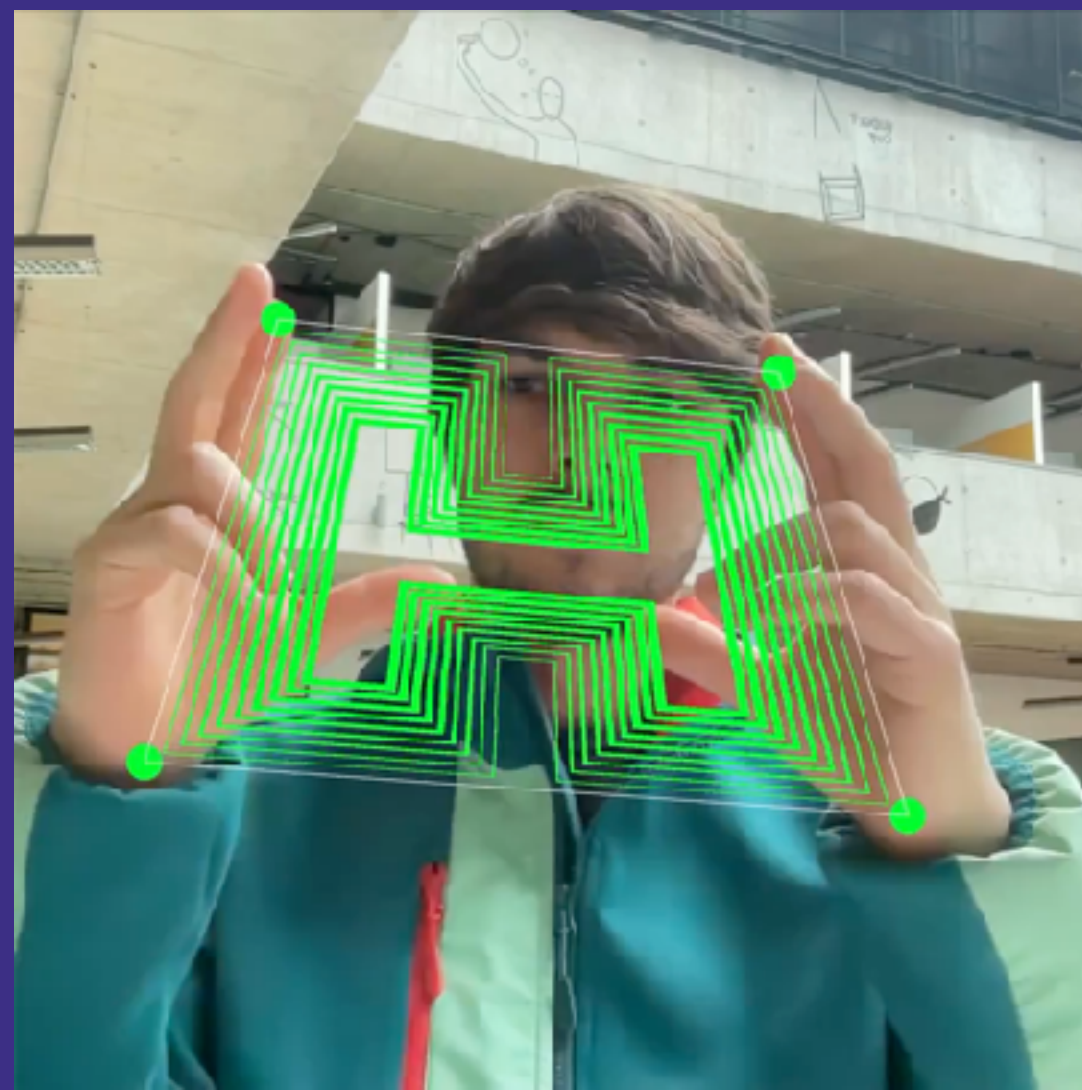




body as  
interface



# How it started



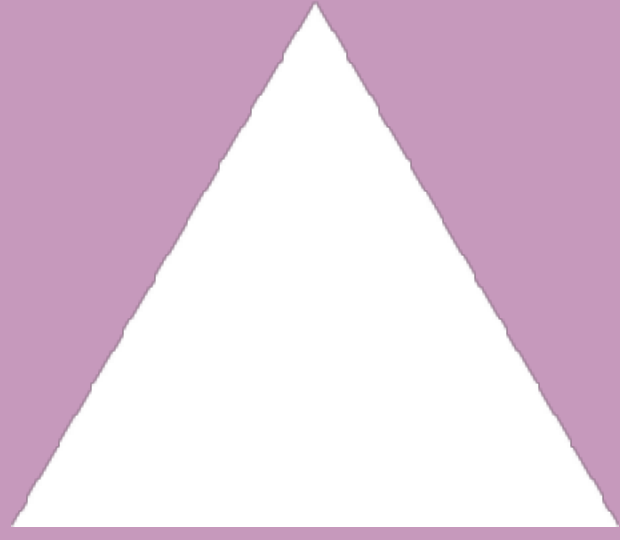
36 Days of Type, 2023





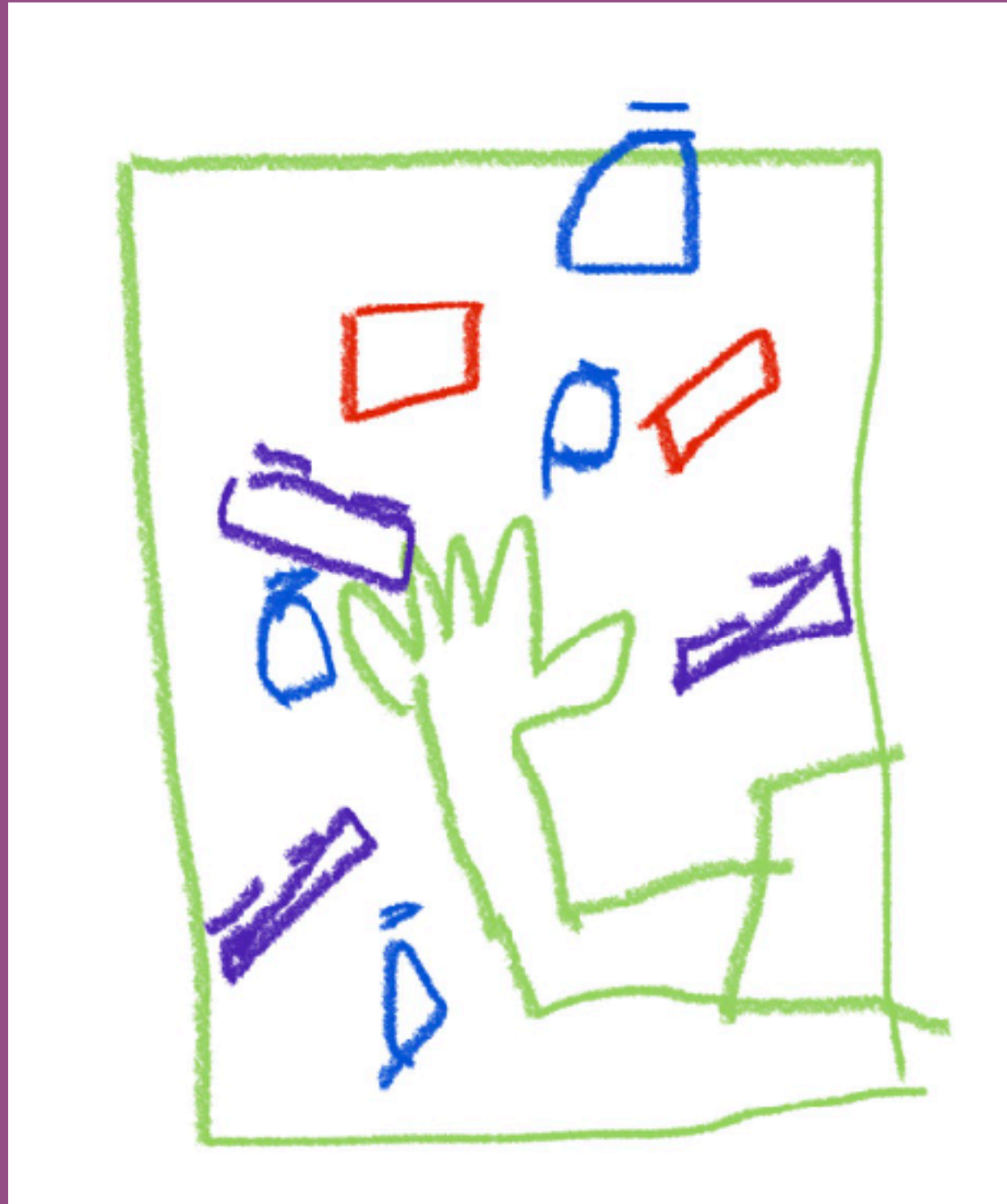
# what is embodied interaction?

- exploring the body as an interface
- using body language as a tool to talk to machines
- reconnecting to my own body and mind
- exploring augmented reality
- creating playful prototypes
- having fun
- opening up new paths



1 — motion

# step 1 — which gesture?



wave legos



letter shower



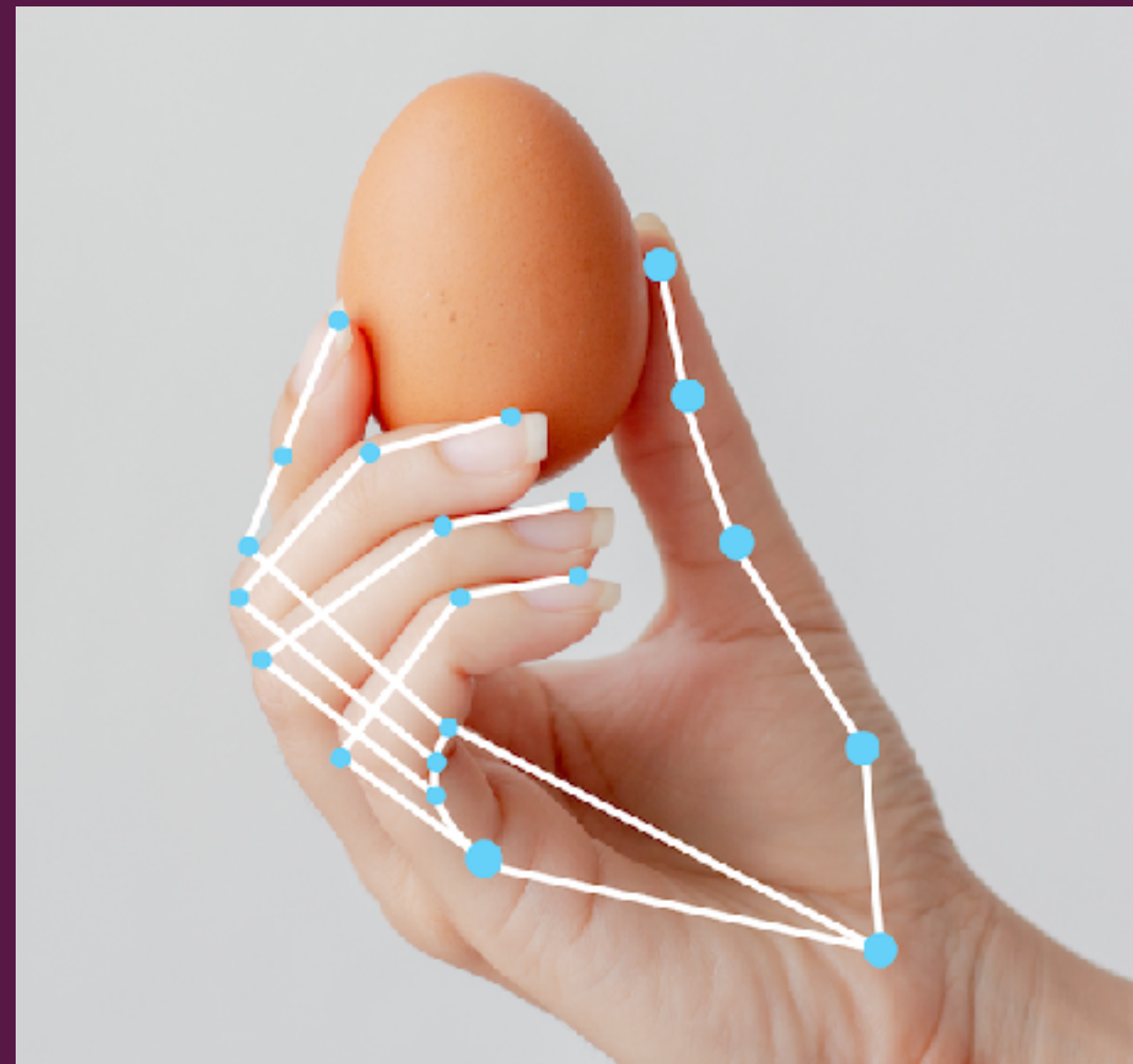
I love kites!



# step 2 — which model?



pose?



hand(s)?



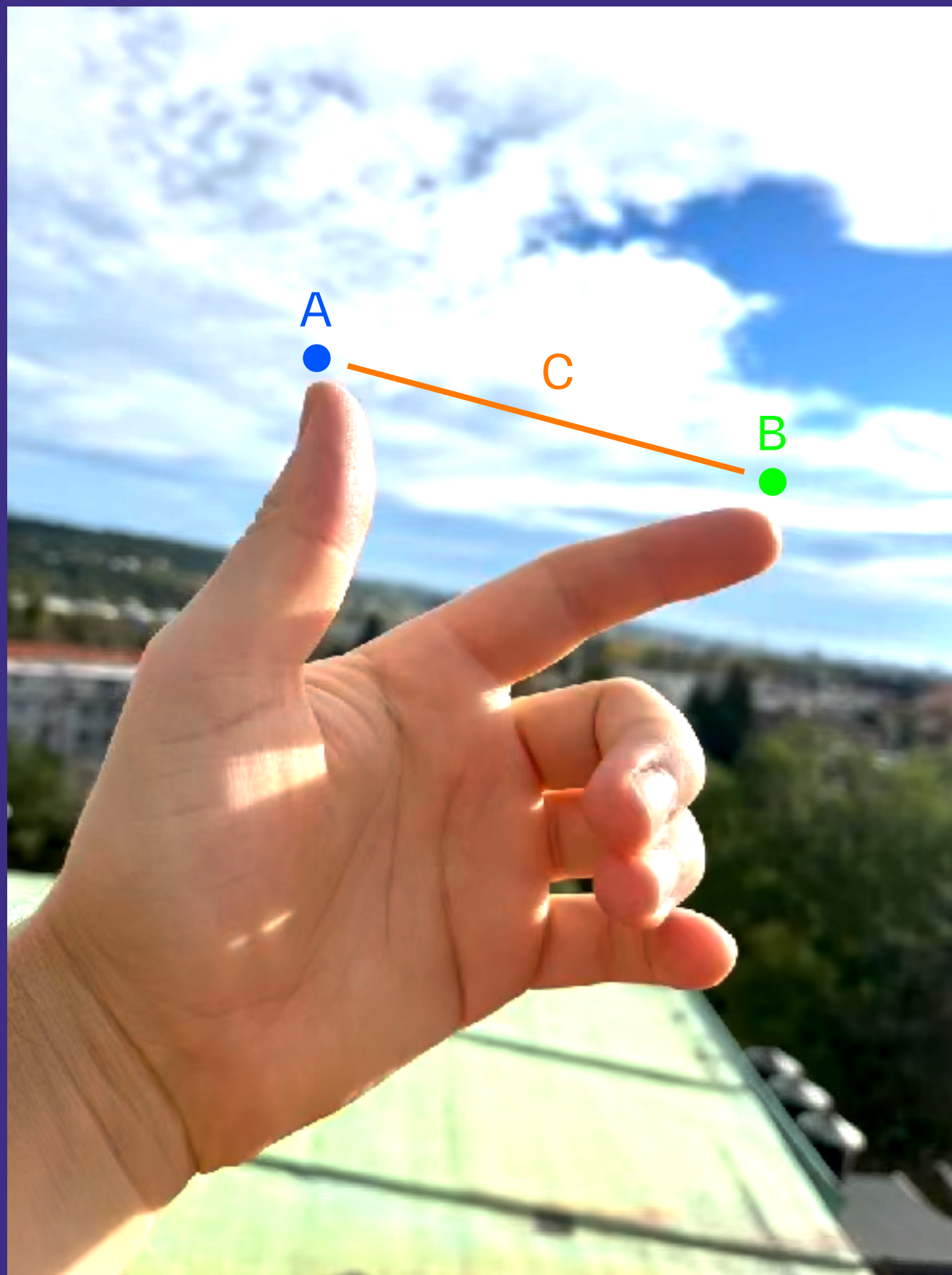
face?

multiple?

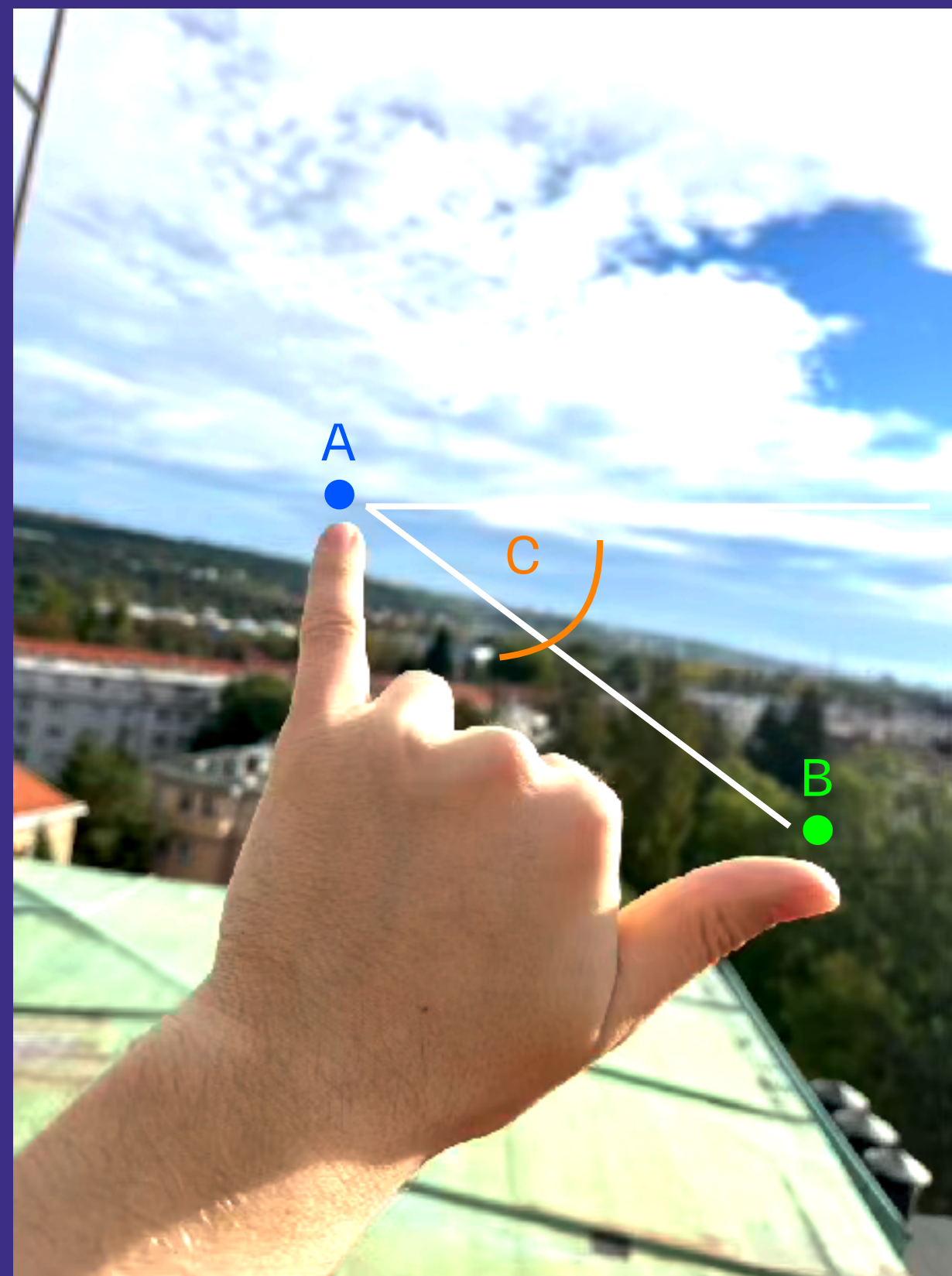
<https://ai.google.dev/edge/mediapipe>  
<https://codepen.io/mediapipe>



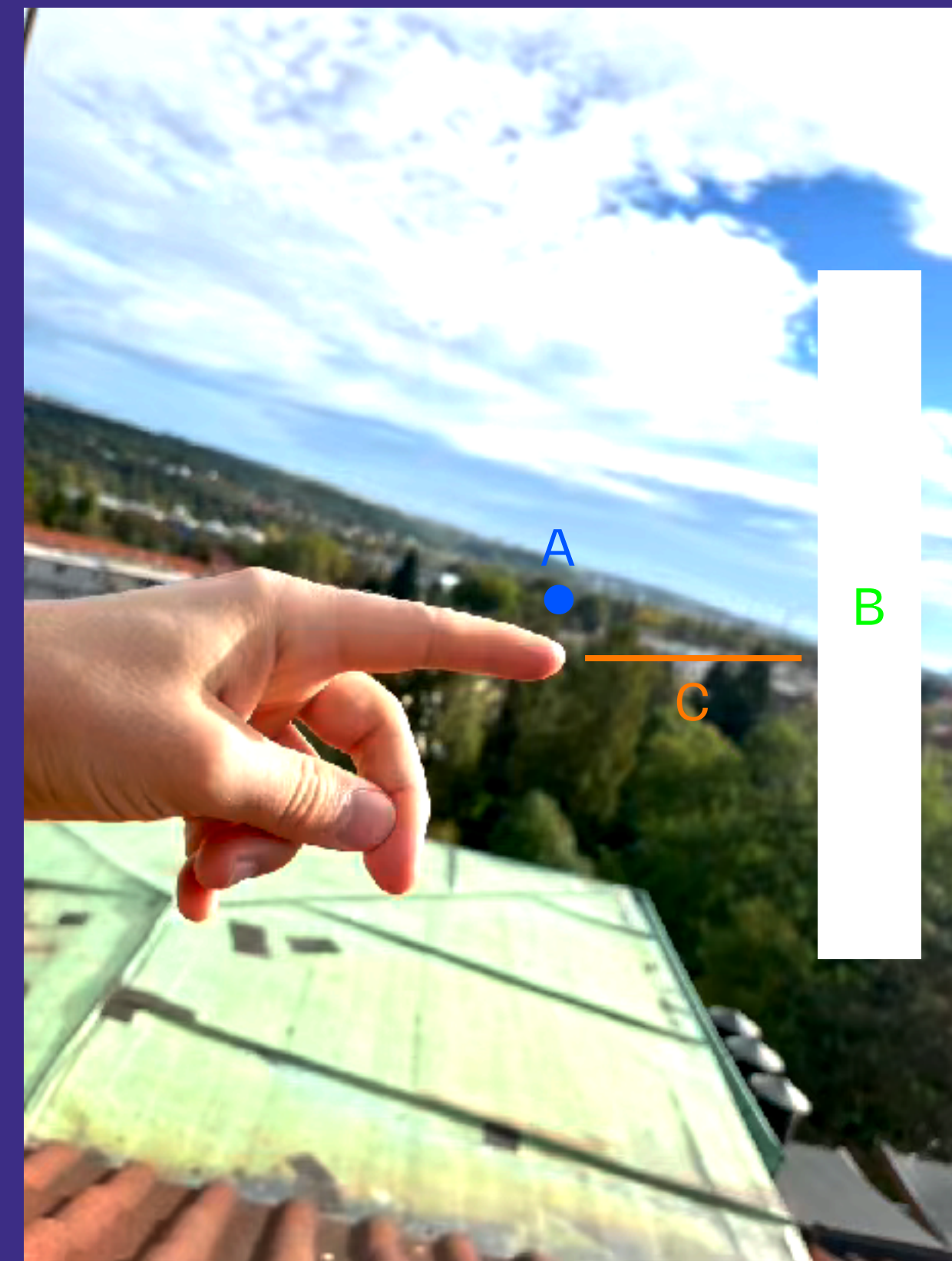
# step 3 — which points?



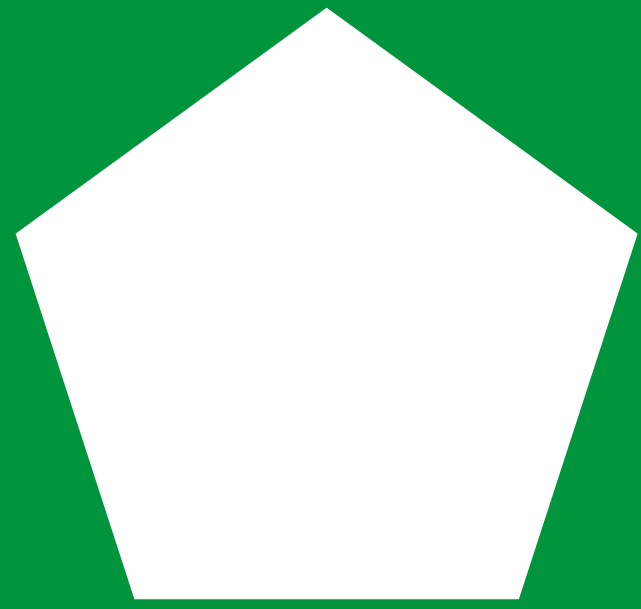
distance



angle



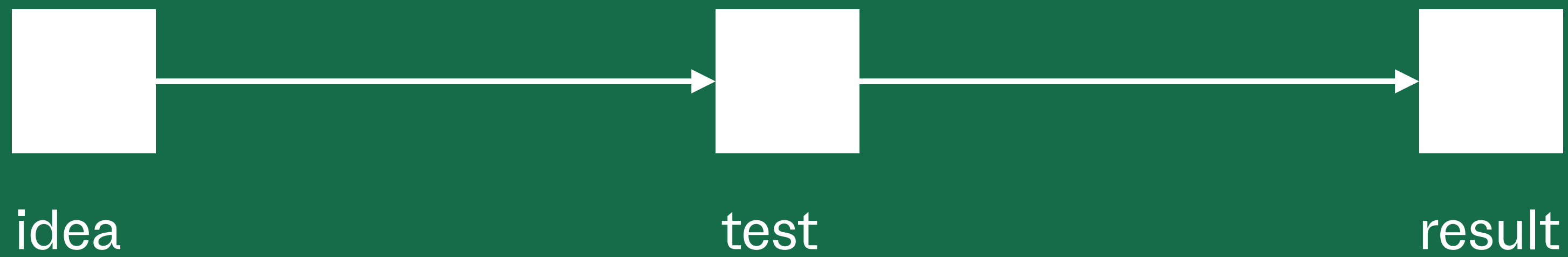
distance

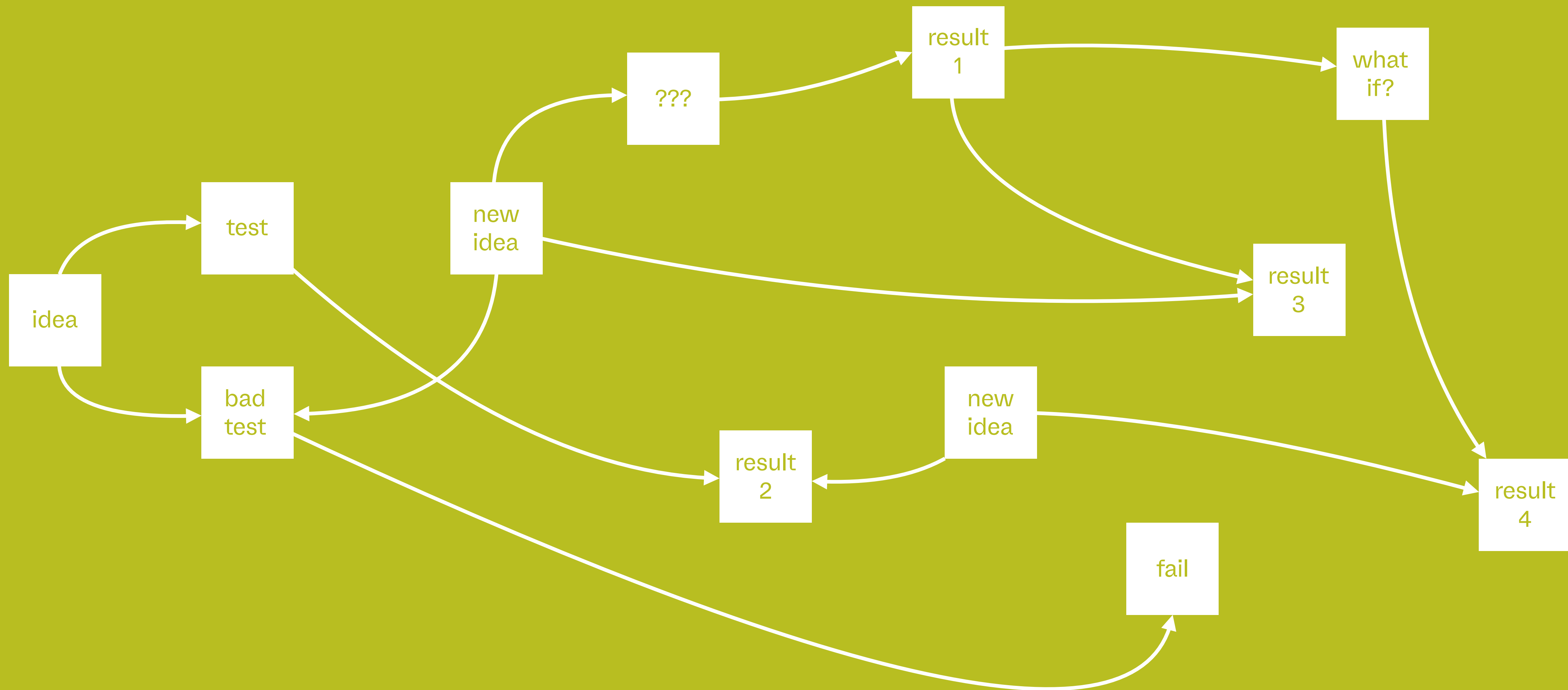


2 — code



# expectation





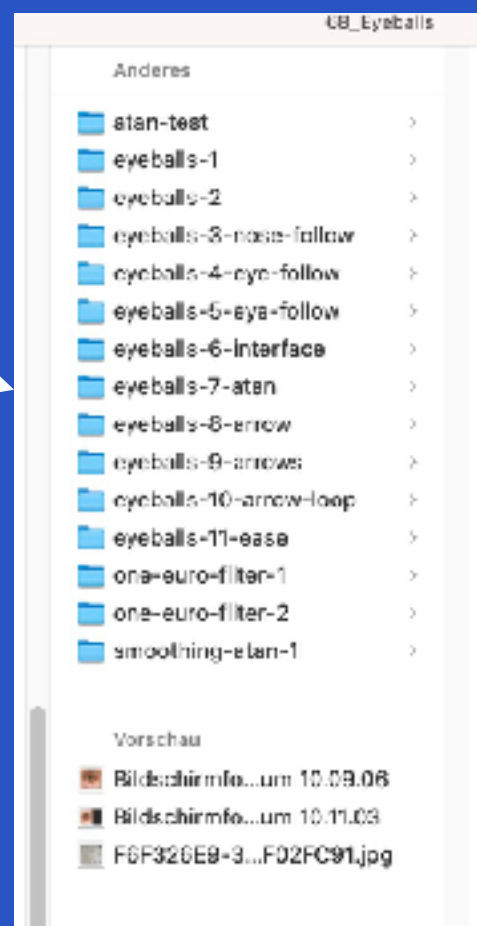
reality: the iterative process



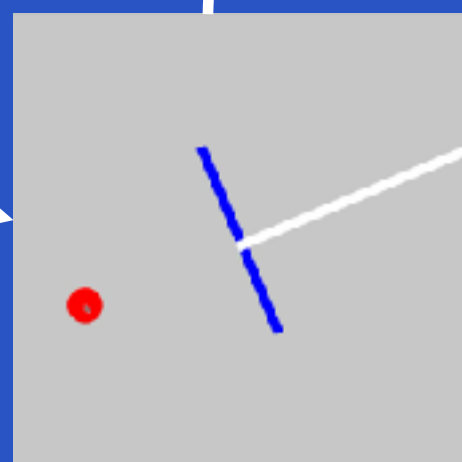
vague ideas



tracking points



atan2?



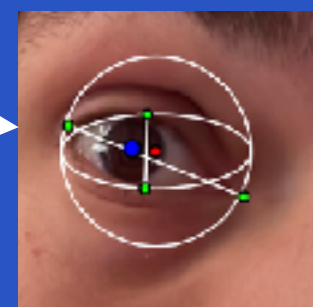
atan2 test



atan eyes?



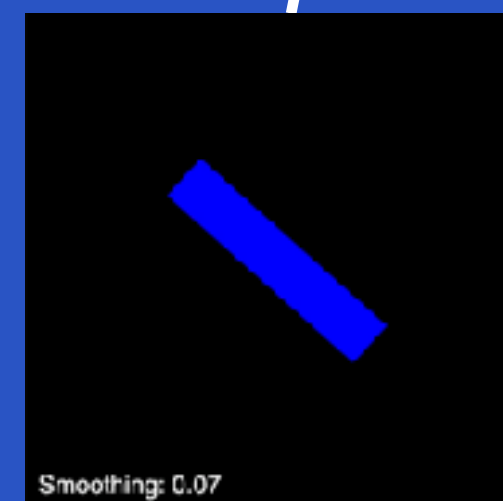
damn, I really need an interface



goggly eye?



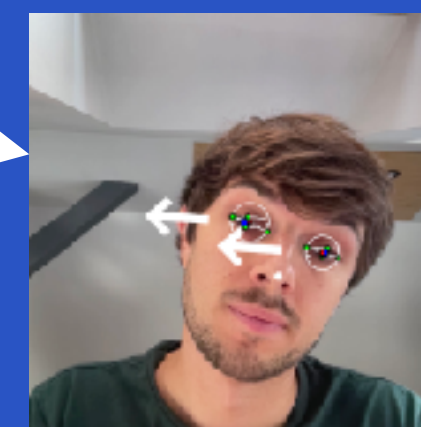
two arrows?



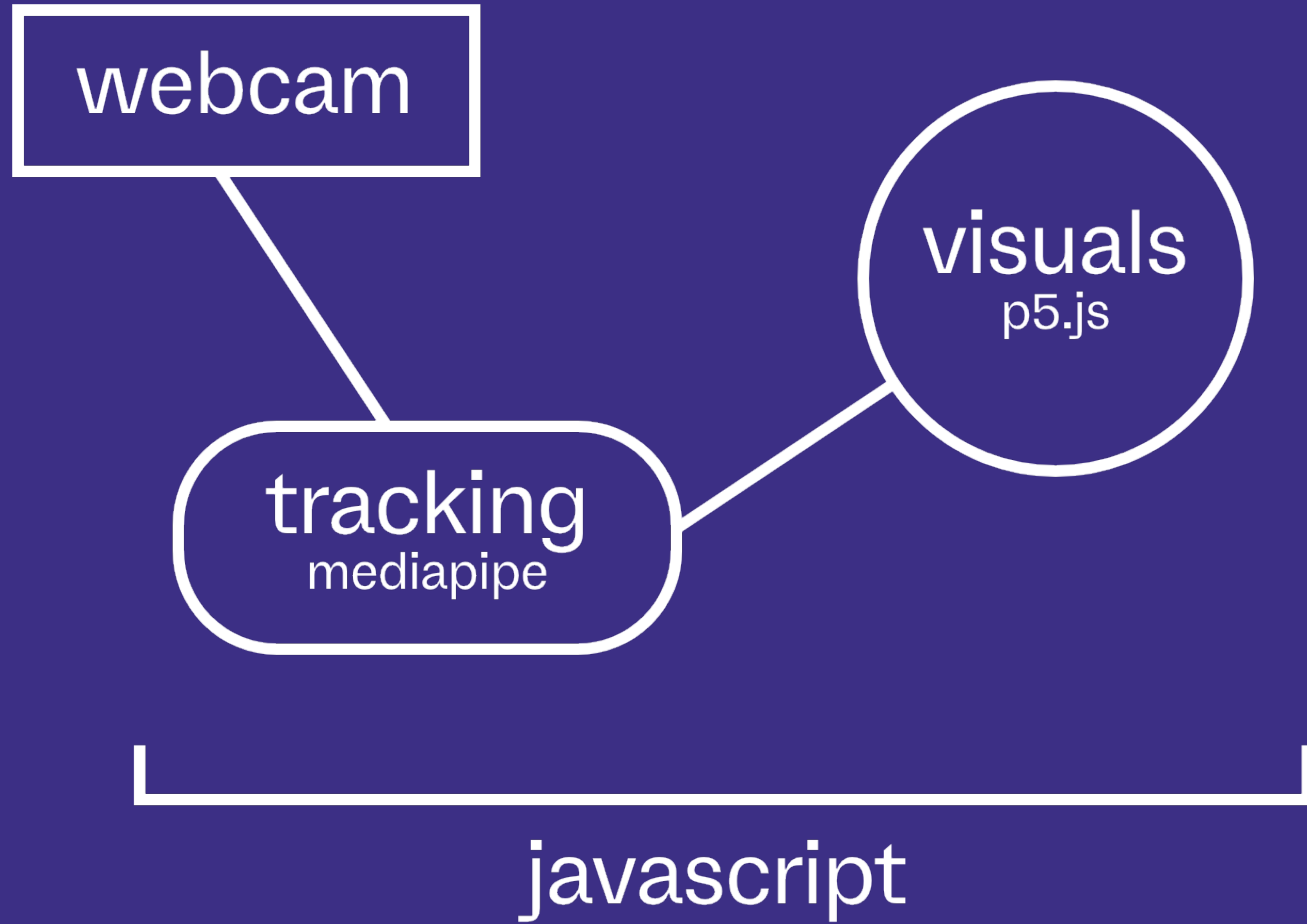
add smoothing!



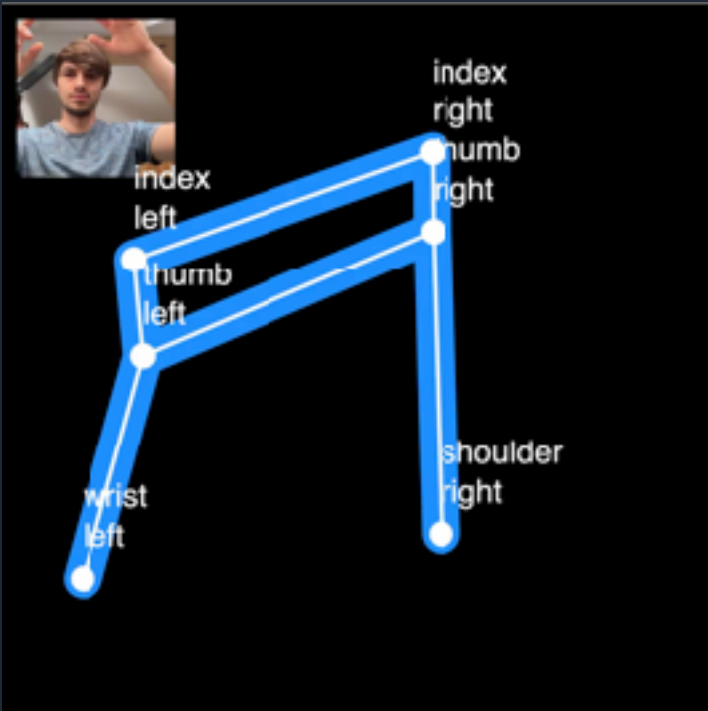
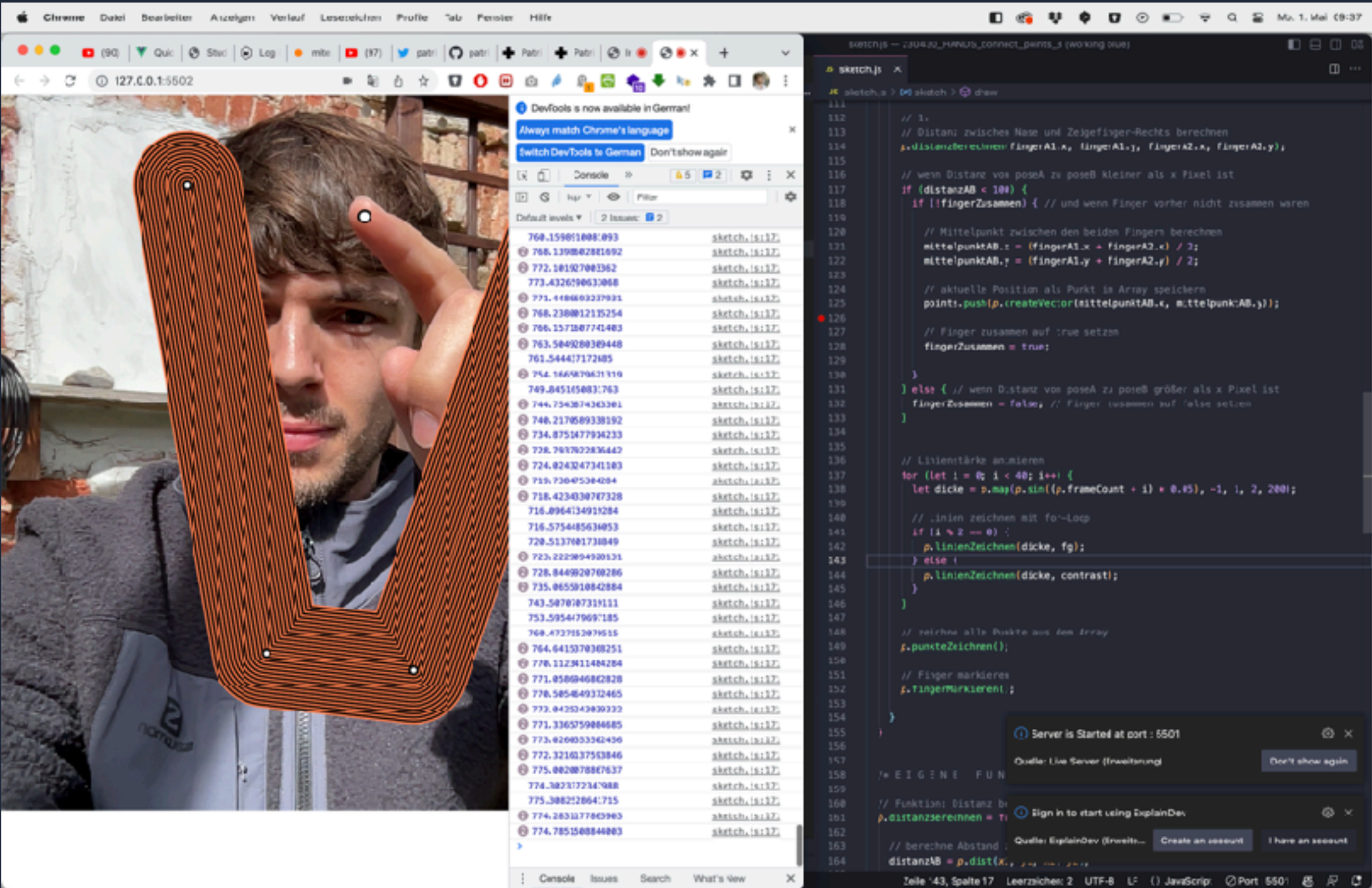
mooore arrows!












testing ... hello world



starter files:

[github.com/  
NahuelGerthVK/](https://github.com/NahuelGerthVK/)



bodytracking-p5-mediapipe

Public

Pin

Unwatch 1

main


1 Branch

0 Tags

Go to file

Add file

Code



NahuelGerthVK

store last known tracking points as fallback to avoid flicker when t...

8a5bc35 · 2 weeks ago

12 Commits

00_material	folder rename	10 months ago
01_follow_mouse	folder rename	10 months ago
02_follow_finger	folder rename	10 months ago
03_all_hand_points	folder rename	10 months ago
04_resize_letter	folder rename	10 months ago
05_two_hands	folder rename	10 months ago
06_two_hands_touch	folder rename	10 months ago
07_body_points_jittery	folder rename	10 months ago
08_body_lines_jittery	folder rename	10 months ago
09_face_and_hands	folder rename	10 months ago
10_body_points_smooth	smoothened body tracking points	9 months ago
11_body_local_video	add crossorigin policy	5 months ago
12_body_offline	full body tracking with all dependencies in local folders	5 months ago
13_body_points_fallback	store last known tracking points as fallback to avoid flicke...	2 weeks ago
.gitignore	gitignore	6 months ago

iterate, combine,  
document

- iterate, re-iterate, re-iterate
- work in baby steps
- document everything!
- watch out for happy accidents
- build an archive
- let the process guide the results
- open end



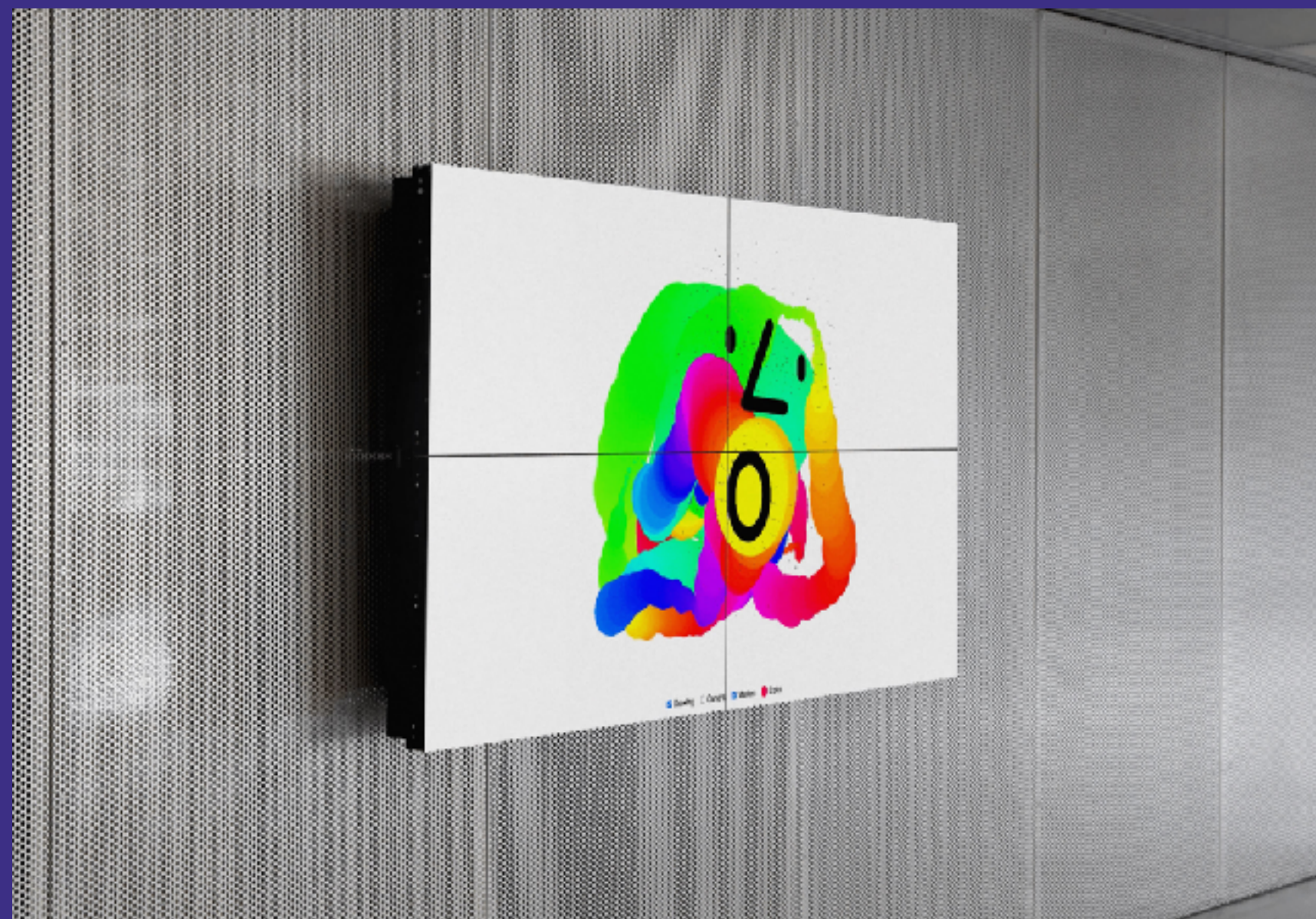
# 3 — design



# Color, shape, performance

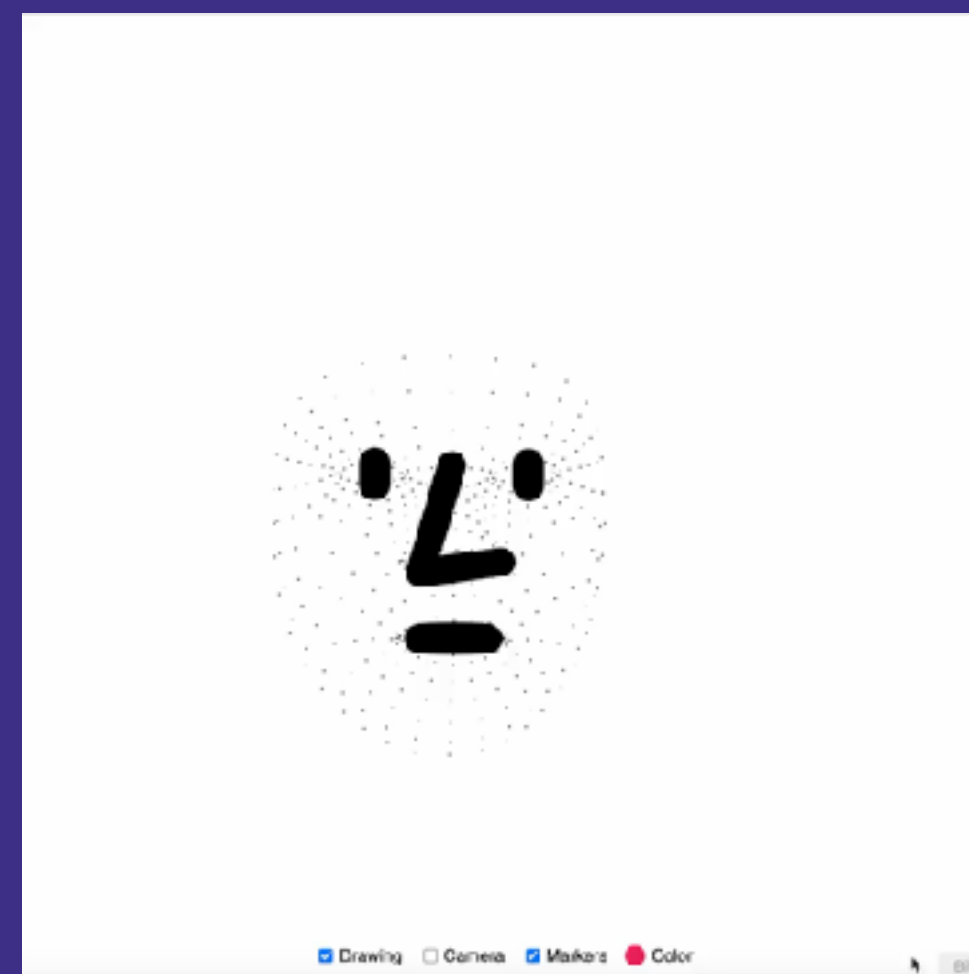
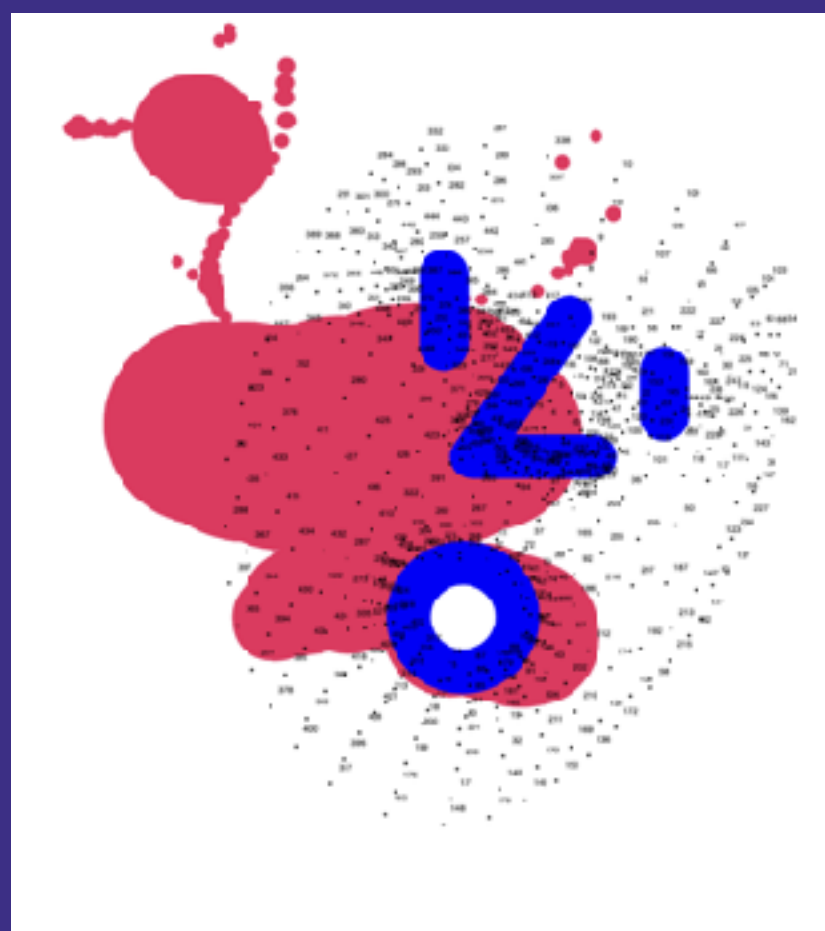
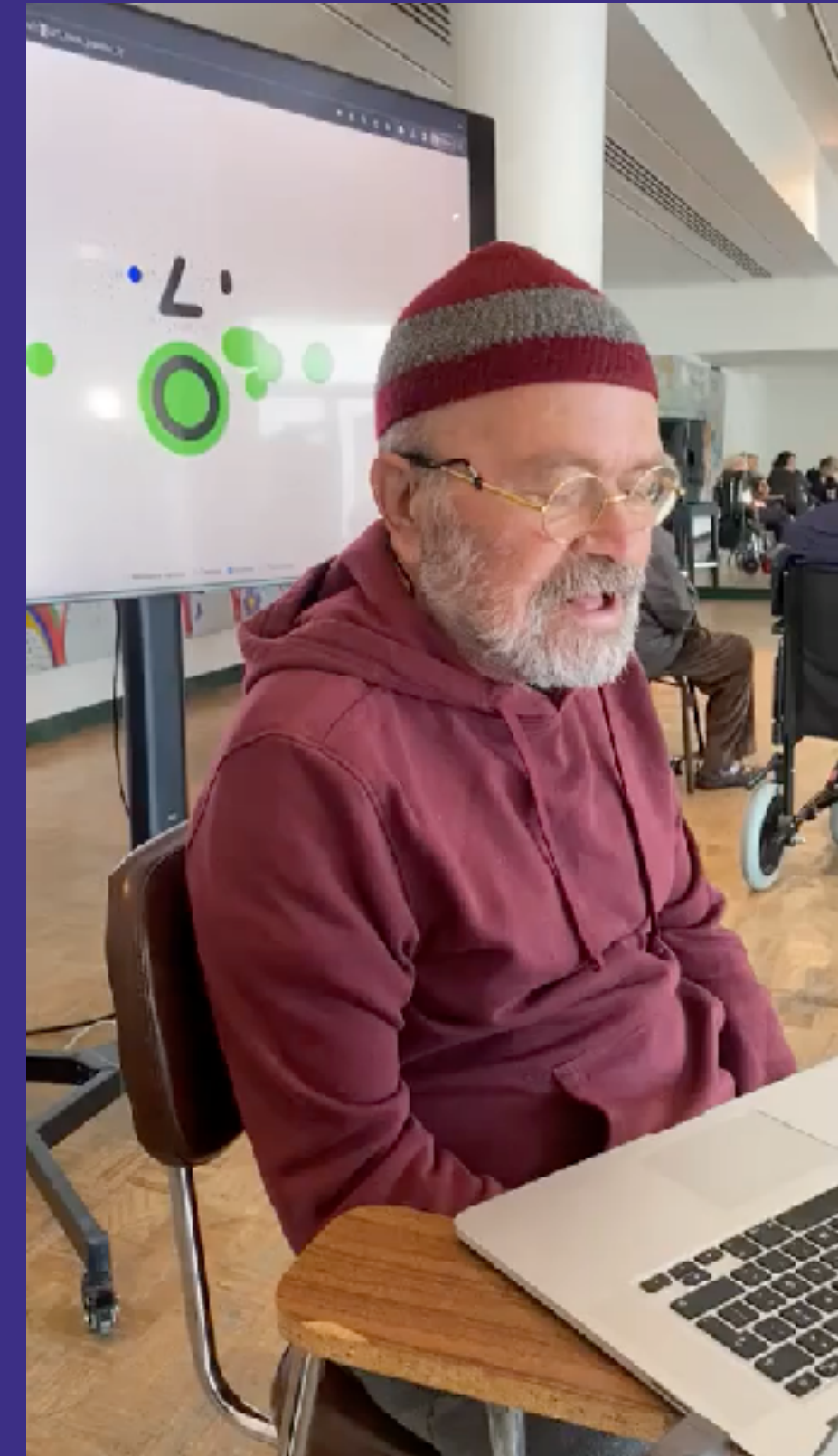
- look & feel:  
typography, layout,  
colors, shapes
- storytelling
- video setup,  
composition
- performance,  
collaborations
- make it look good &  
feel fun!
- go crazy ...





# Face Painter

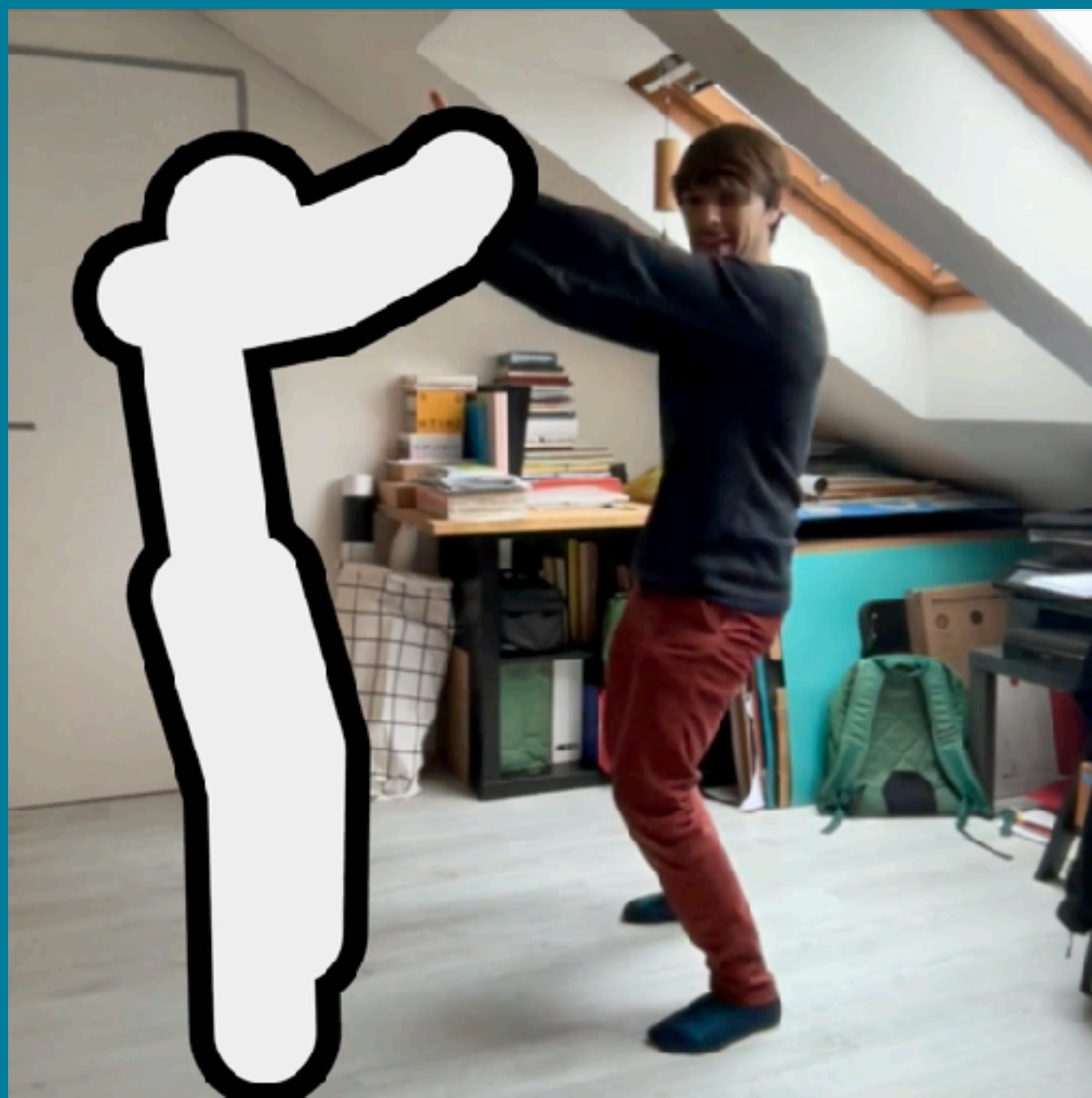
(with Rudolfo Quintas)



<https://nahuelgerth.de/tools/face-painter/>

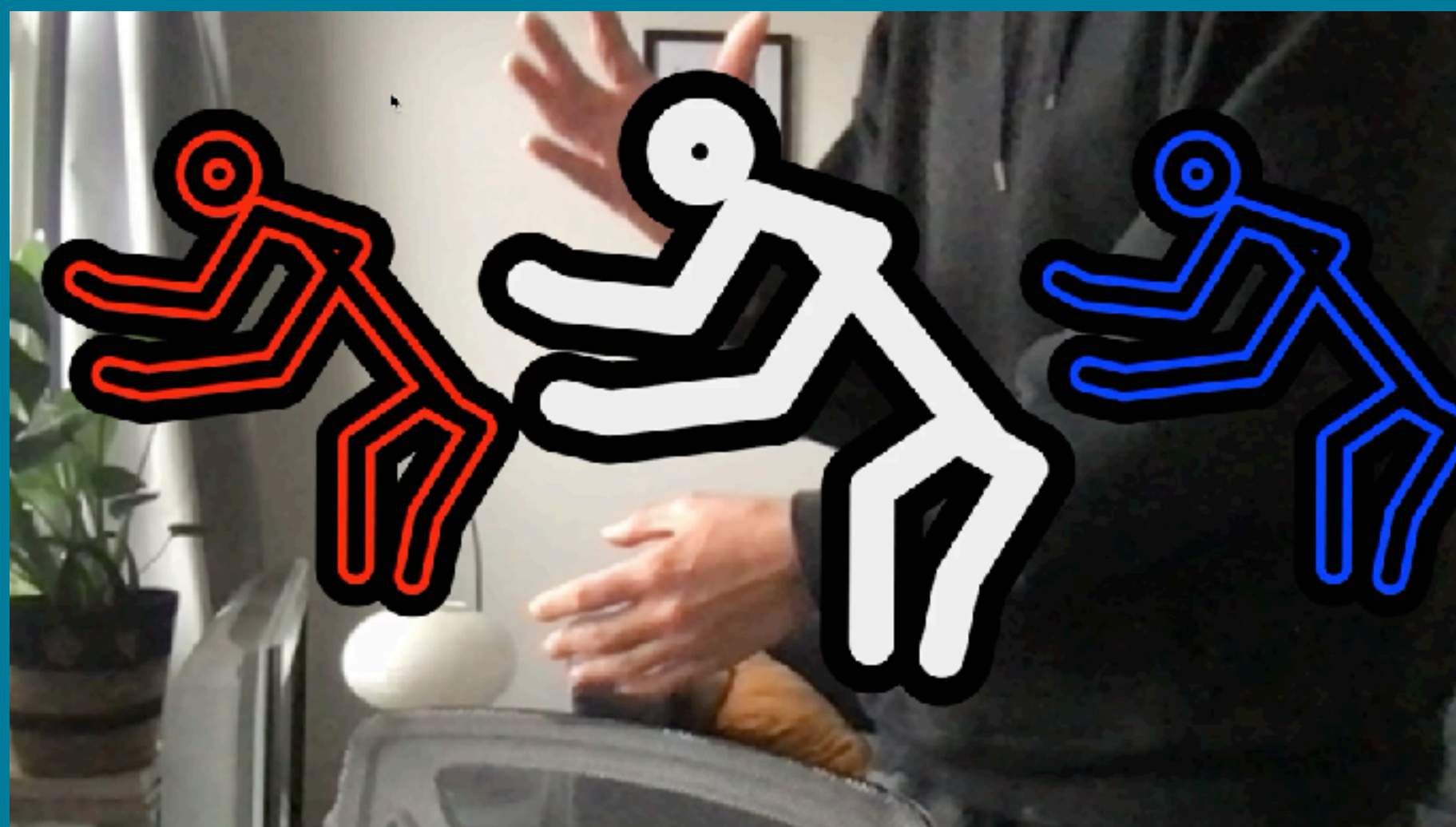






## Dancing Team

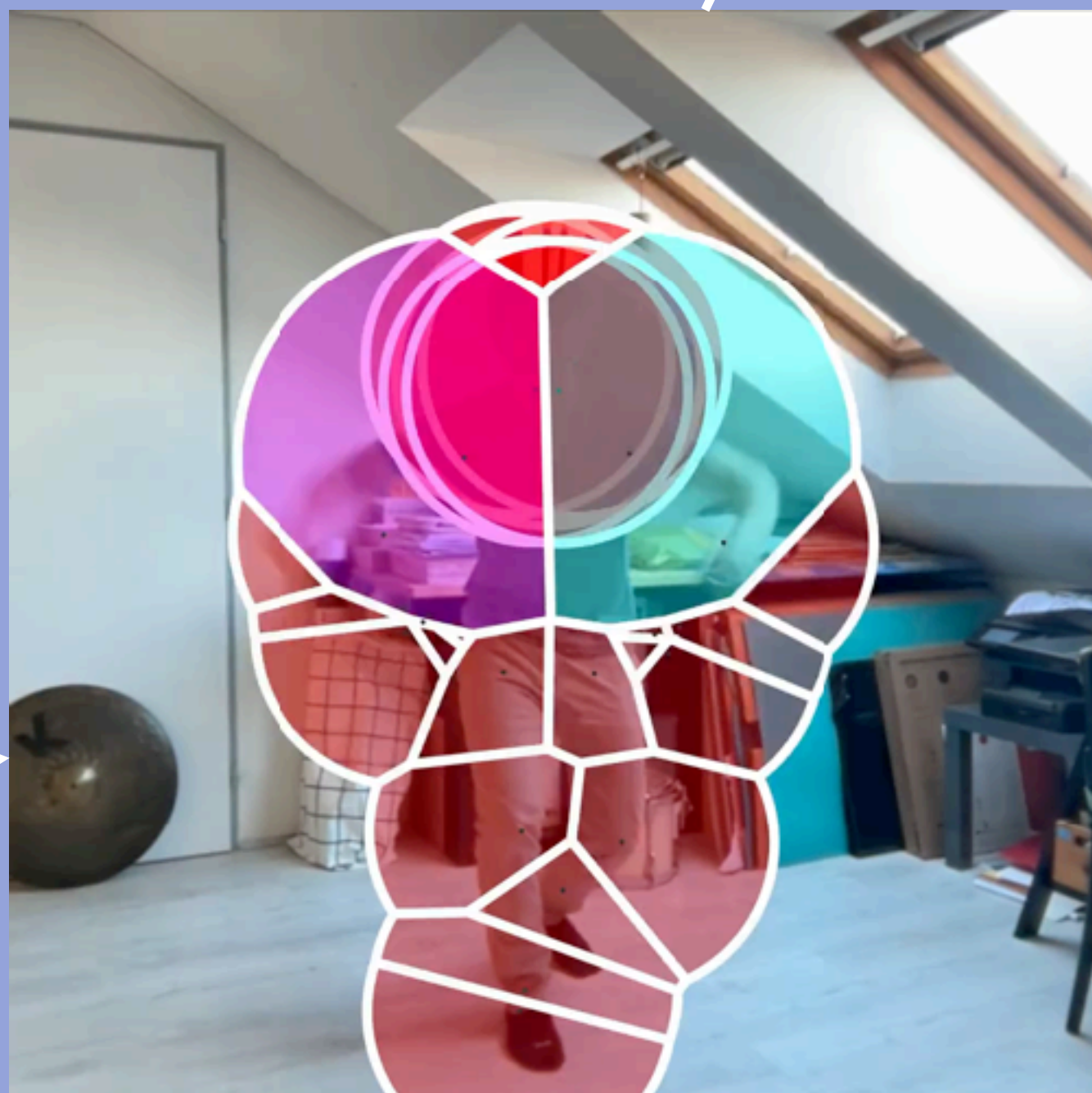
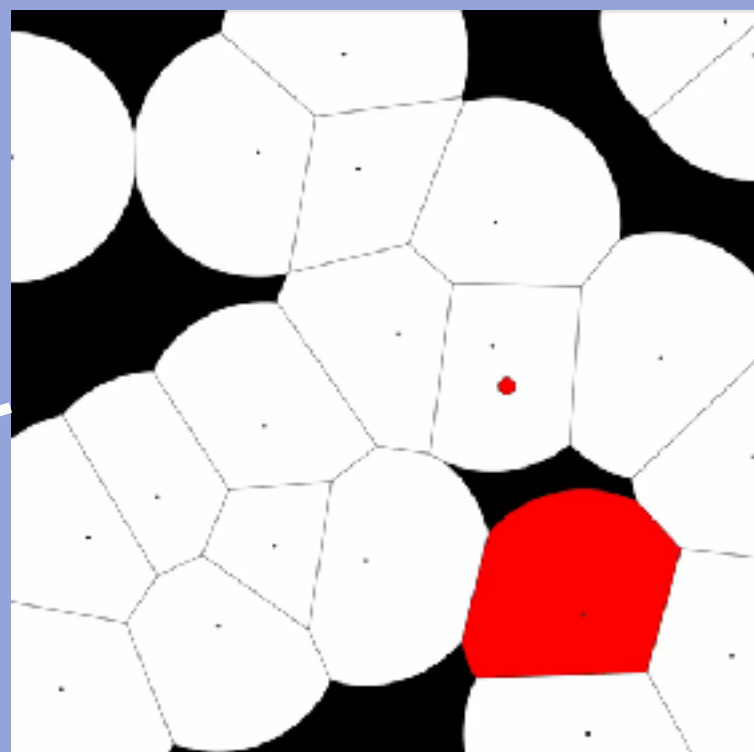
(with Braidon Hobzek and Zofia Karpowicz)



<https://nahuelgerth.de/tools/dancing-team/>  
<https://nahuelgerth.de/tools/digital-twin/>

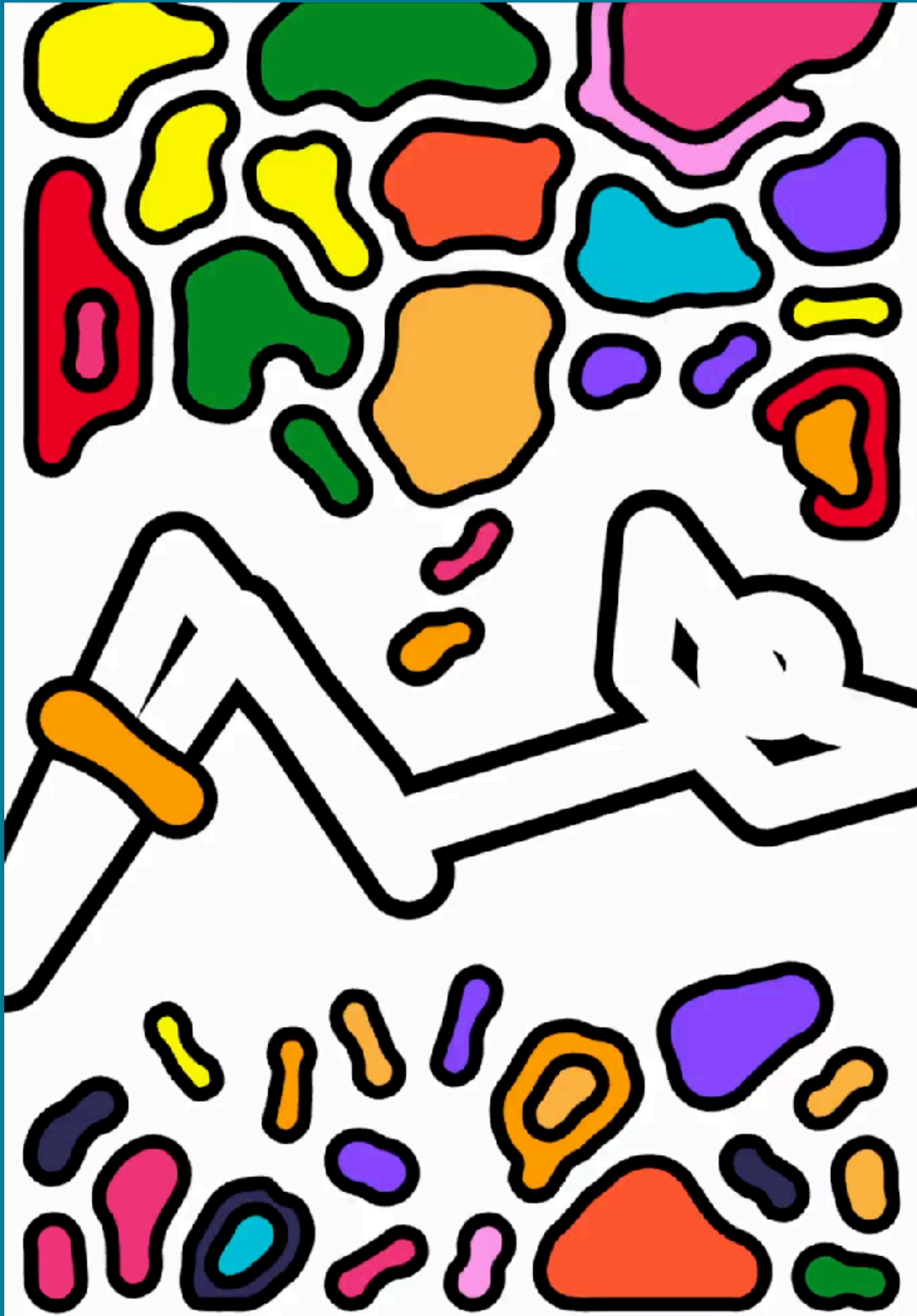






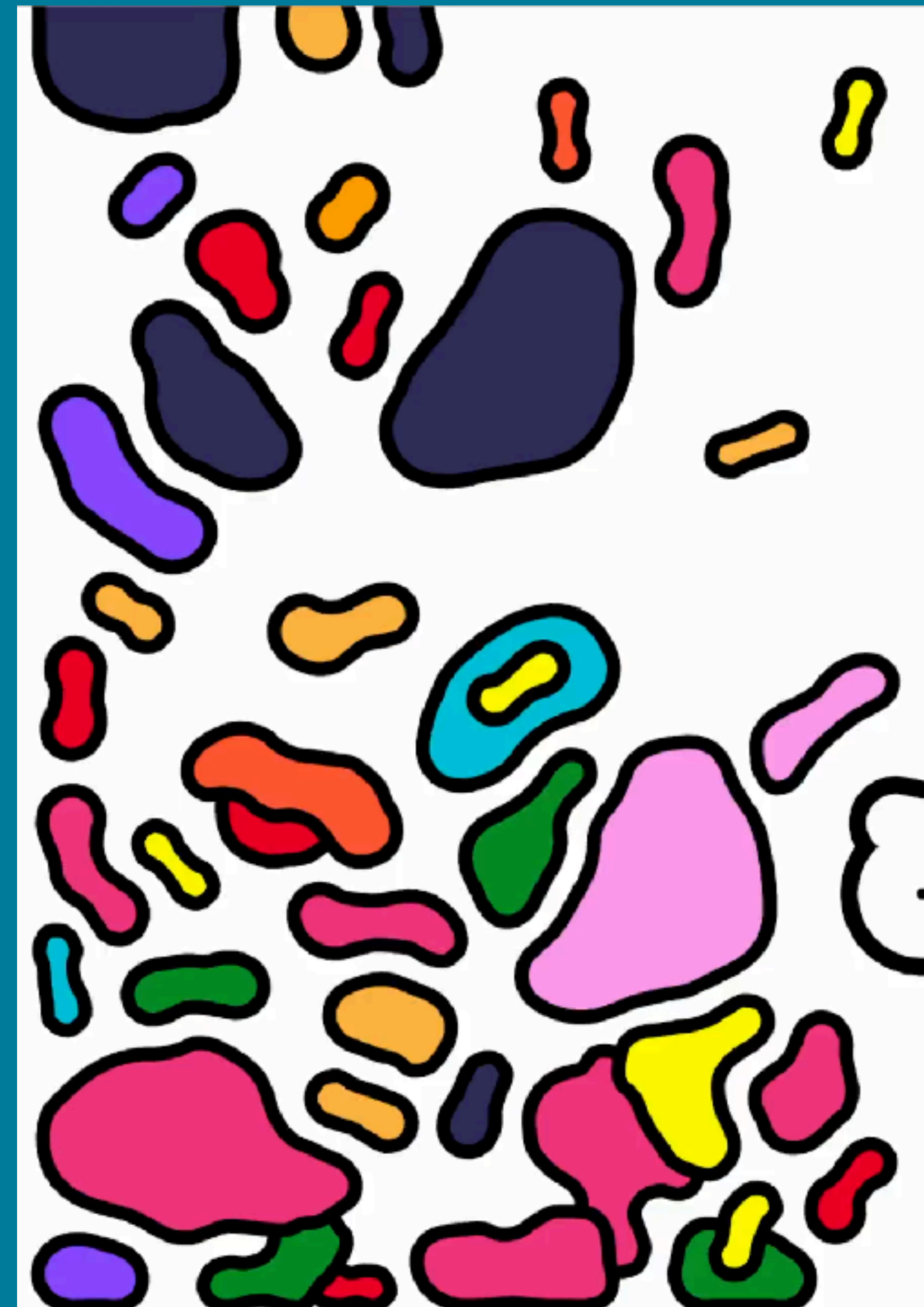
Voronoi Hulk





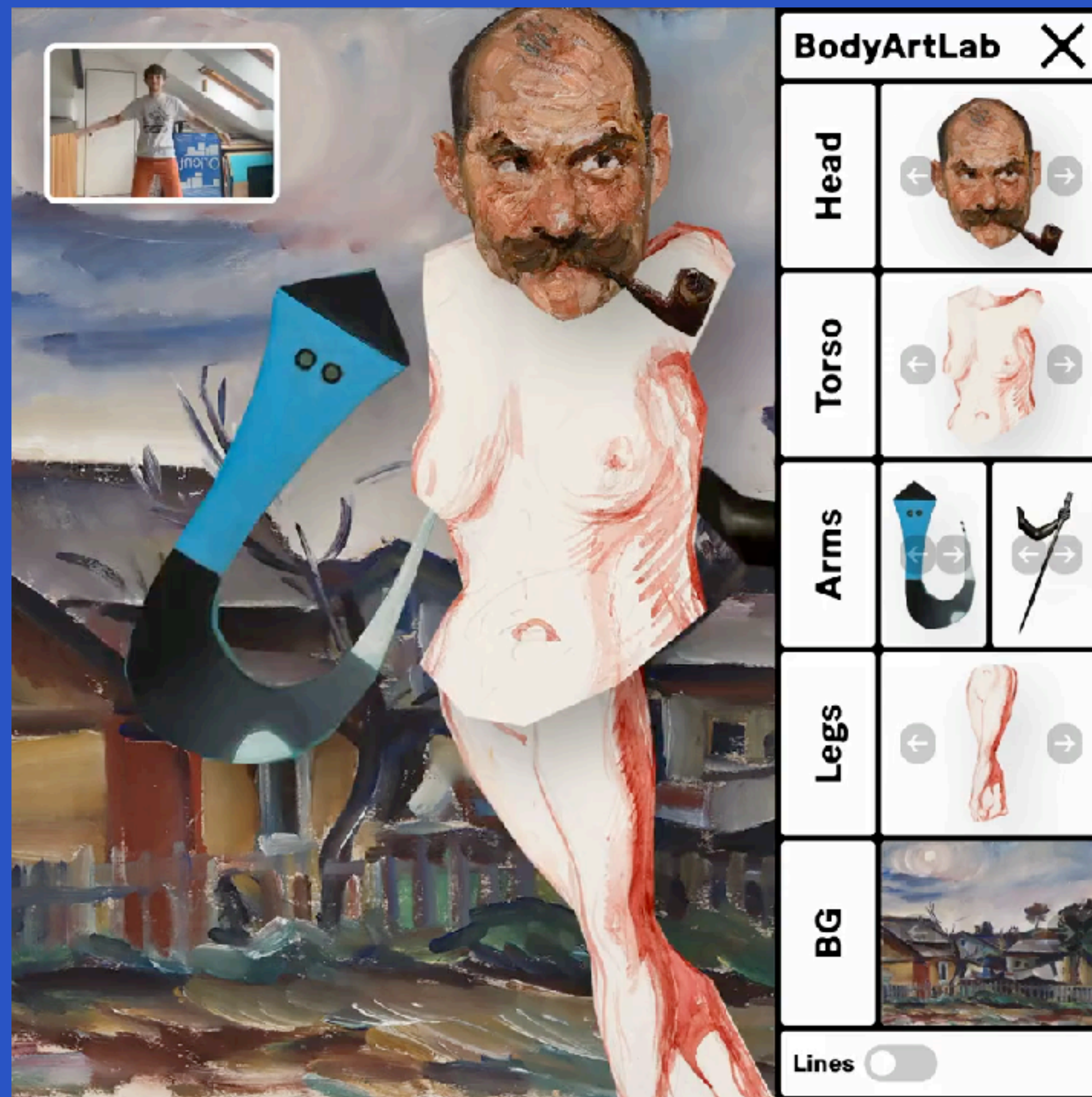
## Soft Bodies

(for Hello Fluo)

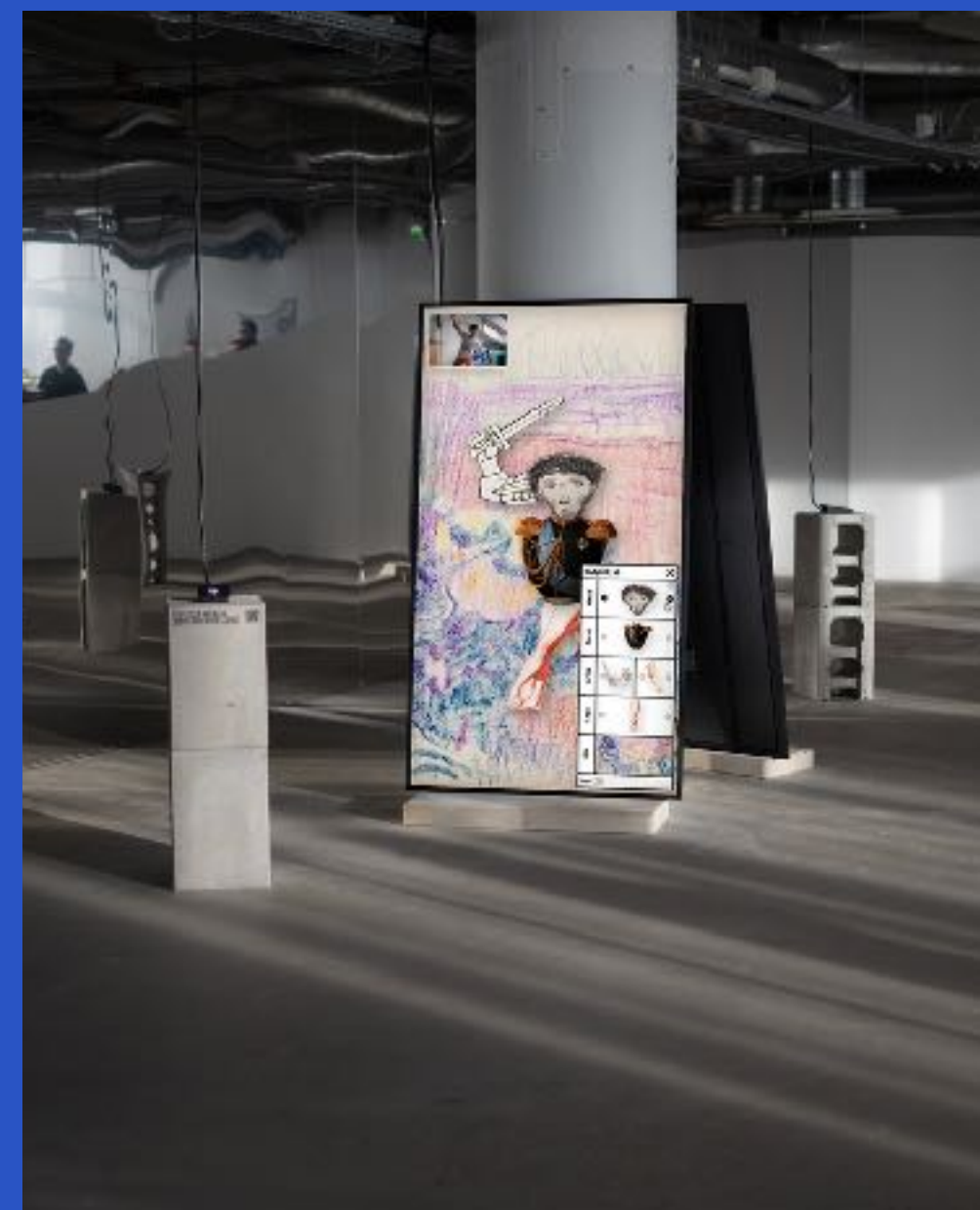




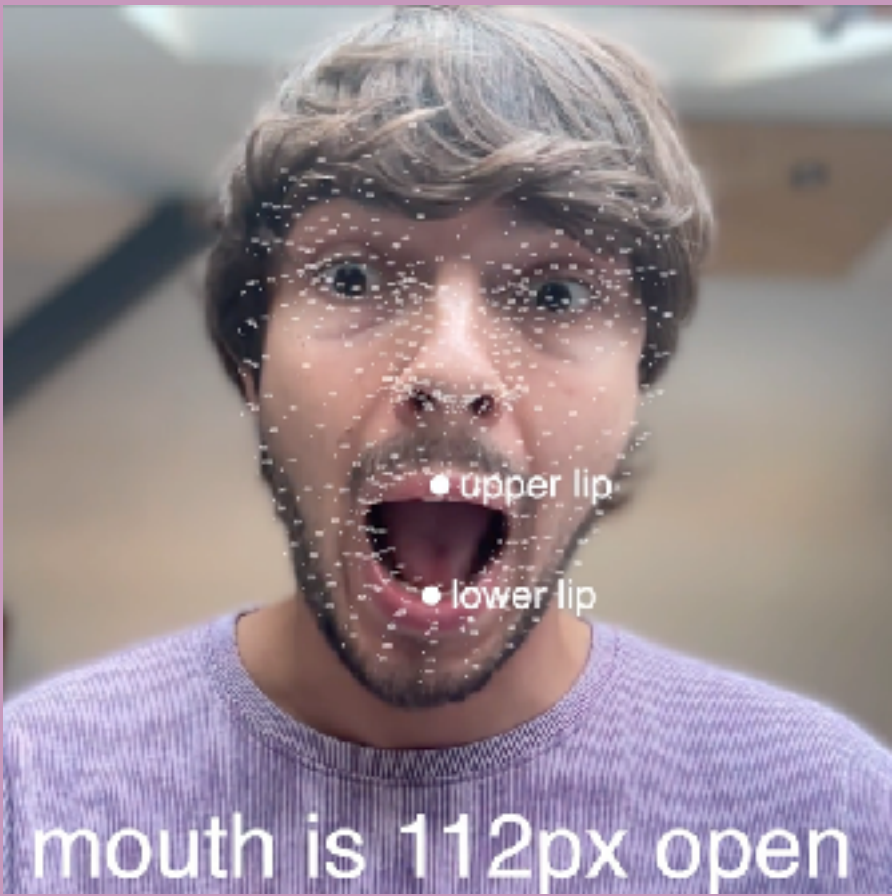
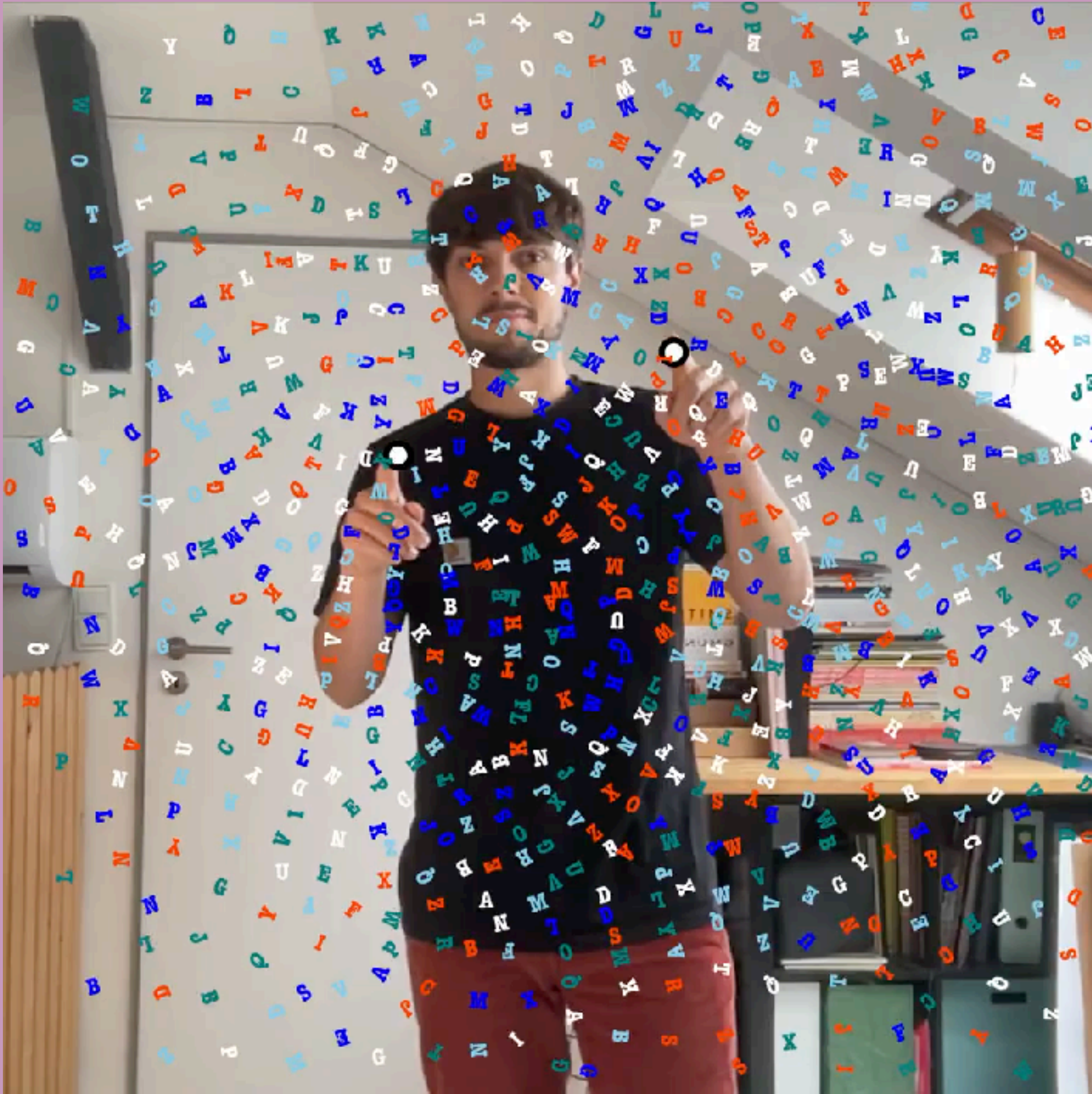
# BodyArtLab



Finnish National Gallery





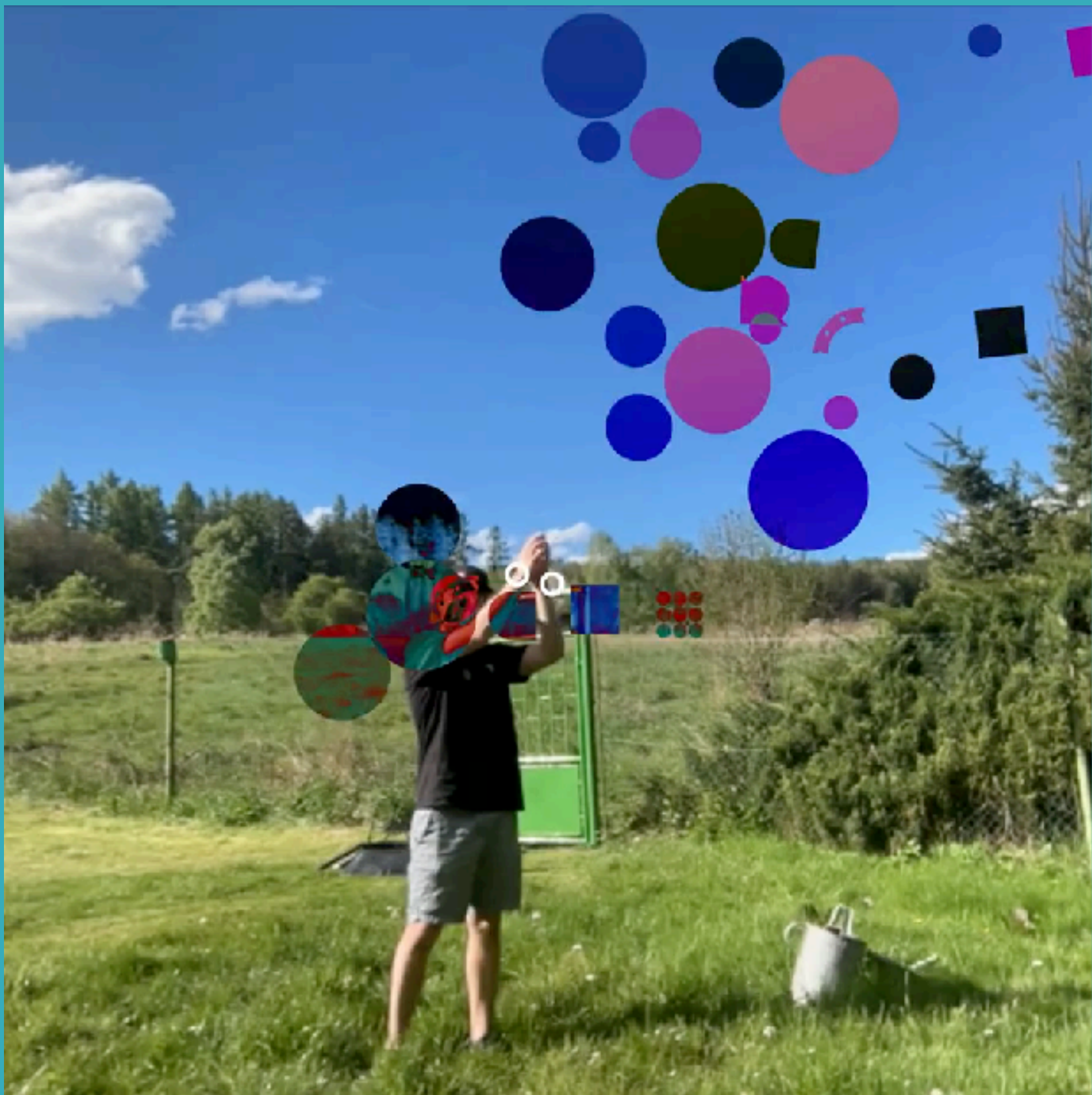


# Type Magnet

(with Superiortype)



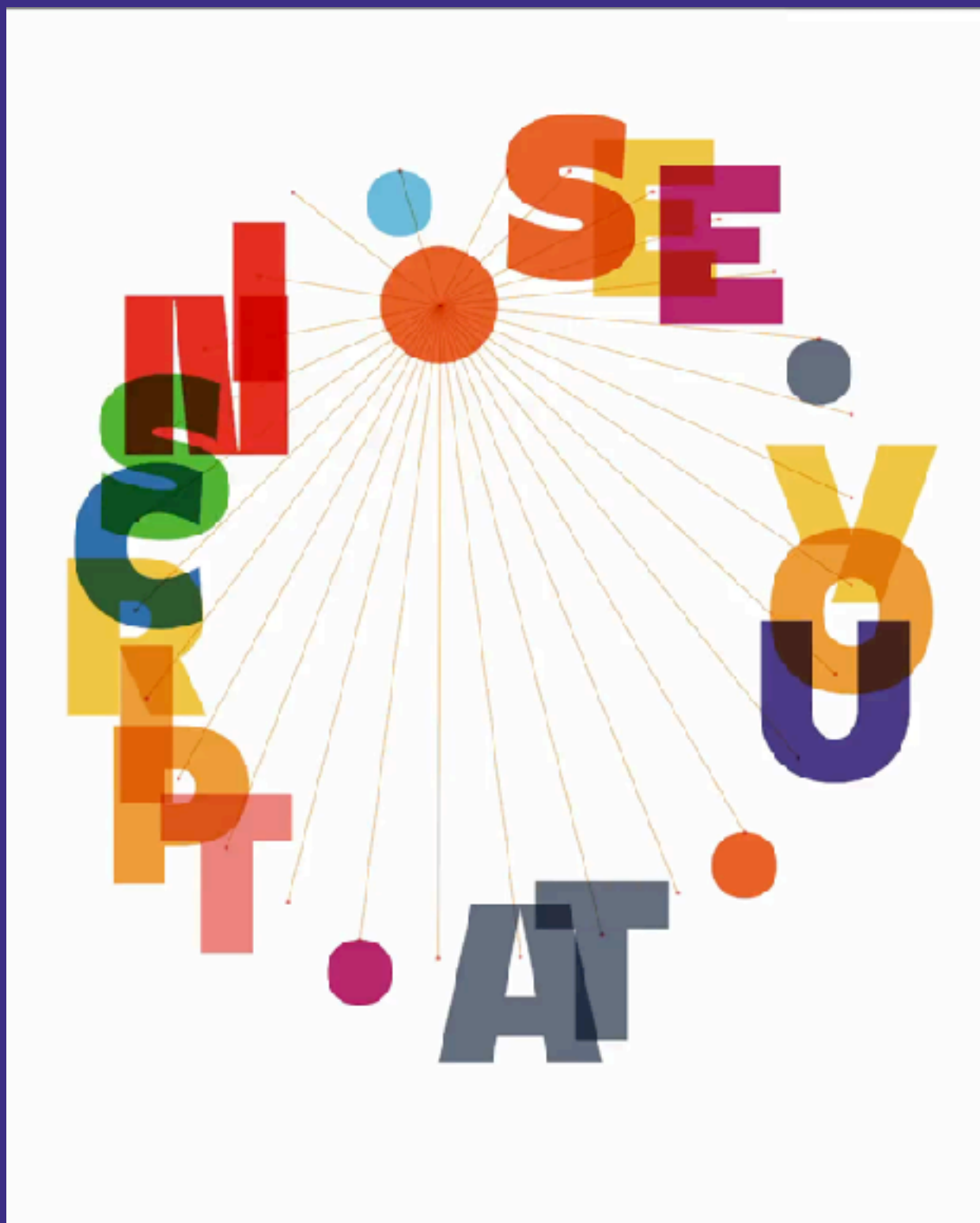




Bubbles

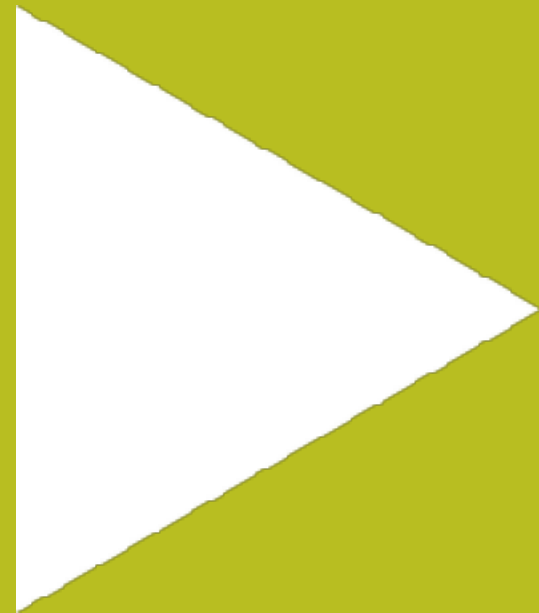






## Inscript Festival



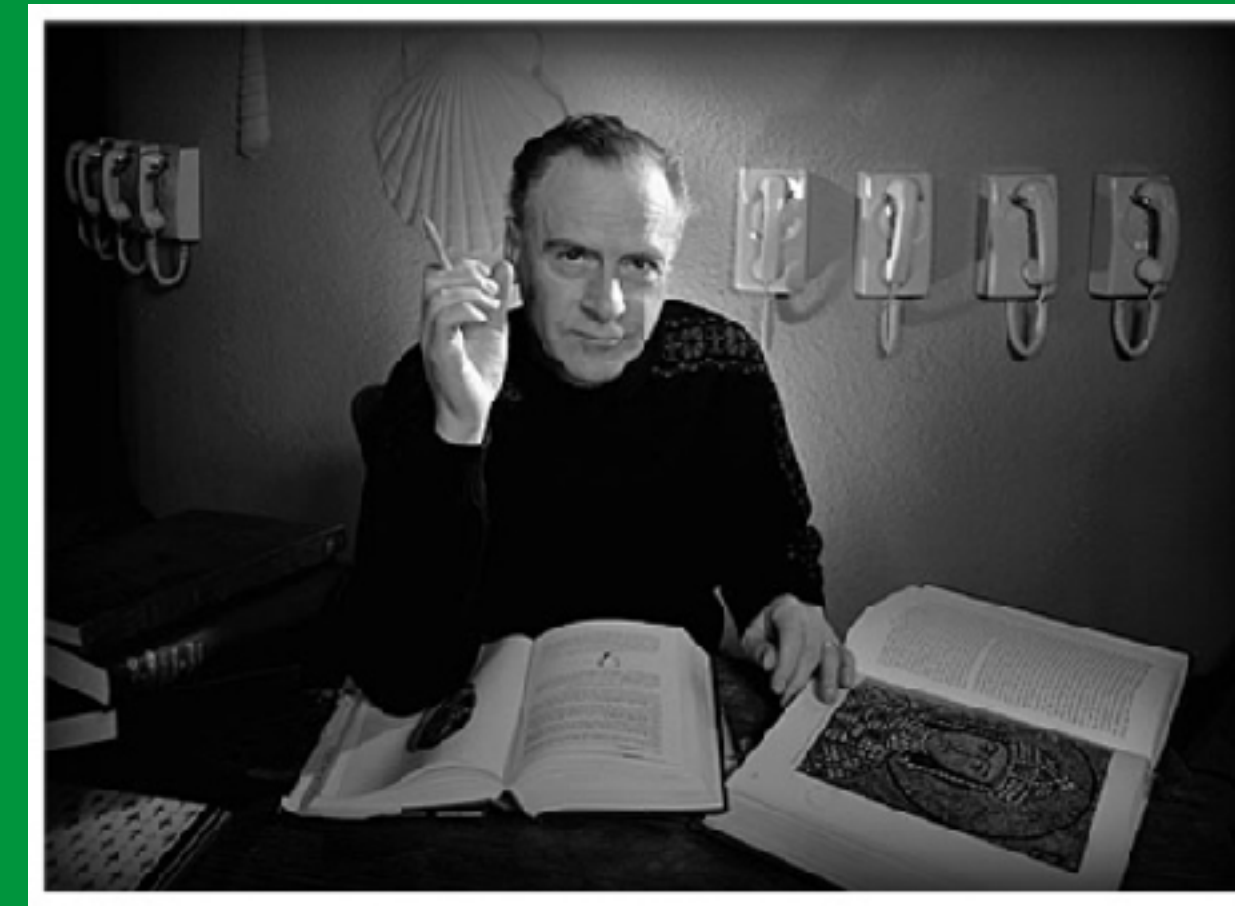


code as  
transformative  
force



We shape our tools,  
and thereafter  
our tools shape us.

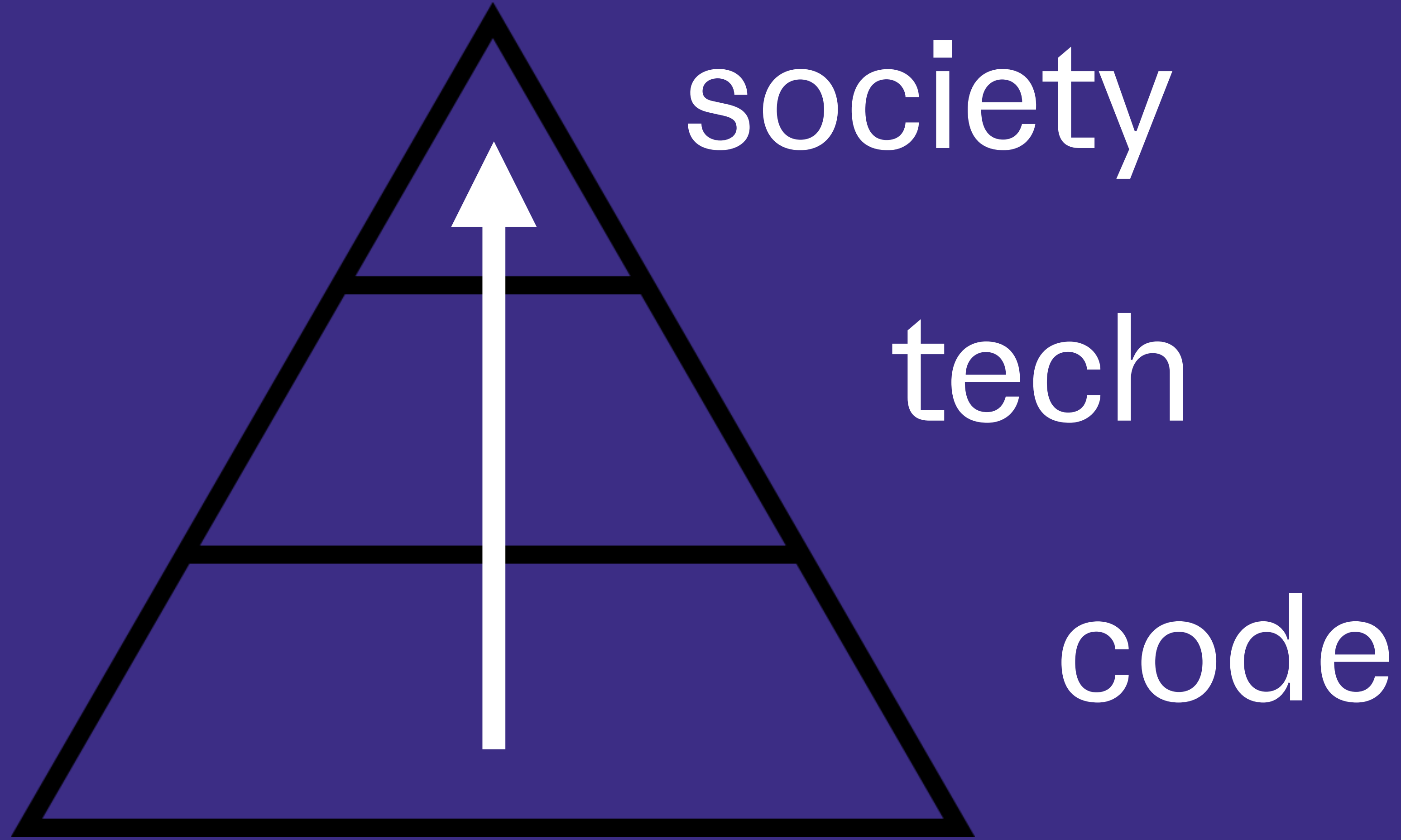
Marshall McLuhan



→ explore new  
frontiers through  
the lens of  
creative coding



→ dream up new forms of  
coexistence between  
society and technology





Code is a universal  
machine language.

We as creatives can  
exploit it to dream up  
new realities.

We can use it as a  
transformative force.

# Special thanks!



Katja Rempel  
IG @katjarempel



Alistair McClymont  
IG @alistairmcclymont



Julian Prieß  
julianpriess.de



# Thank you :-)



IG @nahuel.gerth  
GitHub/nahuelGerthVK

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