Doppel

Team Members
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Supervisor
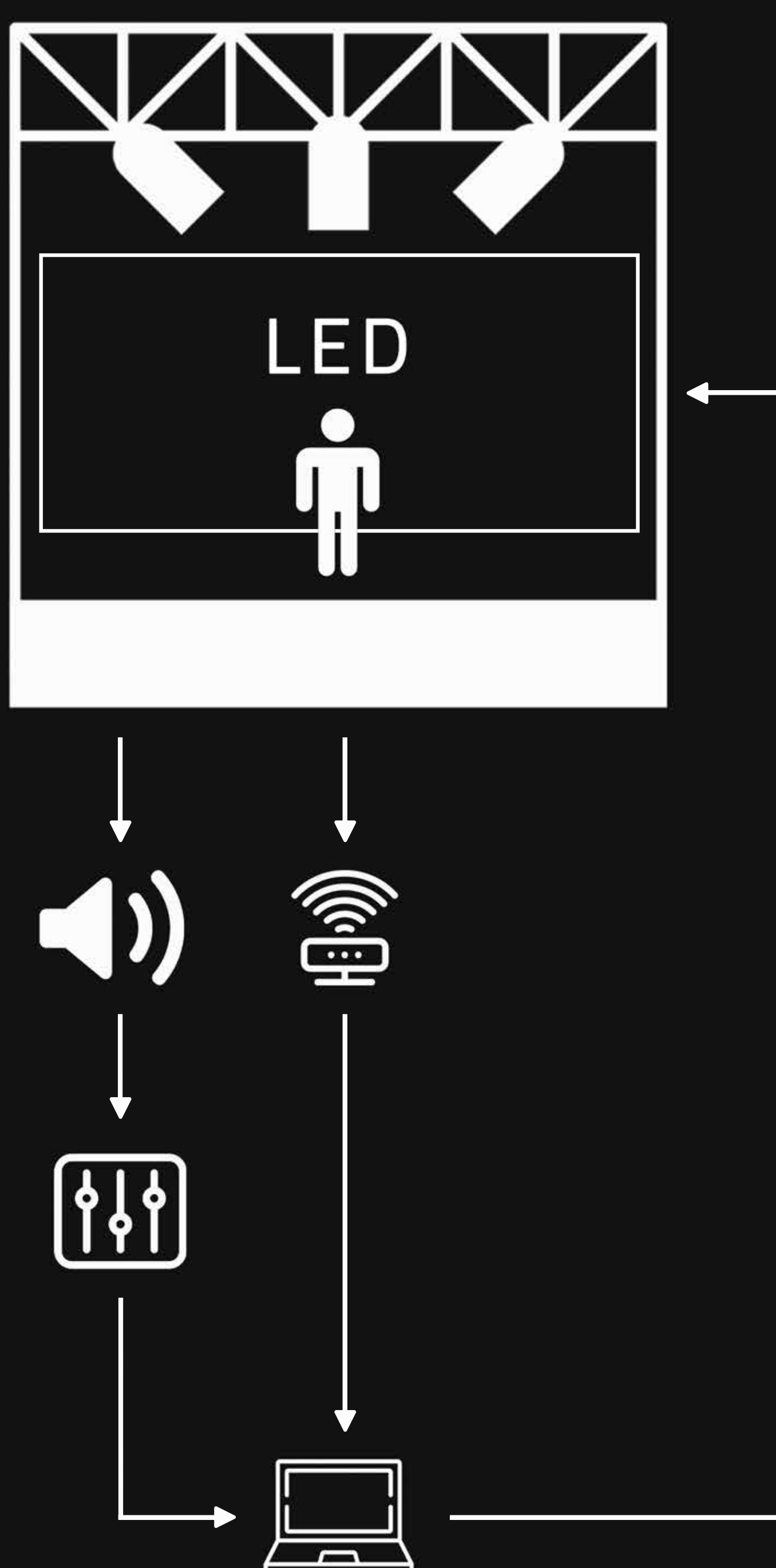Dr. Umut Burcu
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Doppel is a project that aims to take the live performances of stage performers to the next level with a live and interactive visual experience for the audience. it is based on the artists' performance structure of the venue. By using motion sensors and various applications, the system can take the performance, artists, audience, decorations, venue, in short, everything in the performance area as its content and transform it into a live visual performance. Doppel's inputs and outputs are variable between the needs of the audience and performers. It doesn't have to have a specific content and it doesn't need specific input commands in order to create an output. It's a portable system that can work in any architecture. It can enhance any performance, in any environment. It doesn't rely on anything but its own system and the life itself. Because it's only mission is to imitate it, like a "*Doppelgänger*".
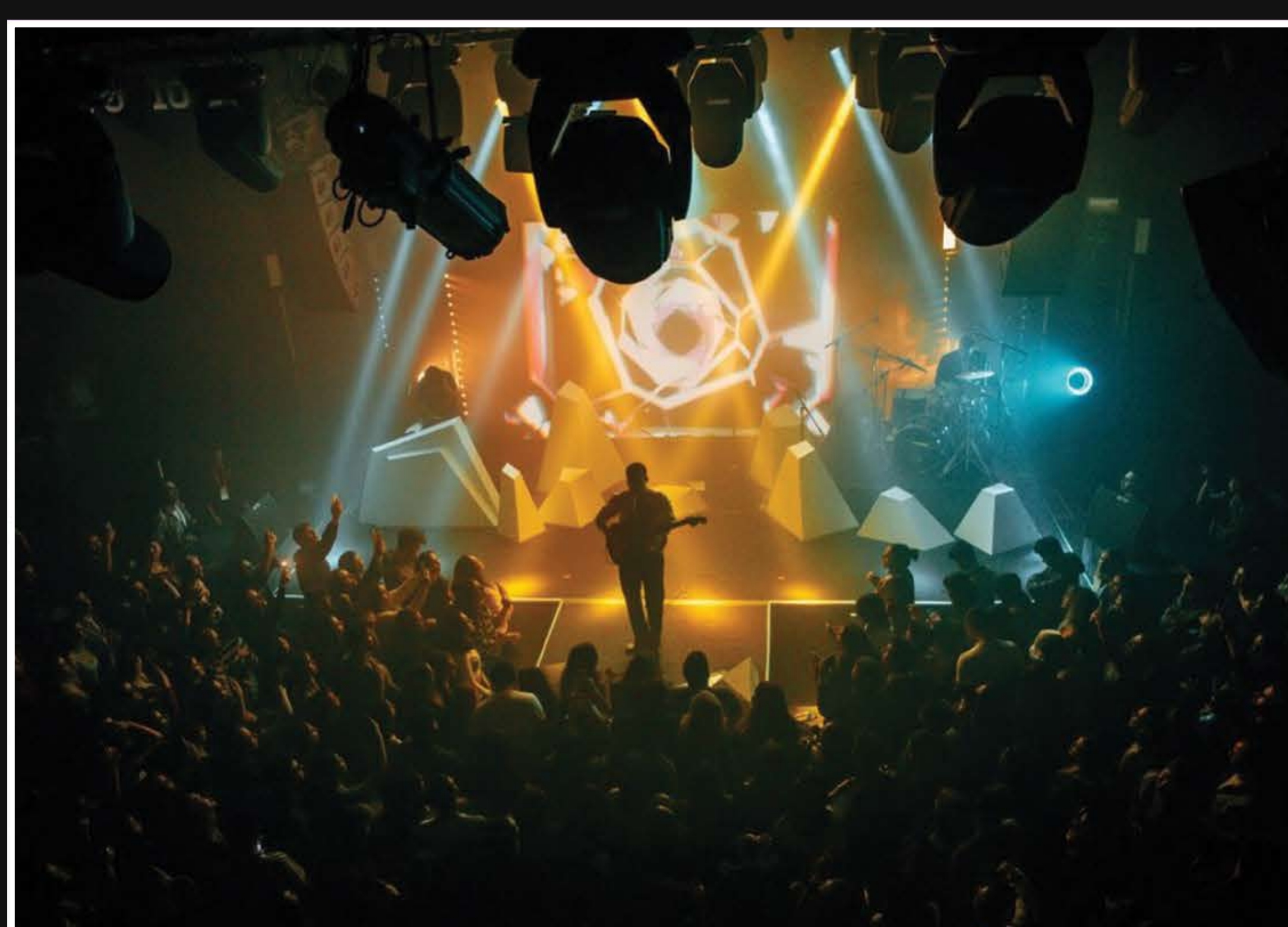

Technical Details

Basically, the motion sensor detecs the subject's shape, movements and its distance with projectors emitting infrared rays. The data obtained this way goes in to the system computer.

Same way, the audio output of the performance (usually the drums) goes into the mixer and it sends this data to the computer as well.

LED

Camera Footage

Depth

Visual Details

The visuals are a whole another world in this system. It can be anything from turning audience in to particles or making paintings of the dancers by using their movements with a colorful feedback loop. It depends on the needs of the performer, audience and architecture. That's what makes Doppel as it is.
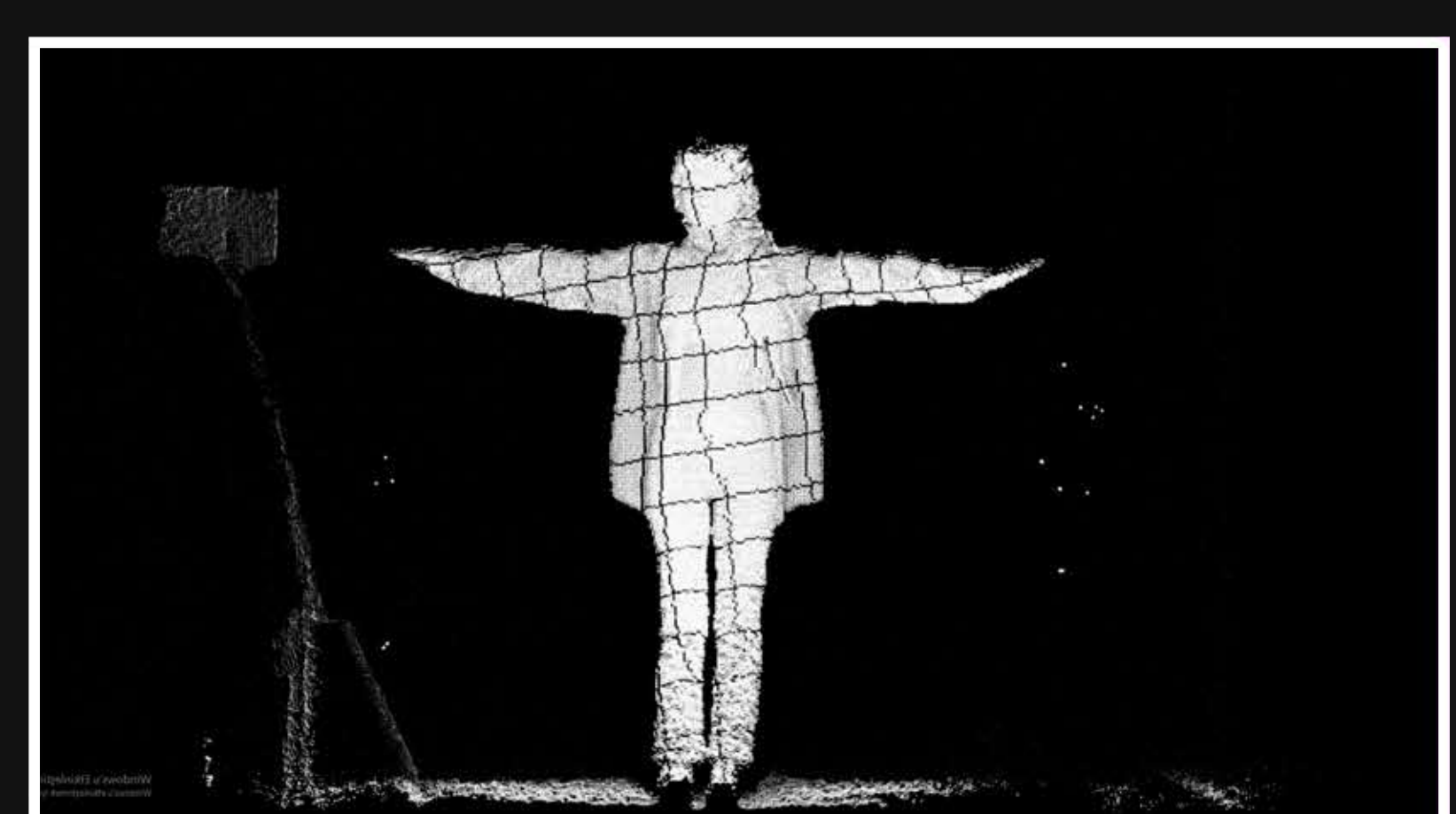

Threshold

Example Visual