



# Global Junior Challenge

Projects to share the future

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## Project Location

**Country:** Italy

**City:** Rome

## Organization

**Organization Name:** Seeinteracting

**Organization Type:** Company

## Website

<http://www.seeinteracting.com>

## Privacy Law

Consenso al trattamento dei dati personali

**Do you authorize the FMD to the treatment of your personal data?:** I do authorize the FMD to the

## Project Type

Education up to 29 years

## Project Description

**Description Frase (max. 500 characters):**

*Seeinteracting* is an ongoing research project aimed to apply 3D motion capture technologies and tools to music, dance, and other performing arts.

*Seeinteracting* concept has been conceived as the result of the cooperation between Marco Bertola, Maurizio Massarelli, Gianluca Susi and Emiliano Daddario, which combining their own field of knowledge are indeed the main project developers. Beside that, they are all actively involved in teaching and supervising students of the “Master in Ingegneria del Suono

e dello Spettacolo (MIS)” course, (Master of Sound Engineering and Performing Arts) at the Electronic Engineering Department of the Università degli Studi di Roma “Tor Vergata”.

Importantly, it is worth underlying that this project has been made possible thanks to the valuable collaboration with the dancer/coreographer Livia Massarelli. Moreover, we would like to acknowledge the involvement of students attending courses at the Electronic Engineering Department, whose thesis works definitely represent a fundamental contribution. You can find out more about our projects, key staff and media in the dedicated sections.

### **Project Summary (max. 2000 characters):**

*Seeinteracting Sound Pictures* is the result of the encounter of four eclectic personalities which aim to combine scientific research to musical composition. The key element behind the project is the passion for sound experimentation that all of them share.

*Seeinteracting Sound Pictures* arises from the strong desire to connect two seemingly distant but at the same time indispensable worlds: sound and image. Thanks to the technology used in the installation, visitors are invited to interact and encouraged to use their senses, trying to blend the two elements. To do so, selected works exhibited in the museums constitute the expedient throughout which interaction with virtual orchestration occurs. In fact, each of the 6 paintings displayed at the collection unexpectedly becomes the sound source from which Johann Sebastian Bach's *The Musical Offering* originates. This work is attributable to the full maturity of the German composer, chosen here as a pretext, being among the most speculative and mathematical in the history of music for the sophisticated *contrappunto* techniques used.

To accompany this musical plot, a sound effect directly evoked by the representation of each frame will be generated at the same time as the observer's presence.

More importantly, the form and the musical sense of this virtual orchestration can only be shaped by the presence and by the movements of the spectator as a consequence of its variation within the physical space. As suggested by the neologism that identifies the installation, “looks interacting with sound shapes”, is a sinesthetic path which aims to invests the spectator in person, releasing him from the role of a purely passive participant of aesthetic experience to elevate him as an active subject of artistic creation.

Thus, the acoustic word generated will be simultaneously displayed as an oscillogram (waveform) within a virtual reconstruction of the acoustic field, proposing an alphabet of signs describing the sound itself, in a process of transduction from its natural pressure to the visual one. It is in this continual modulation of the space of our perceptions that the contamination between what we see and what we hear keeps on suggesting an uninterrupted flow of the image that inspires the sound ... and of the sound that comes back to be visual.

### **How long has your project been running?**

2011-09-01 00:00:00

### **Objectives and Innovative Aspects**

## Results

Describe the results achieved by your project How do you measure (parameters) these. -  
(max. 2000 characters):

How many users interact with your project monthly and what are the preferred forms of interaction? (max. 500 characters): -

## Sustainability

What is the full duration of your project (from beginning to end)?: From 3 to 6 years

What is the approximate total budget for your project (in Euro)?: Less than 10.000 Euro

What is the source of funding for your project?: Commission

Is your project economically self sufficient now?: Yes

Since when?: 2017-08-01 00:00:00

## Transferability

Has your project been replicated/adapted elsewhere?: No

Where? By whom?: Festival Internazionale della Creazione Contemporanea, FAST 2011 – Terni

What lessons can others learn from your project? (max. 1500 characters): -

Are you available to help others to start or work on similar projects?: Yes

## Background Information

Barriers and Solutions (max. 1000 characters): -

Future plans and wish list (max. 750 characters): -

[seeinteracting](#) [1] [interactive](#) [2] [digital](#) [3] [musica](#) [4]

Fondazione Mondo Digitale

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**Source URL:** <https://gjc.it/en/progetti/seeinteracting-sound-picture>

### Links

[1] <https://gjc.it/en/keywords-separate-commas/seeinteracting>

[2] <https://gjc.it/en/category/parole-chiave-separate-da-virgole/interactive>

[3] <https://gjc.it/en/category/parole-chiave-separate-da-virgole/digital>

[4] <https://gjc.it/en/category/parole-chiave-separate-da-virgole/musica>