Chris Clavio

Portfolio of Electronic and Digital Arts

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Light Walker, Digital Print, 13" x 19", 2011

Technicolour Fabrique

In January of 2011 I designed and built a LED light suit. I called the project Technicolour Fabrique. The suit uses flexible waterproof LEDs, has a remote control for selecting color and effects, and is powered by a battery that fits in the user's front pocket. The two digital prints on this page as well as a still from a short film I made on the following page all stem from this project.
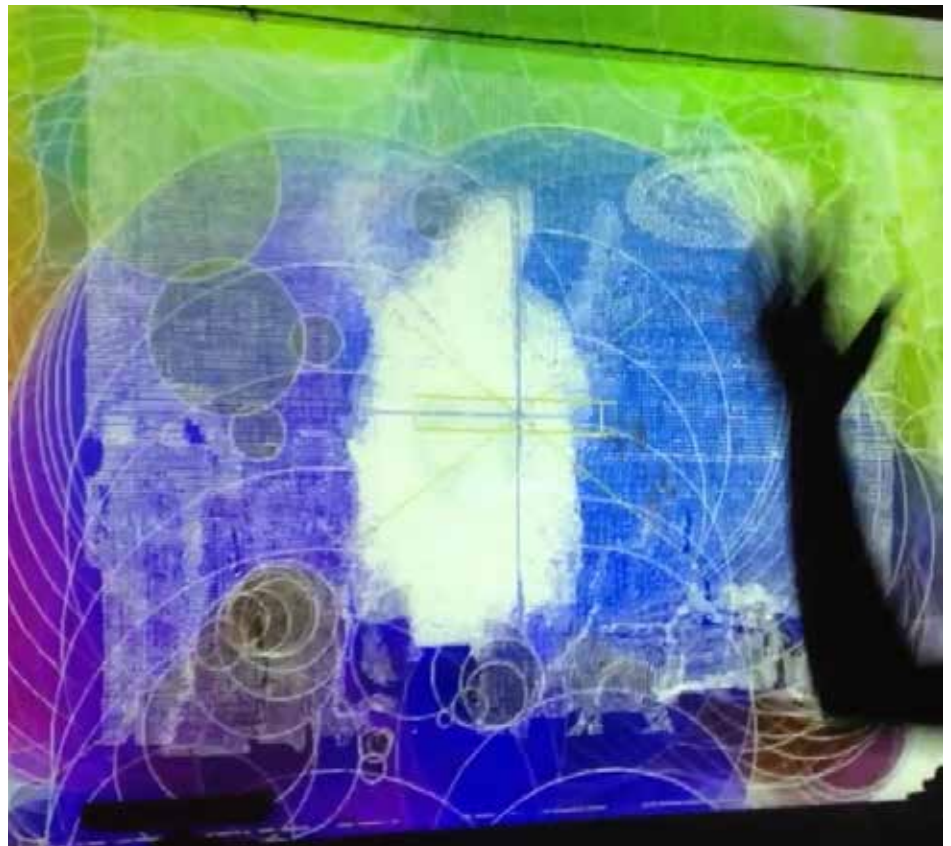

Luminous, Digital Print, 8" x 10", 2011

Light Dreams, Short Film, 2011
http://www.clavionline.com/2011/12/light-dreams/

Skeletal Music

This interactive drawing program was written in the processing programming environment. It allows the user to paint on a projected canvas using only gestures. As the user draws MIDI notes are triggered to sonify the experience.

Skeletal Music, Processing Sketch, 2012
http://www.clavionline.com/2012/04/skeletal-music/

Pedestrian

Pedestrian is a video game I created in Processing with Carissa Simmons and Isaiah Griego. The game is meant to mimic the old 8-bit "style" visually as well as in game play; we even heisted some clouds from Super Mario Bros., an homage to Cory Arcangel. The game is Frogger-like, but with a twist, the pedestrians you are trying to avoid move faster if you "shout" at them. We tapped into the computer's microphone to do this so if there's no built in mic it won't work.

The game is actually impossible to win unless you discover the "cheat" we inadvertently built in. It was a fun project and gave us a chance to explore and incorporate alternative modes of HCI (Human Computer Interaction) in the context of a video game.
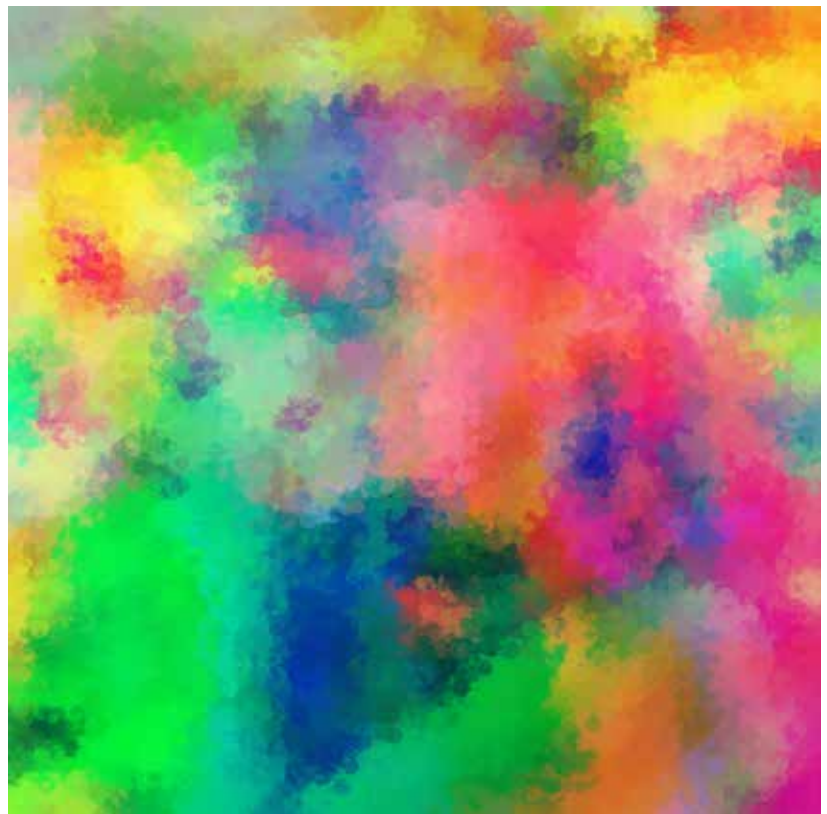

Pedestrian, Processing Sketch, 2012
http://www.clavionline.com/processing/pedestrian/

Facebook Mosaic

Facebook Mosaic is a sketch I created in Processing that takes three pictures from a collection of 276 Facebook profile pictures and blends them together by taking one color channel from each photo. It is a comment on how our identities blur together on facebook.

The sketch also gives the user some tools to augment the images. Move the cursor from right to left over the image to change the mosaic pixel size. You can also use the letters 'a' 'd' and 'f' to isolate the three individual images. Pressing the space bar loads a new mosaic.

Facebook Mosaic, Processing Sketch, 2012
http://clavionline.com/fb_mosaic2_0/

Ellipse Draw

Ellipse Draw is a simple drawing tool created with the Processing programming language. Although simple, the tool allows you to create drawings will lots of depth. You can also freeze the frame at any time and save your masterpiece.
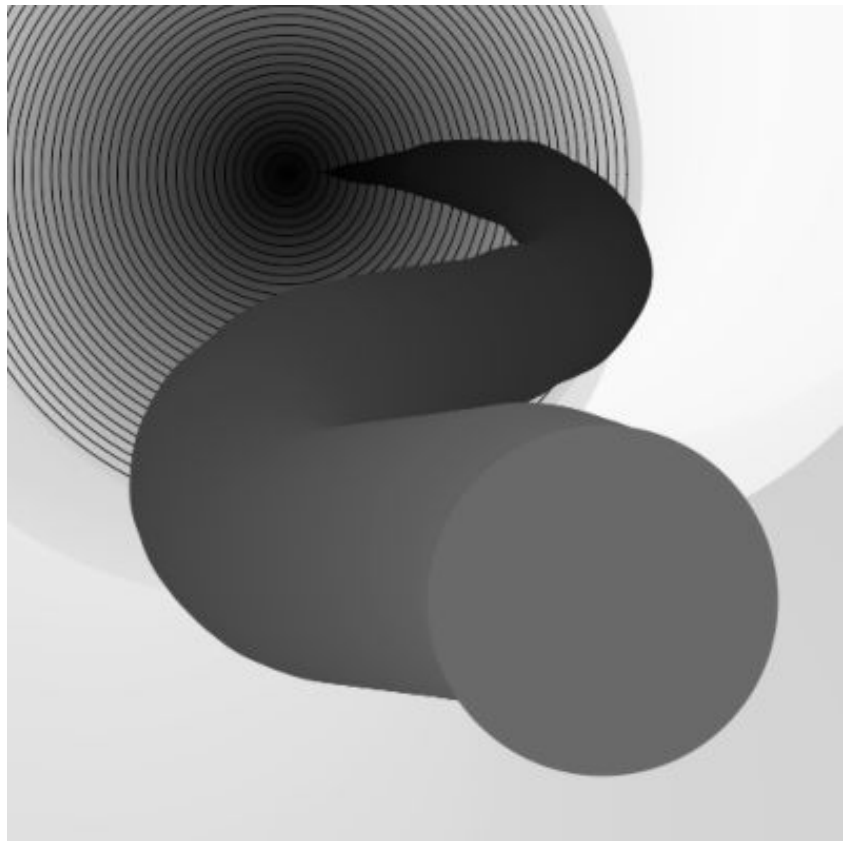
Ellipse Draw, Processing Sketch, 2012
http://www.clavionline.com/2011/11/ellipse-draw/

vLamp

vLamp is a simple project that I created with Processing. It uses the light sensor on a MacBook Pro to turn the lamp on when it gets dark and off when it gets light again. Have fun turning the lights in the room on and off or just wave your hand in front of your webcam if you're lazy.

vLamp, Processing Sketch, 2012
http://www.clavionline.com/2011/11/vlamp/
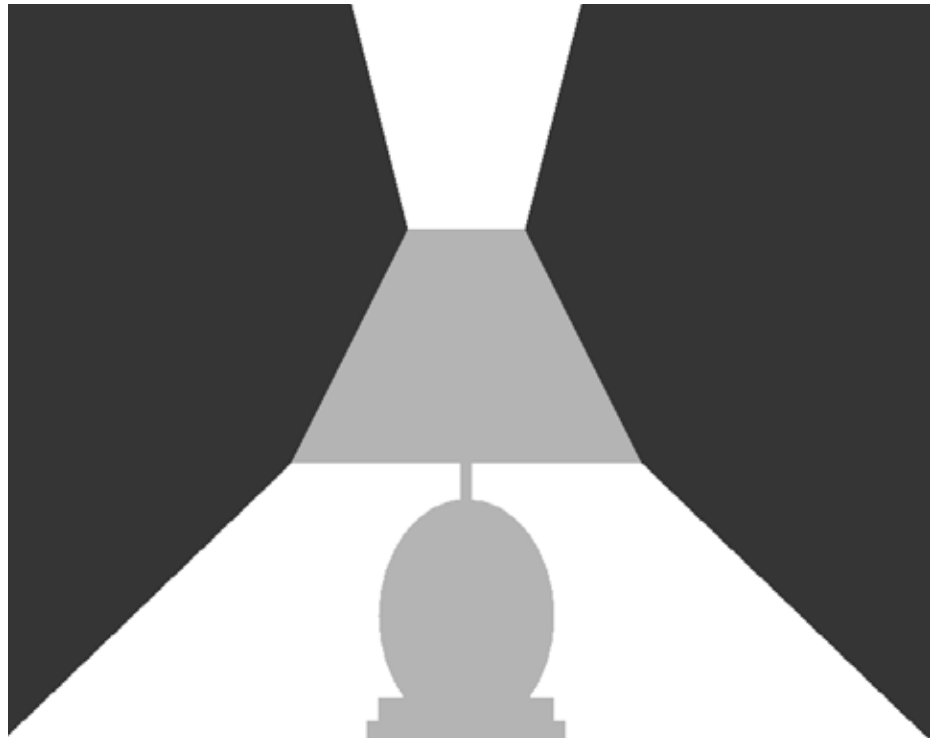
A Walk Home Orchestra

This project is an interactive performance piece that uses four JavaScript web based instruments to recreate an aural walk home from school. The performance requires at least four people and a conductor, each at their own computer with speakers, however the piece is written for a room of at least twenty people.

The intention of the piece is to recreate a walk home and then emphasize the repetition of similar sounds heard every day in roughly the same order and time.
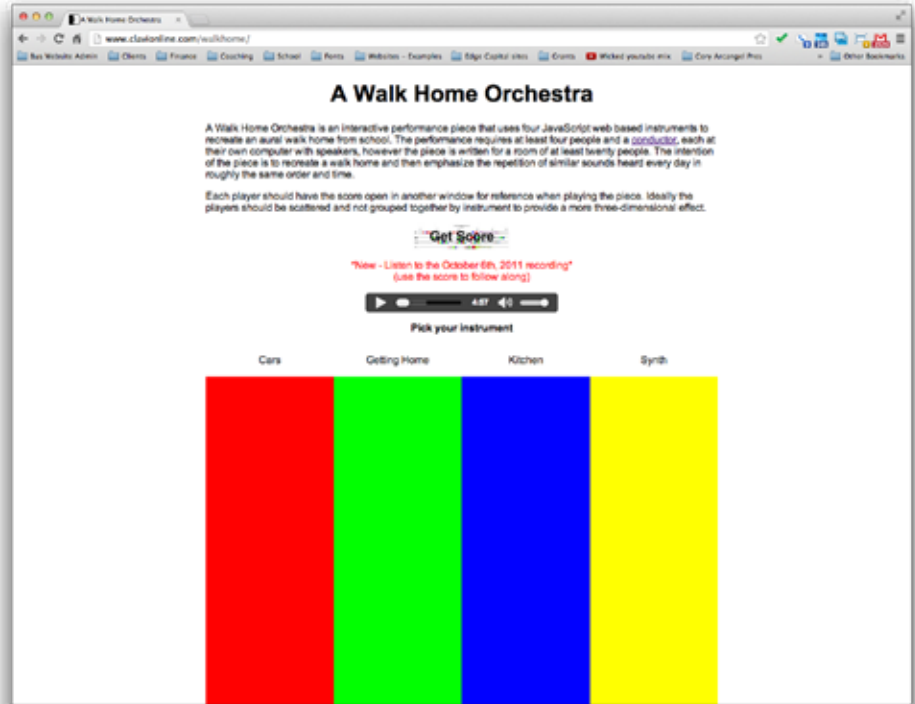
A Walk Home Orchestra, JavaScript Instrument & Performance, 2011
http://www.clavionline.com/2011/10/a-walk-home-orchestra/

Satelite Coffee

This project was a website that I created specifically to deceive. I used the real home page from a local coffee shop as a template. With custom web design, a staged photo, and some look-alike graphics I created a new home page that offered a free cup of coffee to anyone who brought in the "digital coupon" on their smart phone. I posted the deal on Facebook and even got some friends to help me publicize it without knowing it was a farce. I purchased the URL, satelitecoffee.com, which makes the project much more convincing.


Satelite Coffee, Website, 2011
http://www.satelitecoffee.com/

Rainbow Ribbon

This JavaScript based drawing tool allows the user to create, save, and print digital drawings on the web. The tool follows the mouse wherever it goes on the canvas, creating a continuous line and a color trail that reaches from the initial to the current cursor position. The line and trail change color inversely in a rainbow-like fashion relative to X and Y position of the cursor on the canvas. A click of the mouse draws a circle of random size and resets the initial position from which the trail is created.

A click also prevents the trail preceding it from changing color with movement of the mouse. There are four user selectable blending modes to change how the color trail interacts with what has already been drawn on the canvas.
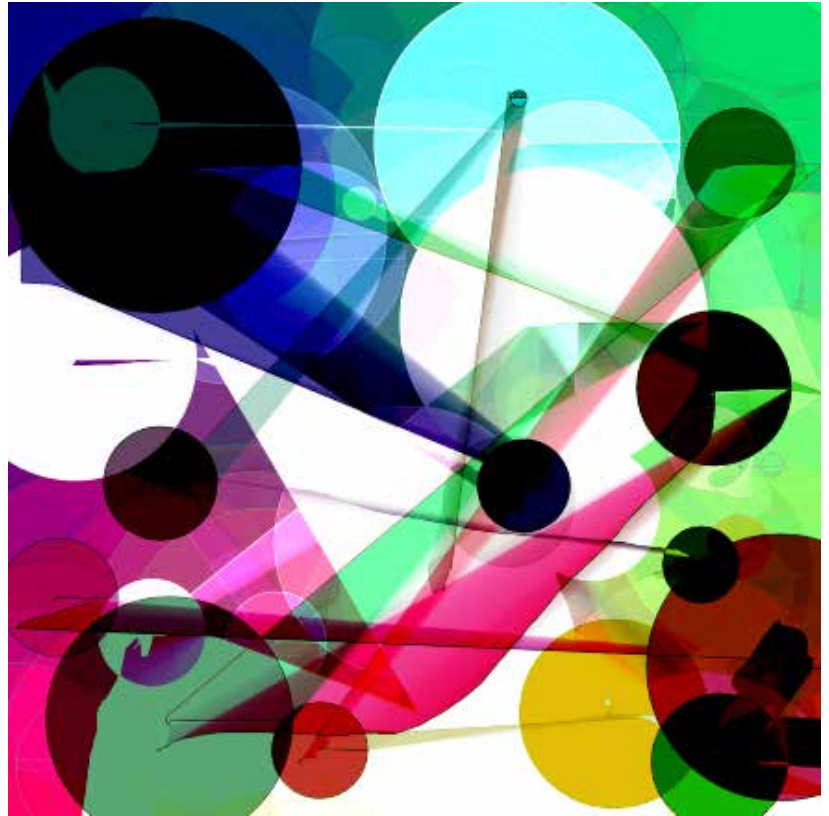

Rainbow Ribbon, JavaScript Drawing Program, 2012
http://www.clavionline.com/2011/10/rainbow-ribbon/

SolePower

This proposal created by myself and Ruben Olguin was submitted to the Prix Ars Electronica [The Next Idea] competition for judgment by a jury.

This electronic arts project incorporates engineering, computer science, and creativity with the intention of creating a practical survival solution in tandem with a social dialogue about the way we generate, access, and transport electricity. The technology, at its root, integrates piezoelectric circuits into the sole of a shoe to generate electricity, which can then be used to charge mobile devices.

Although we did not win the competition we were contacted by Ars who requested permission to post the proposal on their blog. We readily agreed.
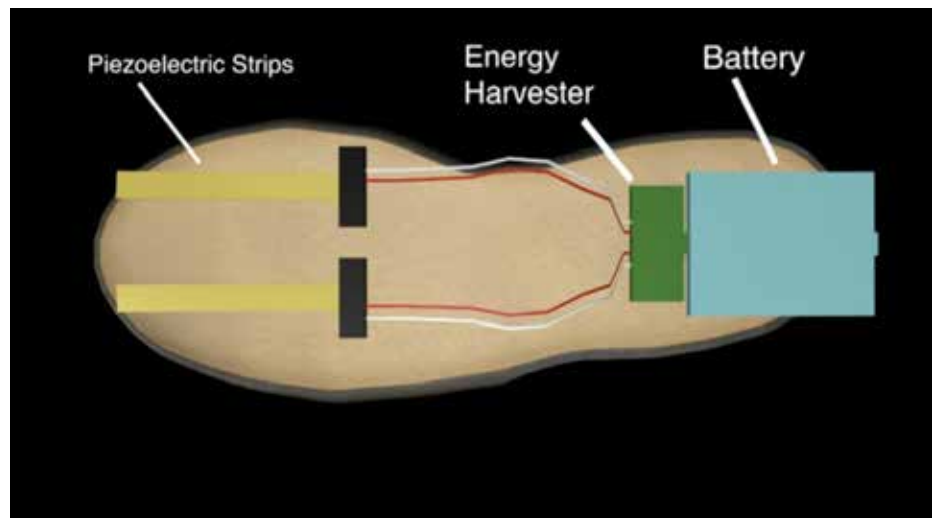
SolePower, Prix Ars Electronica [the next idea] Proposal, 2013
http://www.aec.at/aeblog/en/2013/08/17/solepower/

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Talking Heads

Talking Heads was a sound art installation located in the atrium of the art building at the University of New Mexico. Each mannequin head was hung facing the entrance of the building and was fitted with a speaker. All the heads were connected to a small amplifier with a motion sensor and a sound circuit. Whenever someone walked in front of the piece the heads talked.

The sound byte was changed every few hours for several days. The clips ranged from whispers to yelling accusations.

Talking Heads, Sound Art Installation, 2011
http://www.clavionline.com/2011/11/talking-heads/

Virtual Traffic

Virtual Traffic is an interactive art installation that composites pedestrian foot traffic at five high-density areas of the UNM campus into a comprehensive shared experience.

Cameras simultaneously capture pedestrians at five high traffic locations, and custom software composites the videos together. Different blending effects activate based on traffic density, direction, and position of the pedestrians in the space. This facilitates a virtual interaction between the people in each space, and helps us begin to understand our daily commute in a new way.

Created by Chris Clavio, Ruben Olguin, Ryan Davis, Sheldon Bess, & Colin Leslie

Virtual Traffic, Interactive Installation, 2013
http://www.clavionline.com/2013/02/virtual-traffic/

Ring Finger

Ring Finger is a projection mapping project that uses several different software programs to project video onto three-dimensional geometry. The integration of the different programs allowed me to trigger different videos with gestures creating a live performance rather than just a passive screening.

Myself and several others built the geometry with plywood. I then developed the content. I used Millumin to map the geometry, Resolume for the VJing, and Max/MSP to route OCS data between Synapse, which does skeletal tracking/triggering using the Kinect, and Millumin.

Ring Finger, Projection Mapping, 2013
http://www.clavionline.com/2013/03/ring-finger-projection-mapping-with-millumin/

Moustachio 3D

Moustachio 3D was a projection mapping project developed for the 2013 Moustachio Bashio. I modeled the moustache in Rhino 3D and built it out of foamboard and plywood. I used Millumin to map the geometry and Resolume for the VJing. I also used Maya to generate content.

Moustachio 3D, Projection Mapping, 2013
http://www.clavionline.com/tag/moustachio-bashio/

Mind Chimes

Mind Chimes generates visuals and music on a dome from a live brainwave feed captured by a NeuroSky MindWave Mobile headset. I coded the entire piece with MaxMSP and used vDome, an open source Max based dome player, to skin it to the dome.

The audio is generated by sending MIDI notes from my brainwave synth to Camel Audio's Alchemy MIDI synth instruments. The visuals are generated by the audio. They change colors based on your state of mind.
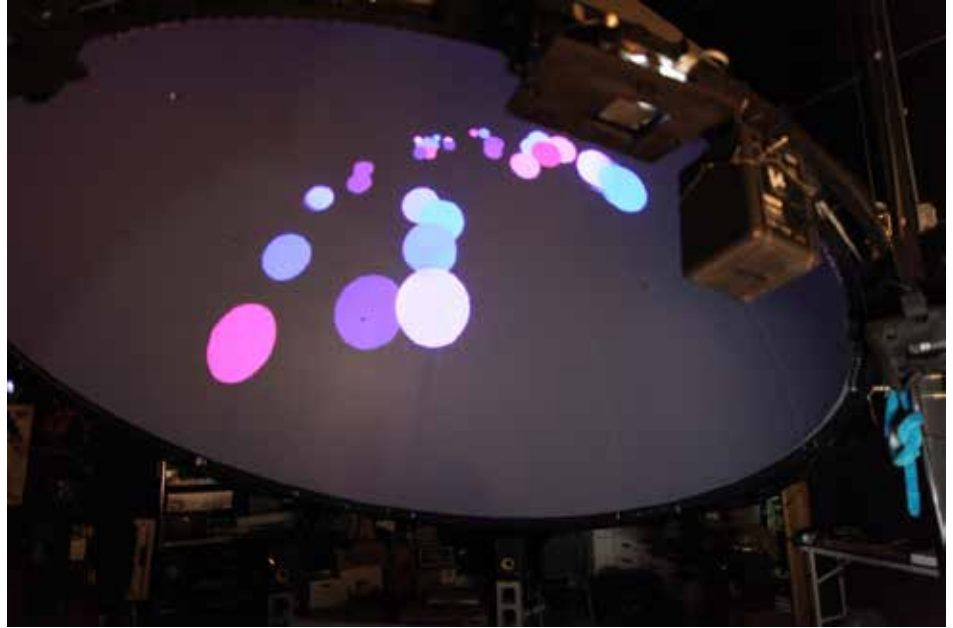
Mind Chimes, Max/MSP Patch, 2013
http://www.clavionline.com/2013/05/mind-chimes/

Lolo's Adventure

Our culture tends to sensationalize nudity and combine it with sex to such an extent that it is often hard for us to think of it in any other way. I wanted to show that nudity does not have to be pornographic or about sex; it can be beautiful, light, and funny.

L'Aventure de Lolo was conceptualized as an independent short film for the 2012 Moustachio Bashio International Film Festival in Albuquerque, New Mexico. It was written and directed by Chris Clavio, and executed by Clavio and D.S. Canning from idea to final-cut in just over a month.

Lolo's Adventure, Short Film, 2012
http://www.clavionline.com/2012/03/lolos-adventure/