

# Responsive Body

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# Responsive Body Practice

- Dynamic system developed from our needs and curiosities
- Integrate bodily experience and technological possibilities

## The 4 Pillars

- ① Training
- ② Tuning for improvisation and composition
- ③ Creating audiovisual kinetic spaces with movement sensors
- ④ Programming interactive sound with SuperCollider and TouchOSC

# Movement Inspirations

- Somatic practices
- Martial arts
- Contemporary dance techniques
- Physical conditioning
- Classical ballet

# Tuning for Impro and Composition

- Training our focus
- Using information from our senses to create movement responses
- 3 main areas of research
  - Tactile sense
  - Visual sense
  - Auditory sense

# Audiovisual Kinetic Spaces

- Attention on creating sound
- Attention on creating movement
- Attention on dialogue between movement and sound

# Programming Interactive Sound

- Smartphones control and influence computer sound
- Students create their own interactive sound using Audacity, TouchOSC and SuperCollider
- Open Source technologies

# Programming Interactive Sound

- Empowering students in relation to digital technologies and interdisciplinary thinking