

Looking for Support: Unity & Face Tracking

Goal:

There's going to be a showing at Haus der Kulturen der Welt on the last weekend of February 2016. We will be motion capturing body and face movements while copying political video messages, thereby virtualizing them (mainly right wingers and some German Jihadists). Visitors can interact and partake in the process, lending their bodies or faces for the good cause of building an archive. In the end we should be able to play around with the created material, create a musical video clip for the ESC or something alike.

Background:

This work is further developing the performance project „Glühende Landschaften“ (Glowing Pastures) from 2015. More (German) information: <http://www.internil.net>. Framework for the presentation at HKW is the „Forecast“ mentoring program. More information: <http://forecast-platform.com>. Working languages are English and German, the video material will mostly be in German.

Software: Unity, Max/MSP, Motive (for body tracking), maybe Faceshift (for face tracking)

Hardware: camera-based IR motion capture system (OptiTrack), Intel RealSense F200

Tasks:

- establish facial motion capture functionality
- adapt and prepare an existing (rigged) avatar
- develop a way to make quick face scans of visitors and apply them as textures on avatars
- develop a database or data saving structure for quickl reuse of tracked sequences
- maybe support the artist with constructing a virtual forest environment to be mapped onto the real space at HKW
- integrate those preparations into the set up at HKW from February 22nd 2016

Payment: 1.000 Euro

Duration: starting asap, presentation is on the last week of February

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