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**LEONARDO ABSTRACT SERVICES (LABS) 2010-2011
LATENT STATE: A THEORETICAL AND PRACTICAL STUDY
OF LIVE CINEMA**

By Andres Colubri

This work explored the practice of live cinema performance, which can be defined as the creation of audio-visual pieces where the recording, editing and projection/playback of the video and sound material is performed by the artist(s) in real-time in front of a live audience. This exploration was carried out in three complementary levels: a meta-level concerned with the narrative and audiovisual languages involved in this type of live performances, a technically-centered level that dealt with issues of software architectures and interfaces suitable for real-time manipulation of video, audio and post-processing effects, and a more “practical” level which involved the entire process of creating a live cinema piece from the initial conceptualization to the final performance event.

Thematically, the live cinema piece that resulted from this work can be seen as a meditation on the collision of childhood fantasies with the harsher facts of the “adult” world, such as tragedy and death, within a highly mediated environment. Footage from the accident of the space shuttle Challenger on January 28th, 1986, intertwined with playful fantasies of space travel, supplied the raw visual and emotional substance for these meditations.

From a technical standpoint, this piece was created using new open source video and image manipulation libraries for the Processing programming language. These libraries and other software components used in the piece are part of an ongoing research on real-time audiovisual practices, particularly from the standpoint of performer-computer interfaces. The combination of high performance video capabilities with the ease of use and accessibility of Processing leads to an open source framework where live cinema and other real-time audiovisual experiments can be carried out more freely.”

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