

# Project 02-DMND305

Video game controllers in VJ.



Tom Revill

# Project 02

Cinema is a linear experience where the audience is not interacting with the subject. However the field of video performance art or VJ involves live video editing. In essence creating a nonlinear experience. Despite this the audience is still not involved in the editing process. This theory will address the need for a multi-user editing process within video performance art.

# Project 02

In order to understand why there is a need for multi-user editing we must have a look at VJ hardware. In VJ there is a video mixer that has many different dials that do many different things such as mixing, source control, effects and output. This may sound like mixing is quite easy but video mixers are still very complex. This complexity is due to unintuitive controls that require some skill and knowledge to operate.

# Project 02



# Project 02

At this point we should look at a more intuitive control systems for example the Wii Remote has been a more successful interface tool\*. By having a simple intuitive control this makes the content more accessible to a wider audience.

\*According to Wii sales from <http://au.wii.ign.com/articles/852/852438p1.html>

# Project 02

At this point we should look at a more intuitive control systems for example the Wii Remote has been a more successful interface tool. By having a simple intuitive control this makes the content more accessible to a wider audience.

# Project 02



# Project 02

By having accessible hardware we have the ability to engage the audience more. This means that the DJ can give the audience some control of the content. In this way we can have a truly nonlinear experience.

With all this in mind my concept for project 2 will look at using existing video game controllers and use them to create way of interacting and editing with live content. That display some conflict this will this will relate to the idea of competitive nature of video games.

# Project 02



# Project 02

## Bibliography Websites.

Title: VJ (video performance artist)

Url: [http://en.wikipedia.org/wiki/VJ\\_\(video\\_performance\\_artist\)](http://en.wikipedia.org/wiki/VJ_(video_performance_artist))

Accessed: 7<sup>th</sup> September 2008.

Title: Vision mixer

Url: [http://en.wikipedia.org/wiki/Video\\_mixer](http://en.wikipedia.org/wiki/Video_mixer)

Accessed: 7<sup>th</sup> September 2008.

Title: Vision mixer

Url: [http://en.wikipedia.org/wiki/Video\\_mixer](http://en.wikipedia.org/wiki/Video_mixer)

Accessed: 7<sup>th</sup> September 2008.

Title: Wii Remote

Url: [http://en.wikipedia.org/wiki/Wii\\_Remote](http://en.wikipedia.org/wiki/Wii_Remote)

Accessed: 7<sup>th</sup> September 2008.

NPD: Wii Wins January

By: Casamassina, Matt

Url: <http://au.wii.ign.com/articles/852/852438p1.html>

Accessed: 7<sup>th</sup> September 2008.

# Project 02

## Picture Credits

<http://www.vietnammemorial.com/vietnam-war.html>

[http://www.gigoblog.com/2008/01/20/wii\\_remote\\_computer\\_input/](http://www.gigoblog.com/2008/01/20/wii_remote_computer_input/)

<http://www.axess.com/twilight/console/>

<http://www.thedctraveler.com/monument-monday-the-national-world-war-ii-memorial/>

<http://www.minidisc-canada.com/shopexd.asp?id=644>

<http://www.planetdj.com/i--V-4>