

Zachary Seldess

## A Head of View

an interactive sound world in 3D game-space

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music, programming, game design by  
miniature head circuitry and casing design by  
miniature head design and construction by  
embedded language written and performed by

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**A Head of View** is an immersive surround audio/video sound environment in 3D game-space that can be experienced and altered in real-time simultaneously by several users/players. The centerpiece of the installation will involve a new approach to player navigation and manipulation of game-space through live video tracking of the player's body movement in combination with the player's manipulation of a miniature wireless representation of his or her own head.

This work attempts to playfully embrace and expand upon the cognitive dissonances inherent in all multiplayer game-spaces (i.e. the ability to imagine/perceive both the space and your place within it from multiple aural/visual perspectives), but in a non-goal-oriented, cooperatively controlled environment.

Each player will be invited to freely move through the space within which he/she is embedded. A player can choose to passively explore the environment, but will also have the ability at any time to move beyond his/her passive role as mobile listener by performing various physical actions within the space (moving objects, touching walls, flying, etc.). The results of these actions, depending on their nature and relationship to the space and other players within the space, will range from minute alterations of the musical texture to surprising new moments of sonic invention.

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### INSTRUCTIONS:

1. One person within the floor grid at a time please (or the virtual body will get confused)
2. Manipulate the miniature head to control the head of your virtual body
3. Move around the grid to control the movement of your virtual body
4. All paths lead to a sound space
5. Don't forget to jump!