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Proposal to Introduce the Responsive Video Canvas to Middle School Students.

Intoduction:
Please consider the possibility of allowing me to introduce this to your students. I have been working over the last year to develop tools for interactive video display. They are meant to be open and expressive interfaces for playing and learning and could be very engaging in a classroom context.

What is a responsive video canvas?
It is a projection that paints an image based on the movements of people positioned in front of the image. It can be programmed to respond to different environments for performance purposes or educational purposes.

Some possible uses in the Classroom:
How could it be used by students? I would like to sit in on one of your classes to learn more about the students and the interests of the instructor. Some possibilities include:

1-Drawing with Dancing- Use the video as an expressive canvas to paint images to the screen. The images could be printed onto photo paper or put into a web page.

2-A BackDrop for Performance- A video canvas that stays in the background and records poignant moments during a play. It could either be controlled by a tech to act like a camera or it could be programmed to respond to movement on the stage.

3-An Introduction to Using Computers for Composition – Students could have a part in adjusting the color, timing, and position of the camera as well as learn how to post the results of their experiment to a webpage.

More Information & Videos:
Please visit: http://www.perspectum.com/still_watching/   for video documentation. I have included some still shots below, but seeing the videos conveys the magical response of the canvas.
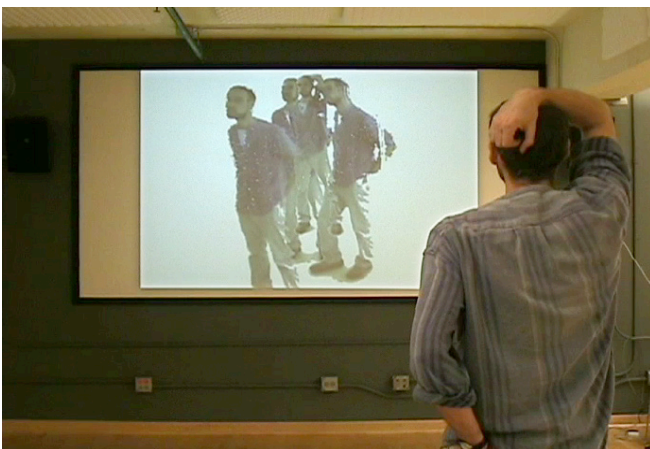
Pictures & Documentation

One Viewer Engaging with the Canvas

A canvas after 1 hour in a Gallery

In a Classroom Context