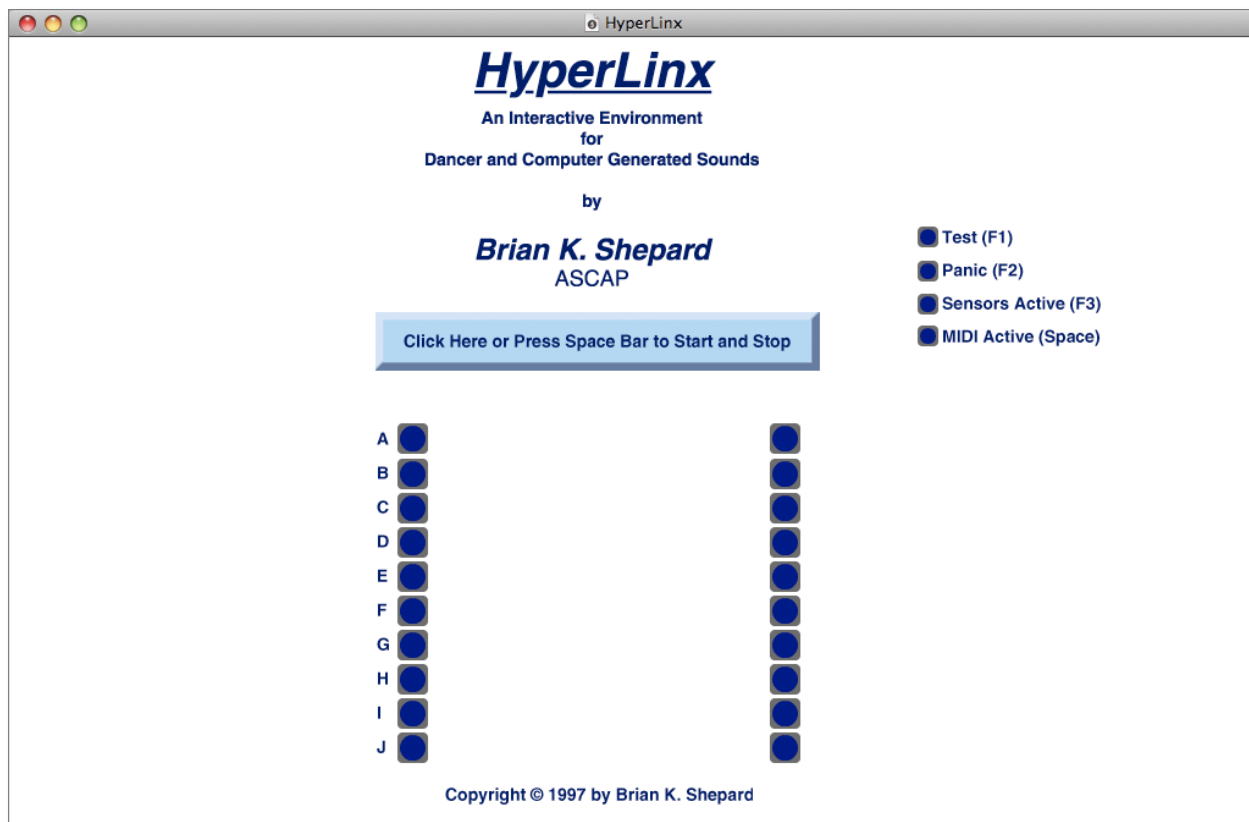


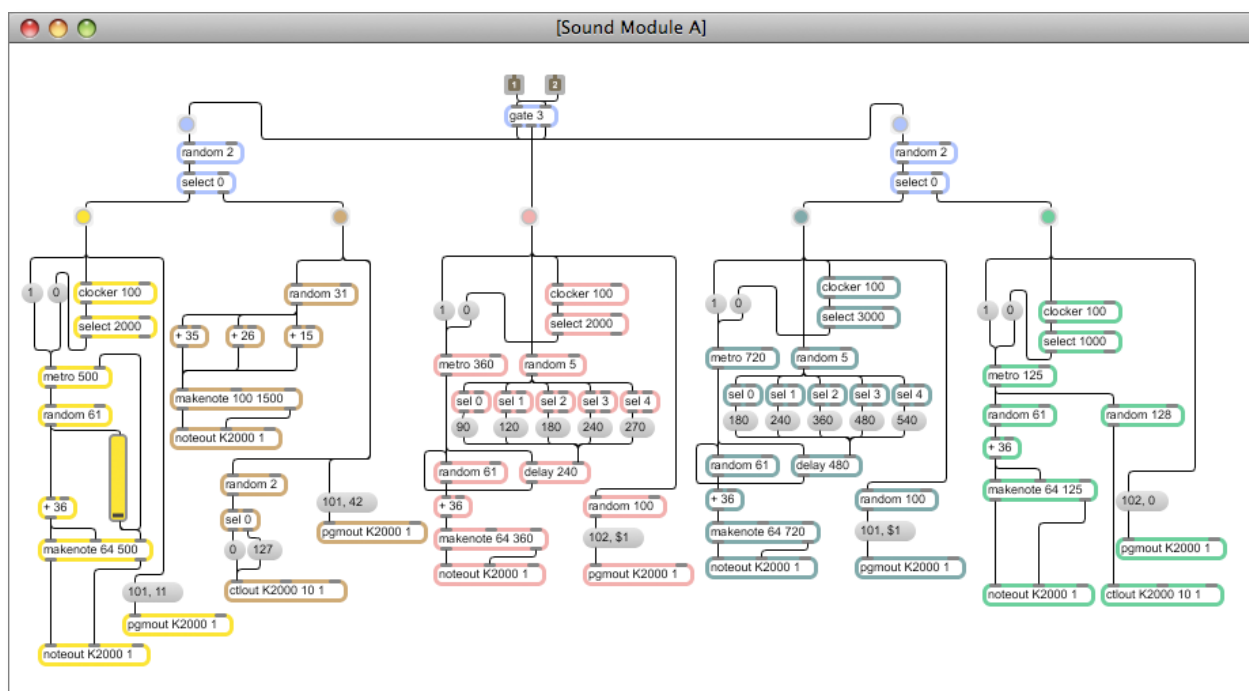
# HyperLinx

for Dancer and Interactive Electronics Environment

**HyperLinx** is an interactive environment for dancer and computer/synthesizer generated sounds. As the dancer moves about the stage, numerous infrared sensors detect his or her motions. A computer uses this information to calculate such things as the dancer's position, type of motion, speed of movement, direction of motion, etc., so that musical events are created as an accompaniment to that motion. The dancer is, then, instructed to also improvise gestures and motions based on the sounds created, which leads to new sounds, and new gestures, and so on. The effect is like standing between two opposing mirrors where one's image seems to repeat indefinitely, but with each repetition appearing farther removed from the original. This piece, and its title, was inspired by the often circular and convoluted connections one encounters on the Internet. **HyperLinx** was created in Max (before the addition of MSP), so all the actual sounds were created with a bank of Kurzweil K2000 synthesizers being controlled by Max.



The main interface for HyperLinx showing the user controls and the sensor indicators



One of the triggering modules