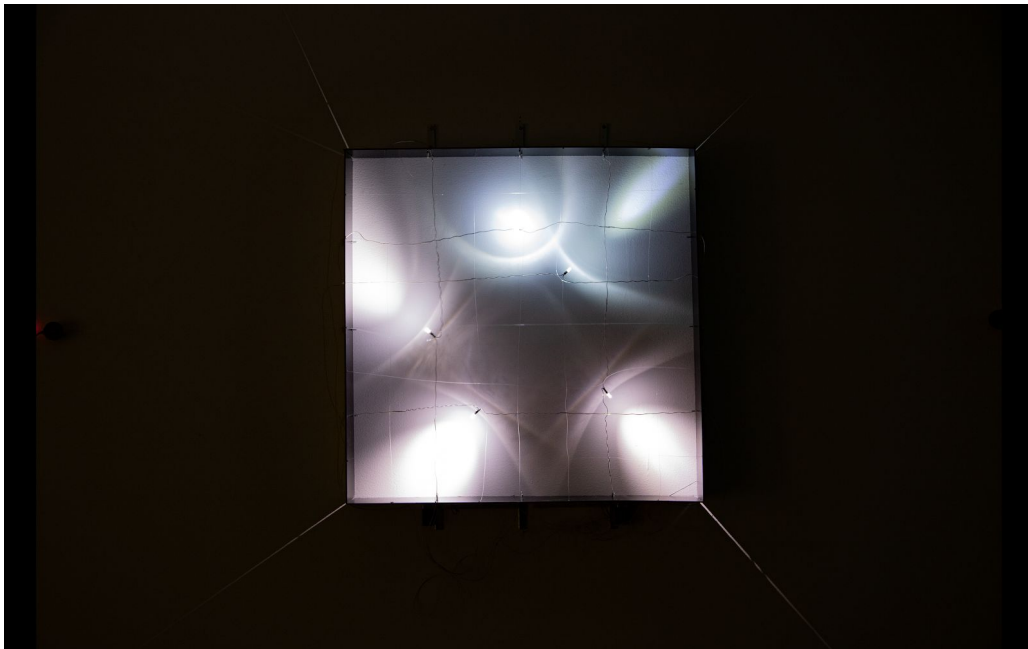


Integrated Media Project Documentation

Dance Machine

Xiaoyun Zeng





Video Link: <https://vimeo.com/392622661>

Title: Dance Machine

Material: Paperboard, LED lights, Arduino UNO, Fishing Line, Gears, Step Motors

Sound: Real-time environment recording

Description:

Dance Machine aims to discuss the function of space, the connection between object physical movements and spatial configuration, considering how we search/manipulate/share/limit space for multiple purposes. The artist takes a dynamic sculpture approach to investigate the visible and invisible. The goal is to transform the dismantling gestures into a machine perception, conceiving new possibilities toward seeing and stretching on choreography as visual art, body movements, and spatial theory. The idea of this project generates three components—space, light, and movement. Space contains whether a theater stage, gallery space, or living environment. Lights combine with shadows shifting in this cubic space picturing a blend of dots and lines, displaying the versions of body-object replacement, the traces of objects, and the identification of invisible. Movements referring to Yvonne Rainer's saying: 'To be moved by some, rather than by oneself.' The movements animate the integrated installation by measuring the power of the 'five-points body,' which creates a choreographic logic where any links between "manipulation" and "subject," "utility," and "object," so that other possibilities for things could come into being.

Visual Diagram

