An open seminar in the series **Topics in the Aesthetics of Music and Sound** [www.soundmusicresearch.org](http://www.soundmusicresearch.org)

Until recently 360 degree markerless motion capture was only a pipe dream. Capturing gesture from an actor required precise location of markers and hours of enduring monotonous calibration and testing before the technical team could finally map the sourced data to content such as digital media such as audio, visuals, and/or an animated character for real-time interactions. The BIG NEWS is that New York based industry-leader Organic Motion (OM) have developed their state of the art platform even further to include advanced MoCap with multiple actor tracking, increased accuracy, no backdrop, and more in-demand capabilities. A mobile system is also under development! Such systems are used by leading companies looking to advance their field by exploring cutting edge applications in industry - for example in contemporary films, health sciences education/research, and rehabilitation. Such explorations are often via Artificial Virtual Environments (AVEs), virtual/augmented/mixed reality sims, games, and/or other created computer-based system concepts. Musicians, thespians, and dancers are amongst those who are exploring the creative potentials of gesture capture mapped to sonic, visual or other content as an element of contemporary performance. In line with the above, Alex Czarowicz, the Organic Motion Vice President of Sales will visit from New York to give a limited series of presentations on the OM state of the art in MoCap and animation. See videos at [http://www.youtube.com/user/OrganicMotion](http://www.youtube.com/user/OrganicMotion)

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All are welcome