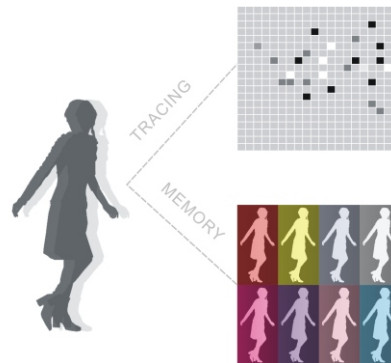


TRACING

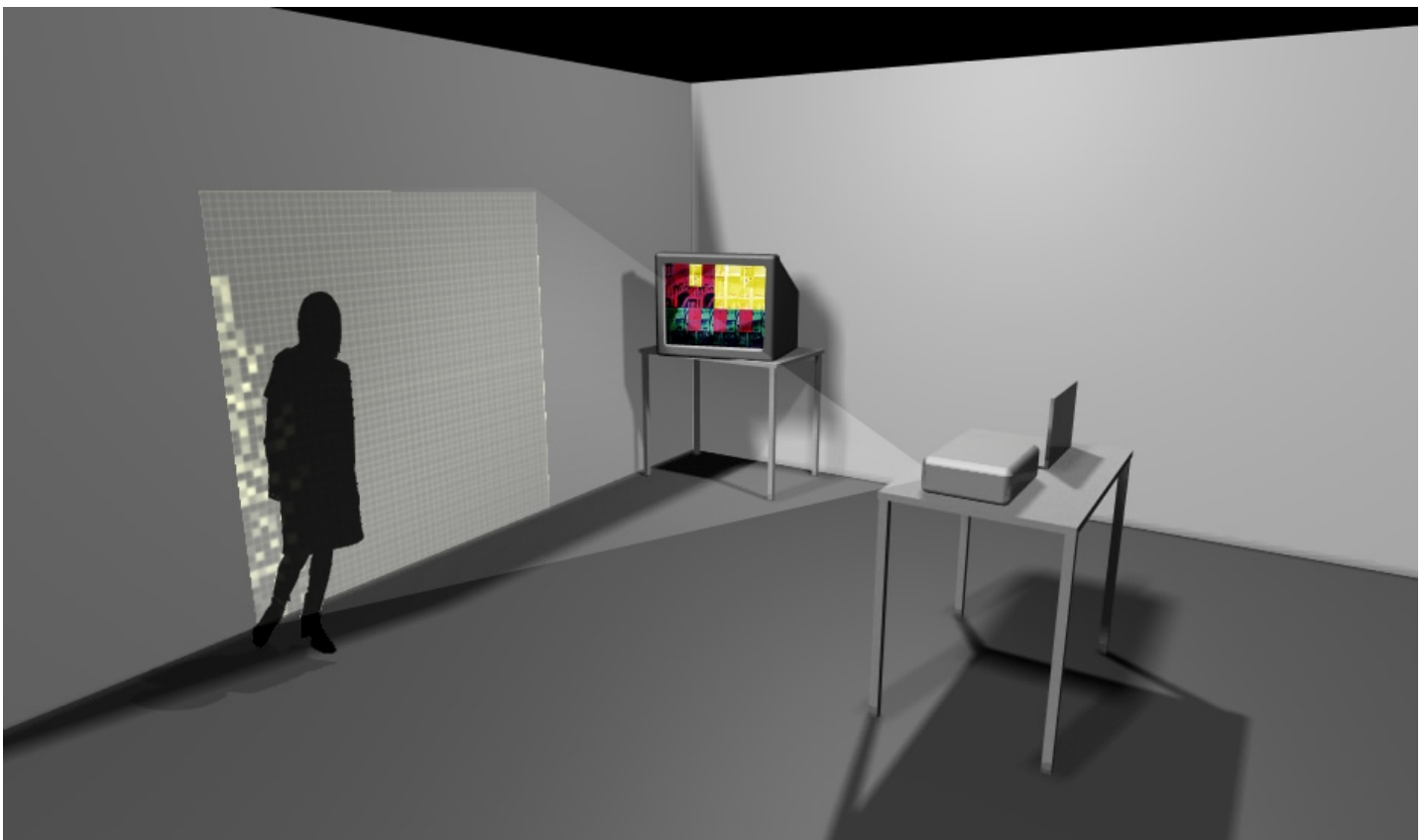
Our motion can control two behaviors. One is memory, another is tracing. This project claims that memory and tracing are different things. This difference is due to the fact that our experiences of 'tracing' recognizes the process less related to the original object and more involved in making a new memory of it.

Tracing is a form of expressing memory, free from its past or original.



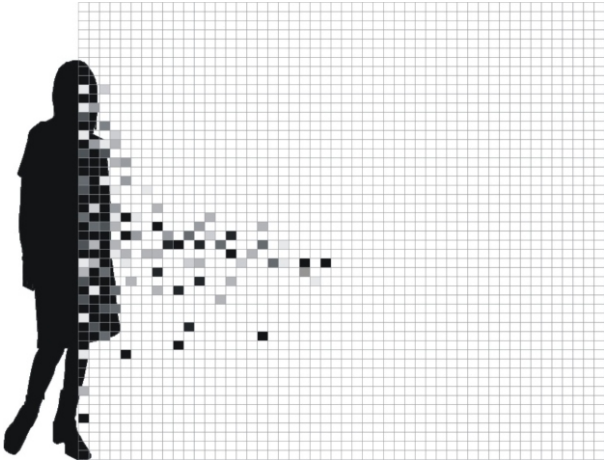
The design will use two computers and two MAX/MSP Jitter patch. One is create a image tracing human motion. The software can outputs the X-Y position and turn to pixel image. This interactive technology allows them to explore the relationship between image and human motion .

And the other one will record the image and human figure. Use the patch to change the texture of those images.



**The First MAX/MSP Jitter Patch :
A relationship between body and tracing image.**

The tracing image can response human, when motion start then become to the pixel image .It works through the connection of the camera and projector to a computer that tracks the people moving by processing the video image using software; that software then generates the diagram, which is then projected onto the human body.



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