# Interactive Dance Club '98 - a Legend in the Making!

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## CCS CONCEPTS

• **Human-centered computing** → **Collaborative interaction**; *Gestural input*; • **Applied computing** → *Media arts*;

## KEYWORDS

Animation, Art & Design, Audio/Music, Games, Production, UI, Tools, Systems

## 1 DESCRIPTION

Twenty years ago in Orlando The Interactive Dance Club (IDC) brought together the SIGGRAPH community in a grand social experiment. For four nights conference attendees gathered to participate in creating a dynamic confluence of music, computer graphics and lighting - all driven by those who danced. Computers were big and expensive back then! There were no iPhones, no bluetooth, no wearables lighter than a small car. So why were we crazy enough to think we could pull this off? To what lengths did we go to make this happen?

The answers to that last question will also help explain why we never did it again.

IDC required a custom operating system and consisted of a complex amalgamation of bleeding edge software, graphics, MIDI, motion sensors, projectors and lighting hardware. It involved a team of over 30 developers, musicians, lighting designers, hardware specialists and computer graphics artists.

The core IDC team will explore conceptualization, technology development, ground rules for multi-participatory experiences, what passed for cutting-edge runtime CG in 1998, and so much more.

There will be a few war stories and some elders reminiscing, but also some practical lessons learned that you can use together with today's technology to guide your own interactive group experiences.

### 1.1 Part 1: How the Band Got Together - an Origin Story

IDC had many Mothers. The panel will talk about earlier collaborations that ultimately lead to formation of the core Committee.

### 1.2 Part 2: Getting it Done - a Survival Story

With copious (and occasionally hilarious) illustration the team will explore Logistics, Creative and Technical Principles, and the elation and terror of On Site and On the Night.

### 1.3 Part 3: Moving On - a Redemption Story

Lessons were learned! The panel explores how their involvement in IDC had an impact on their continuing work with contemporary interactive experiences.

## 2 PANELIST BIOGRAPHIES

Ryan Ulyate is a music producer, recording engineer, composer and sound designer with credits on over 120 recordings, numerous television commercials, and two Grammy-winning documentaries ("The Concert For George" and "Runnin? Down A Dream"). From 2007 to 2017 he produced several albums and live recordings with Tom Petty. Ryan has also worked with Jeff Lynne, George Harrison, Paul McCartney and Ringo Starr. Ryan was Chair of the SIGGRAPH 98 Interactive Dance Club, a guest lecturer at M.I.T. Media Lab, and co-author of "The Interactive Dance Club: Avoiding Chaos in a Multi Participant Environment" published in the Computer Music Journal.

David Bianciardi is founder and Principal of AV&C, a globally recognized experience design studio creating digital landmarks in the built environment. Since 2000, his hybrid team of designers, developers, and engineers has delivered site-specific, software-driven technology installations that enhance storytelling, placemaking, connectivity and responsiveness in cultural and brand spaces around the world. Iconic brands & institutions, and their artists and designers, have realized award winning large scale architectural media, data driven art and interactive installations by tapping AV&C?s unique combination of experience design, software and systems expertise. David Bianciardi was the System Designer for the SIGGRAPH 98 Interactive Dance Club.

Judith Crow has spent the last 30 years applying technology to creative pursuits as an educator, digital artist, technical director, digital FX supervisor, technology and production manager and consultant in both film and games development. She worked on ground-breaking effects projects for films including "Fight Club", "Titanic" and "Apollo 13". In 1997 Judith chaired the SIGGRAPH Animation Festival and the following year she supervised the computer graphics team for the SIGGRAPH '98 Interactive Dance Club.

Judith currently leads a team at SideFX Software bringing Houdini?s procedural content creation tools to the game development community.

Greg Hermanovic co-founded and leads Derivative, the creators of TouchDesigner. Greg is an engineer and designer working in interactive realtime 3D graphics since 1974. He drew his first pixel on a CRT display in the mid-Atlantic Ocean during a 1974 UN weather research project. For the Space Shuttle's CanadArm robotic manipulator, Greg helped develop the astronaut training simulator and control system. Greg co-founded and is a partner of Side Effects Software, makers of Houdini, where he received two Academy Awards for the advancement of procedural visual effects tools in films. He also does experimental live visuals for electronic music events.