MO*TRAX
virtual environments for "raves"

*Marisol Rodriguez
Industrial Design Student
Departament of Industrial Design
Universidad de los Andes
Bogotá-Colombia

Support :

Leonardo Morales
Industrial Design Researcher
Departament of Industrial Design
Universidad de los Andes

Amparo Quijano
Textil Design Researcher
Departament of Industrial Design
Universidad de los Andes

Luz Goméz
Fashion Design Researcher
Departament of Industrial Design
Universidad de los Andes

1 Introduction

Mo * trax is a multiuser virtual environments for "RAVES" (events of electronic sounds), Motrax used "mocap" electromagnetic technology in real time.   In this system 16 users participate, each one using a wireless corporal device, in an approximated space of 10 square ms, the movements generated by the user become visual elements that modify the space and contribute in the experience of the group.

This system would be offered like an alternative and complementary activity of diversion for nocturnal events of electronic sounds, where the intervention takes advantage of the dancers, to modify the surroundings. The dancers using the "wireless" on, can followed the music of the dj and watch his own movements personified into a cool characters.

This project looks for a new comercial application for the real time motion capture technology, considering the advances and the future reaches in this area.

As student of industrial design, the emphasis of the project was based on generate a wireless corporal device that becomes a consumption product and that is viable for serial production, and parallelly to develop an activity that makes possible that this virtual   environment works in massive events.

2   Design Process

Phase 1. In this research I contemplate theoretical marks that include subjects like *the carnival*, *the virtual concept , wearable computers, science fiction movies and smart materials* .

*maris-ro@uniandes.edu.co
lmorales@uniandes.edu.co
aquijano@uniandes.edu.co
luzgomez@uniandes.edu.co

Phase 2. Stage of sketching and formal exploration.

Phase 3. Development of models and experimentation with users in different bars from the city.

Phase 4. Was important to establish costs and production processes of the device.

Figure 1. First wireless probe

Figure 2. Sketch alternative

Figure 3. Experimentation

Conclusion

This project gave as a result : a virtual environment for youthful (18-24 years old) people that likes to dance and participate in electronics sounds events.

*INFRASTRUCTURE. Development of an architecture space where the activity is carried out.

*DEVICE. Modular suit that fit different sizes for diferent users (male-female).

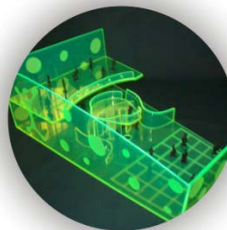*GRAPHICS. A series of three-dimensional characters were developed.

Figure 4. Mo*trax space

Figure 5. Character.
Bubble girl