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Defrag (Live Performance)



**Topic: Generative Art,
Music, Performance**

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Main References:

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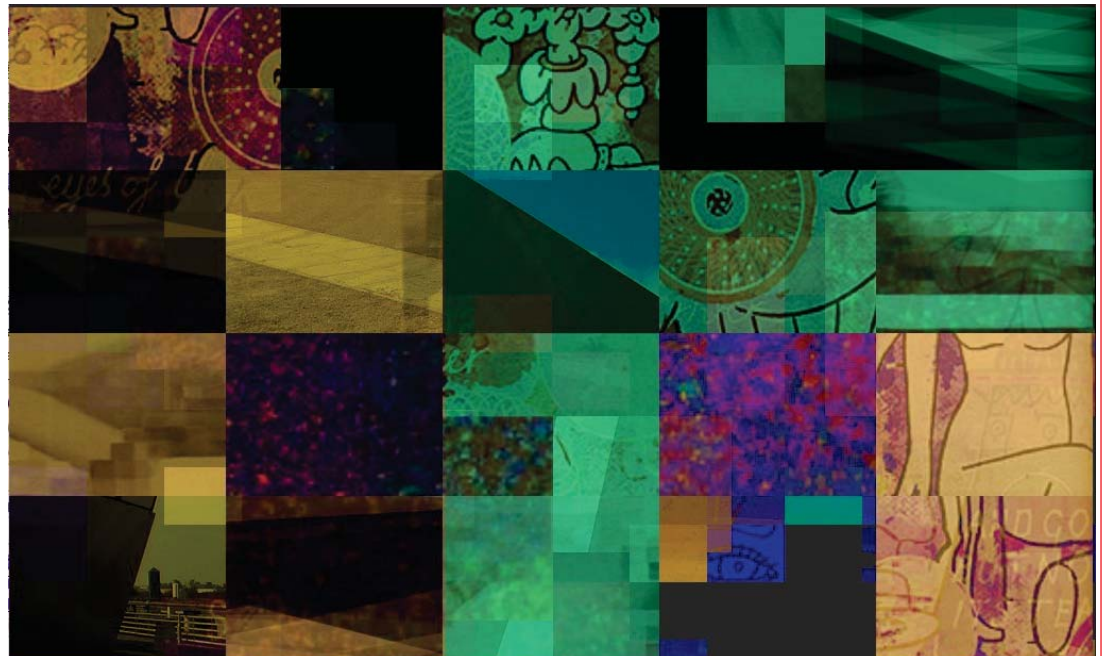
[3] Processing
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Abstract:

Defrag is the name of a command line tool, used in modern operating system, to optimize disk space and speed access of hard disks. **Defrag** is the short name of **defragmentation**, the process that reduces the amount of fragmentation [1]. In fields of postmodern artwork, **fragmentation** signifies the breaking rather than building up of information, to form a structure that would convey a hidden message rather than the obvious message to its audience. A whole and entire phenomenon on its own, the **postmodernist** movement began in the field of architecture but spread to art, literature, cinema, culture and philosophy in no time. According to writer James Morley, postmodernism seeks to maintain elements of modern utility while returning to classical forms of the past. He describes it as an “ironic brick-a-brack or collage approach to construction that combines several tradition styles into one structure.” [2]

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In this live performance, I propose a defragmentation show based on a generative software that reduces a set of images and sounds in a puzzle. The images and the sounds are splitted into blocks and rendered on screen and on sound. The images and the sounds of this installation are based on postmodernist art examples. The result is a visual and audio installation that act to explore hidden messages from the original sources. The software has been realized in **Processing** [3] and the performer can interact with the software using a simple MIDI controller interface. The software is released under the Creative Commons License (CC BY-NC) and can be used with any images (.jpg) and sounds (.wav), in any kind of art performance.



Example: Screenshot of the video performance

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Keywords:

Generative art, fragmentation, postmodernism, performance, creative coding