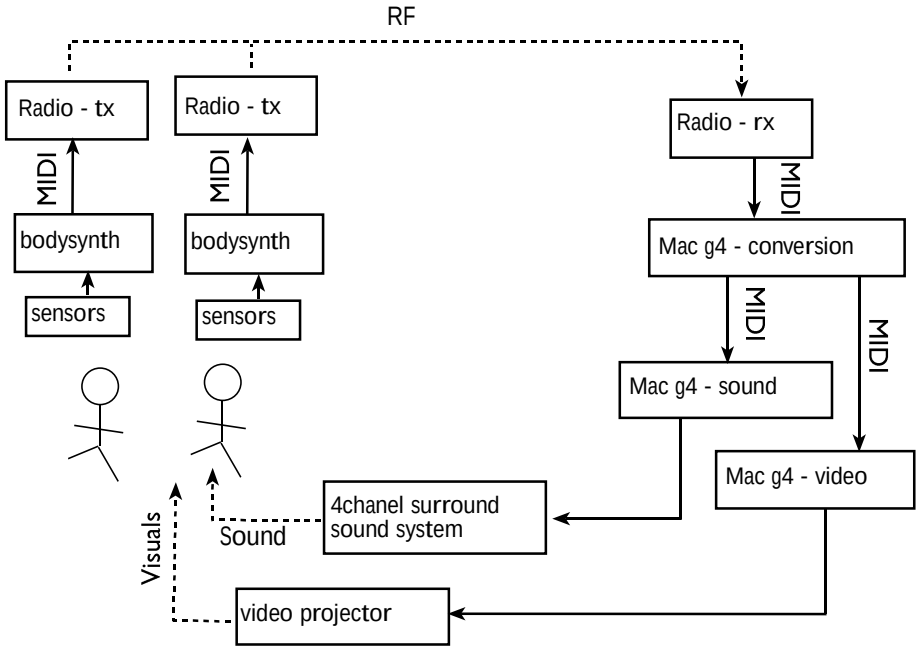
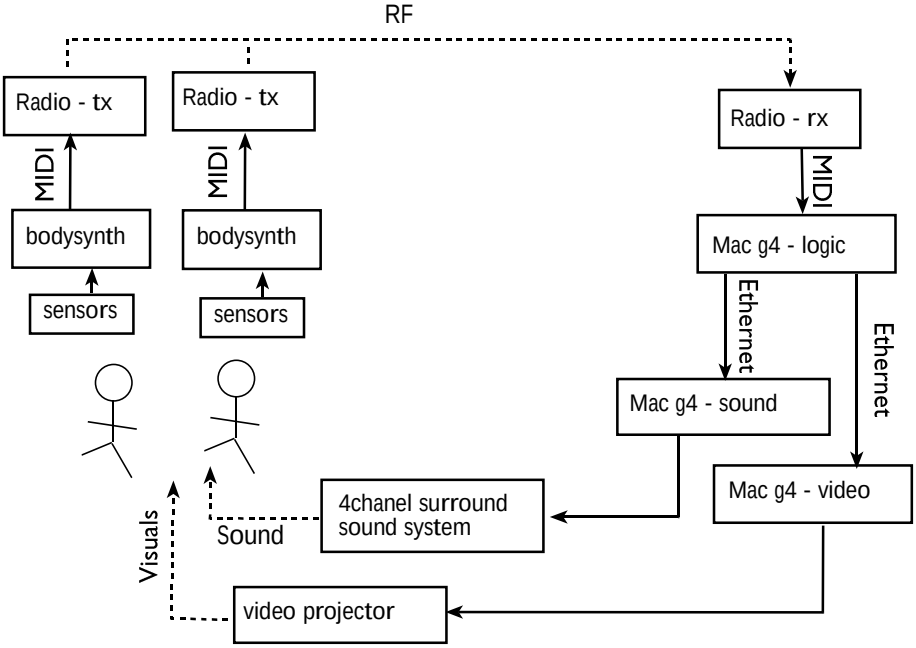
Iterations of tGarden // tx.0m system



SIGGRAPH 2000

The first version of the tGarden system was essentially a proof of concept. Each of the components was in place and together produced an environment which responded to the movements of two players

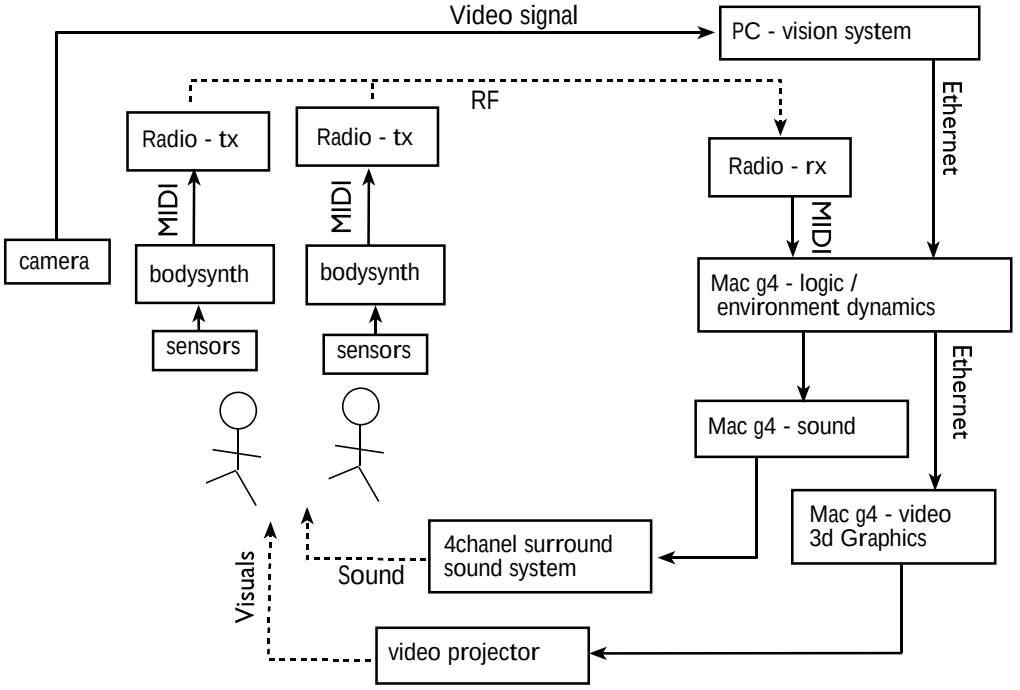
http://fo.am/tgarden/media/siggraph/



Medi@terra 2000

This system was very similar to the environment presented at SIGGRAPH, with a few optimisations, enhancements and some more developed sonic and visual material.

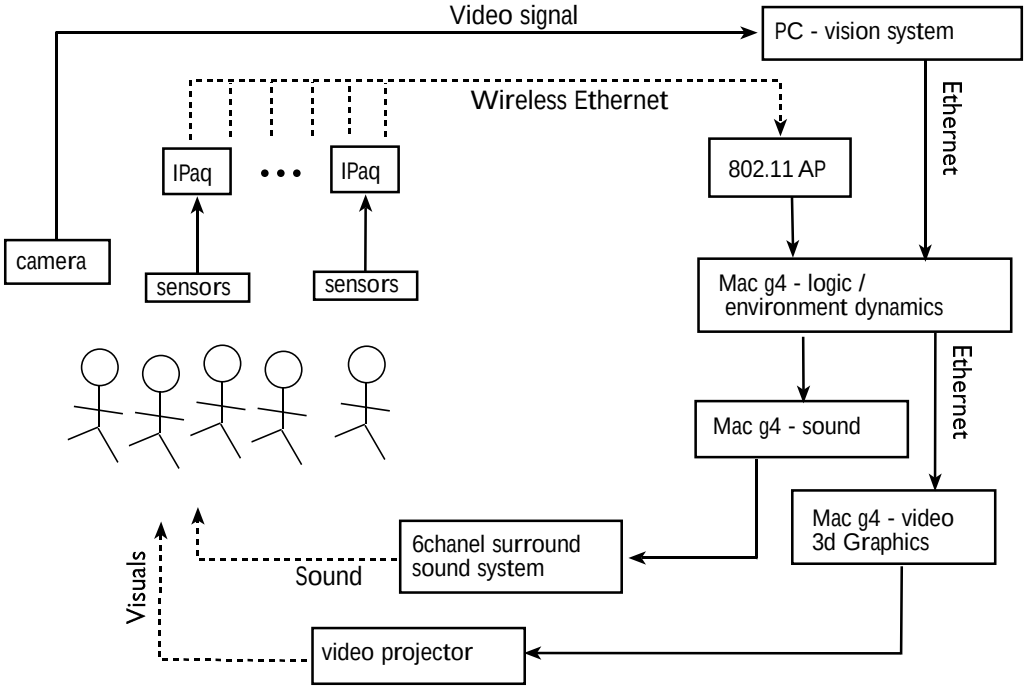
http://fo.am/tgarden/media/greece/



Ars Electronica 2001

After a significant redesign of the system, several new subsystems emerged to complement the existing (and redesigned) components. In addition to the gesture based input, a vision system was used to track the positions in the space of upto 5 players.
At this stage we began preliminary experiments with scriptable behaviours of the environment being dynamically guided by sensor inputs

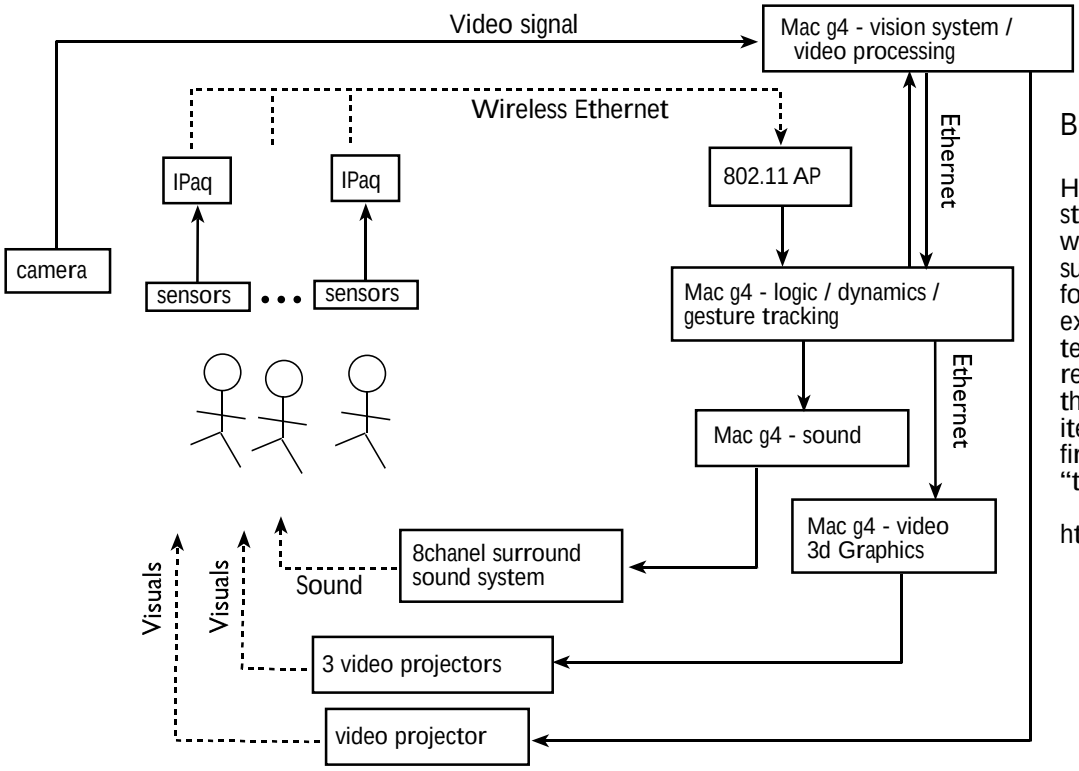
http://fo.am/tgarden/media/ars/



Las Palmas/ V2 2001

While being essentially the same system as that which had been exhibited a month earlier at Ars Electronica, this itteration incorporated the results of a major step in the development of a more flexible wearable sensing system (gesture based input) for use with more than 2 players (specifically 5 in this version).

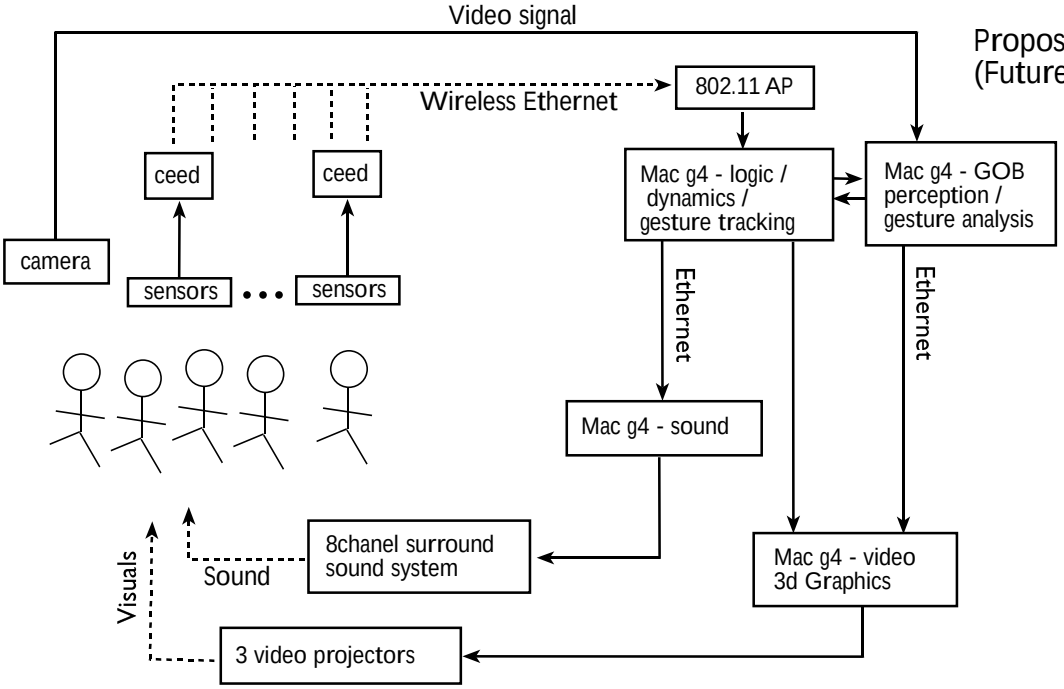
http://www.v2.nl/Projects/2001/images/tgarden/tgarden_foto.html



BIG Torino 2002

Having developed a reasonably stable core system by this stage, we were able to modify particular subsystems in order to gain a more focused aesthetic, while experimenting further with the technical challenges of gesture recognition and the dynamics of the environment as a whole. This iteration of the system was the first public presentation of "txoom".

http://fo.am/txoom/torino/



Proposed (Future Physical 2002 and beyond)

The proposed enhancements to the system would involve a restructuring of the existing components to incorporate 'GOB' which would act as the visual and sensory cortex of the system, attempting to learn and adapt to the players, where previously the system had responded with increasingly intricate reflexes. The wearable subsystem (consisting of sensors, microcontrollers and transmitters embedded into costumes) would be further developed to work with 'GOB' while improving reliability, robustness in an attempt to solve the problems found with the previous subsystems.