

Systorgy GLOSSARY. English

A

Afalud. Video game, 2000. Interactive for the Internet arising from the transcription of the scenes Bassa, Travel, Batalla and Hipnosis in the action Afàsia.

Afàsia. Interactive action, 1998. Interactive narrative staged without words, inspired by Homer's Odyssey with a dreskeleton, a large screen and four soundbots.

Agar. Bioinstallation, 1999. It includes three biotempometries which show sets of microbes with no need for a microscope. green dye for the growth of a crop of cyanobacteria. Two: the transformation of a culture from Petri dishes with six coloured fungi. And three: constant transformation of the ecosystems in two Vinogradskij columns.

Alfabeto. Audioinstallation, 1999. It consists of a cylindrical trunk that has several touch sensors that activate the onomatopoeia of pain, pleasure, laughter and tears. Displayed for the first time at the exhibition "Epifania."

B

Biobot. A robot incorporating biological features and living beings and standard mechanical elements.

Bodybot. See Muskeleton.

Boxcam. An interface in the form of a box with an elliptical opening the size of a face used to capture users' faces and apply them to the characters on the screen. Used for the first time in 2004 for the installation Tàntal and later in Metamembrana.

C

Capricho. Interactive installation, 1999. A large screen and three anthropomorphic interfaces called Unpeu, Dospeus and Trespeus, sensitive to touch and voice. Each interface activates ten animations of teratological characters.

"Concèntrica". Exhibition, 2000. Title of the retrospective, which among other works, included JoAn, the works in "Epifania", those from "La vida sin amor no tiene sentido", a selection of Artcagarro books and around fifty drawings, facsimiles of work books and three documentary films from Epizoo, Satèl·lits Obscens and Afàsia. Presented in late 2000 at the Museum of the University of Alicante and in February at exhibition spaces in Girona.

Contextual. A protocol that defines one of the three types of interactive organization used in Systematurgy. It includes interaction with situations programmed beforehand, each of which develops a specific behaviour by the medium. For example, interaction with different variations of the songs by the vudubots.

Cotrone. Action, 2010. An interactive show based on Luigi Pirandello's posthumous play The giants of the mountain performed by Alessandro Lombardo and Ettore Scarpa, and produced and premièred in Turin (Italy).

D

Dèdal. Microperformances in zero gravity, 2003. A project in which Rèquiem, the dreskeleton in Pol and a softbot worked in zero gravity thanks to parabolic flights on 10 and 11 April 2003 in Star City, Russia.

DMD Europa. Installation, 2007. Three sensor mats enable the user to control three films that show the transformation of a mural in black and white painted over a week. Presented at the exhibition

“Interattività furiosa.”

Dreskeleton. Exoskeletal body interface. There are three prototypes of dreskeleton: Afàsia, Pol dreskeleton and the Joydreske.

E

Epidermia. Interactive installation, 2008. Interactive work emerged from the eponymous part of Protomembrana performance. First presented at the exhibition "Outras Pelles."

Emotional Prosthesis. A physical device that acts on the body and engenders specific emotional states. For example: the muskeleton in Epizoo.

Ephemeral identity. The identity we temporarily acquire through the boxcam, for example. Thanks to the recording and the transposition of our face to the character on the screen, we acquire its ephemeral identity.

Epidèrmia. Interactive installation, 2008. An interactive installation resulting from the eponymous scene in Protomembrana and presented for the first time at the exhibition "Outras peles."

"Epifania." Exhibition, 1999. Title of the exhibition presented at the Fundación Telefónica in Madrid in September, October and November 1999. It included and presented the installations Capricho, Alfabeto, Rèquiem and Agar, as well as the audiovisual installation Apéndices.

Epizoo. Interactive action, 1994. A cross between an installation and an action in which the viewer can use a mouse and graphic interface to control the body of Marcel·lí, who wears a muskeleton.

F

Fembrana. Body interface, 2006. Constructed with soft materials including latex, fabric, leather and silicone. A grotesque prosthetic divided into five parts: tambourine, chest, longnosed mask and two sausage hands. Adaptable to any body. Used in the action Protomembrana. There is a version in the form of a rigid interface used in Metamembrana and another smaller version, Fembraneta, used in Epidèrmia.

Fleshbot. A robot built using meat. Example: JoAn, l'home de carn.

G

Guncam. Interface, 2006. It consists of a camera, a support in the form of a pistol grip and an elliptical funnel that captures faces and other images. Used in the actions Protomembrana, Cotrone and Pseudo.

H

Hipermembrana. Interactive action, 2007. Second episode of the project Membrana inspired by the topography of Dante's Inferno, the myth of the Minotaur and eukaryotic cells. Action with the Onomatopeyon, two micams, seven sensor mats and two screens, performed with different groups of two, three and four performers. Premièred at the Mercat de les Flors in Barcelona in 2007. Hipnotoc. Installation, 2008. A tactile device enabling the user to activate and play with different video sequences from the Hipnotoc part of the action Afàsia. First presented at the exhibition "Outras peles."

Human Machine. Interactive installation, 2001. An interface in the form of a cylinder, with a large button that activates animations on the screen that behave like a kind of slot machine. Adaptation of the video game Hipnosis in Afalud to the installation format.

I

Instructor de cant. Interactive installation, 2008. A projection and a microphone activate the animation of a dog decorated with punishing prostheses that hit it. First presented at the exhibition "Hibridum Bestiarium."

Instrumental. A protocol that defines one of the three types of interactive organization used in Systematurgy, with a direct relationship between the interface and the medium. Examples: the interaction dreskeleton Violibot and one of the soundbots in Afàsia.

Insultador. Interactive installation, 2002-2014. Transposition of the content of the scene Foc to the action Pol in installation format. It consists of a projection and two voice-sensitive anthropomorphic interfaces. The interaction of two users generates graphic insults and a kung fu style fight. Presented for the first time in February 2014 in the exhibition "Sistematúrgia.

Interactive protocol. A type of interactivity within Systematurgy. There are three main ones: instrumental, contextual and modular sequential.

"Interattività furiosa". Exhibition at the GAM in Gallarate (Italy), in February 2007. An exhibition of a selection of almost 300 preliminary sketches grouped in panels, under which various monochrome mural interventions are exhibited, as well as the installations Tàntal, Rèquiem and Alfabeto, the books Artcagarro, the film El dibuixant and a video selection from the actions Epizoo, Afàsia, Transpèrmia and Protomembrana. The installation DMD Europa was presented for the first time.

J

JoAn, l'home de carn. Interactive installation, 1992. With Sergi Jordà. A life-size human figure lined with pigskin, articulated and machined inside, sitting inside a cabinet of wood and glass. A computer system enables the voice of the audience to activate the robot.

M

Maties. Robotic head, 2012. A polychromatic life-size copy of my head, articulated and mechanized inside. The eyes, ears, eyelids, mouth and tongue move. Controlled by a computer system that gives it its own behaviour, synchronized with the lips and interaction with the dreskeleton. First used in the action Pseudo.

Membrana. Project 2005-2009. It takes place in three episodes – Protomembrana, Hipermembrana and Metamembrana, and in the workbook Duramàter. The project investigates forms of interactive narrative, drawing as a primordial element and the open and participatory creation of stories.

Mental Lantern. Device, 2012. A helmet with a projection system and a smartphone connected wirelessly to Pol. The images can be controlled interactively and they appear to come out of the head. Used in the performance Pseudo.

Metamembrana. Interactive installation, 2009. Third episode of Membrane. A projection of a single image measuring 12 by 2.75 metres and four interfaces: a boxcam, a rug hiding four sensor mats, a microphone and a Fembrana. The installation includes seven interactive stories – Blancs i Blaus, Faula de Porcoboc, Músics del Raval, Triomf de la Mort, Paradise Tree, Guinyol and the instrument Fembrana – as well as the interactive landscape Pantopos.

Micam. Interface, 2007. A microphone has a camera attached with a crown of LEDs on the handle. Thanks to the software, the volume of the microphone acts as a range that activates the camera and allows us to see the expression of the person shouting at the screen. Used in the action Hipermembrana.

Mondo Antúnez. A retrospective of actions, 2003-2004. The version in Barcelona, at the Mercat de les Flors in February 2003, included Epizoo, Afàsia and Pol. The version in Paris in September 2004 at the Maison de la Villette, included Pol, Transpèrmia, Rèquiem, Human Machine and Alfabeto.

Muskeleton. A robot that controls the body of the person wearing it. Examples: the exoskeletons in Epizoo and Rèquiem. The word muskeleton is the result of the contraction of the words muscle and exoskeleton. It is a synonym for parazitebot and bodybot.

O

Onomatopeyon. Device and installation, 2007. Also known as the scream machine. Three small screens showing videos of different heads shouting. It has various interactive systems, by means of either the Joydreske or sensor mats. Exhibited as an installation for the first time in February 2014 in the exhibition "Sistematúrgia". Used for the first time in the action Hipermembrana.

"Outras peles". Exhibition, ZDB, Lisbon (Portugal), May 2008. A display of a selection from the installations Alfabeto, Agar, DMD Europa, Rèquiem and Metzina, the film El dibuixant and two rooms containing with monochrome murals with panels with preliminary drawings of Transpèrnia and Membrana. For the first time, the installations Hipnotoc and Epidèrnia.

P

Parazitebot. Body control device. See muskeleton.

PIXMAPS. Video control program developed by Sergi Lario and initially by Javier Chavarri too. Based on Open Frameworks. PIXMAPS allow control videos, organize them into mosaics of 30x16 templates, mirrors, etc.

Pol. Action, 2002. The fable of the rabbit Pol in love with Princepollu, the daughter of the terrible Cervosatan. An interactive story with two dreskeletons, a view with three screens, two Tòtems and six vudubots: Jaba, Lopa, Cervosatan, Serpe, Sap and Princepollu. Premièred at the Mercat de les Flors, at the Grec Festival in Barcelona in 2002.

POL. Software, 2002-2010. An application that manages the system on which Systematurgy is based. It is usually a network of computers with their virtual devices or programs, connected, among other things, to interfaces, projectors and robots, also called physical devices. POL has three modules: the writing module, POL Setup, used to configure both the physical and virtual devices of the system, and where the interactions of the parts are written; POL Control, an application that administers the reproduction of the interactive work, and POL Display Manager, which handles the communication and management aspects of the graphics applications. Begun in 2001 by the programmer Jesús de la Calle and updated by Javier Chávarri in 2010.

Princepollu. Vudubot, 2002. A mechanized wooden sculpture created by Carlos Jovellar and sculpted by Nico Nubiola for the action Pol.

Protomembrana. Action, 2006. First episode in the project Membrana, an interactive hybrid between a lecture and a performance which uses various stories to develop Systematurgy. It uses a Joydreske, a guncam and two sensor mats, the Fembrana and a screen. Premièred at the Festival Emergences de La Villette in Paris in September 2006 and with Fembrana, at La Caldera in Barcelona in December of the same year.

Pseudo. Action, 2012. An interactive narrative between the audience and with the audience, in which the tales of Duccio Doccia, Cromo, Conde and Diamante are linked together. Using the Joydreske, Maties, the Mental Lantern, six sensor mats and three screens. Premièred at the Grec Festival in Barcelona in 2012.

Q

Quimèric Sex. Chimeric identities with multiple sex organs that allow juicy and brutal carnal relations. Described in the action Transpèrnia.

R

Rèquiem. Interactive muskeleton, 1999. An aluminium and steel exoskeleton with 19 points of movement that fits the joints at the elbows, knees, groin, armpits, hands, jaws and hips. In installation

format, it has several sensors that start different dance sequences. Displayed for the first time at the exhibition "Epifania" in Madrid in September 1999.

Rinolàxia. Action, 1991. Pseudocabaret by Los Rinos with Sol Picó, Enric Lespalau and Sermarpau, a

S

Sequential modular. A protocol that defines one of the three types of interactive organization used in Systematurgy. Without breaking the narrative order, the protocol organizes the story in loops, which means it can be managed according to the user's convenience.

Systematurgy. A dramaturgy of computational systems. This methodology is divided into three areas: the interfaces, computer administration and the medium responsible for the representation. The systematurgical narrative is divided into parts – technical divisions to facilitate the loading of new content and which organize the various interactive protocols. A procedure used in my installations and actions from Epizoo to date.

Softbot. A hollow robot that acquires its full significance in states such as zero gravity or in fluids like water. The robot prototype was used in zero gravity in some of the parables in the project Dèdal.

Soundbot. Musical robots in Aphasia: Guitarbot, Drumbot, Grallabot and Violibot. Created by Marcel·lí Antúnez Roca and Roland Olbeter, and designed and built by Olbeter. By extension, musical robots.

Systorgy. Project that releases some of the technological tools used by Marcel • lí Antúnez Roca in his performances and installations • Facilities: Included in the first phase, February 2017: POL program, PIXMAP library based in OF, Joystick bay the device OUT/IN by Raspberry pi. The project is carried out by Oriol Ibáñez, Sergi Lario and Marcel • lí Antúnez and is produced by Hangar.org. Site Systorgy: <https://systorgy.hangar.org/>

T

Tàntal. Interactive installation, 2004. A participative work in which viewers can use a boxcam to put their face onto the character on the screen. Work produced for the Festival @rt Outsiders de la Maison Européenne de la Photographie in Paris in September 2004.

Tòtem. Interface, 2002. A touch device in the form of a giant joystick that the viewer activates and moves. Used in the penultimate version of the action Pol in 2003.

Transpèrnia. Action, 2004. A cross between a lecture and an interactive concert for two screens and the dreskeleton of Pol. The action involves various modules, the last of which is a lecture in which I use animations to present a series of utopian prototypes, some of which are described in this glossary. The word is also used to describe a new generation of spores of bacteria designed to be launched from a cannon that sends them into space – the prototype of the eponymous action.

V

Ventricol. Robotic head, 2012. Name also used to describe Maties.

Vudubot. Zoomorphic and anthropomorphic robot shaped character value. Word with which you know automata in Pol performance.

Z

Zig. Soundbots concert, 1998. Action concert with the dreskeleton and the four soundbots, performed for the first time in November 1998 at the Barcelona Museum of Contemporary Art (MACBA).