

Invitation to the meeting of the Sub-Study Group of Movement Analysis, hosted by the Department of Ethnomusicology and Ethnochoreology, Hungarian Academy of Sciences

The meeting will take place in Budapest, in connection with the celebration dedicated to the 80th anniversary of György Martin's birth.

We invite members of the ICTM Study Group on Ethnochoreology interested in analysing dance, to a demonstration of a new motion capture system at the Hungarian Academy of Sciences, Budapest. The system is just at the beginning of being explored, and could provide a tool for advanced analysis of dance movement.

The meeting will have 3 phases:

1. Workshop: Exploring the motion capture suit:
 - a) The participants will be able to try the suit and explore/experience it, and
 - b) The participants will work with the motions on the computer, discussing how the suit and the software are capable of reflecting dance movements in a way they could be analysed.
2. Meeting with the Cognitive Informatics Research Group:
 - a) Each participant will be invited to talk briefly about their basic approach in analysing dance and movement, and to address expectations of using motion capture as a tool for advanced analysis of movement and dance.
 - b) The Cognitive Informatics Research Group will reflect upon our expectations and how it could be solved.
3. Declaration of the establishment of the Ethnochoreology Sub-Study Group on Movement Analysis

The participants do not need to bring any technical equipment or computers. We will use our host's equipment.

We will explore the possibility of setting up a Skype meeting for those who have too long travel distance or in other ways are not able to come, but are unsure whether we could manage and if Skype is suitable.

The meeting is linked to a new project that wants to make new paradigms in the collection, handling and analysis of cultural heritage such as folk dance and artistic motion by using advanced motion capture, 3D/4D virtualization and information processing techniques.

Information about the system and video demonstrations:

<http://www.virca.hu/>, <http://www.sztaki.hu/department/Cogvis/>, <http://www.motion-capture-system.com/gallery/videos/summary.wmv>

Local committee: János Fügedi and László Felföldi.

Secretary of the Substudy Group: Siri Mæland

PROGRAM:

November 8, Thursday: Arrival

14:00 – 17:00 Welcome and Hungarian Memory Presentations

Evening options

November 9, Friday

09:00 - 12.00 English Memory Presentations

14:00 - 17:00 3D presentation and personal probes in the Computer Lab, SZTAKI

Evening options

November 10, Saturday:

09:00 - 12.00 Open Consultation on the use of 3D technology in recording dance and dance analysis. (Establishing a Movement Analysis Sub-Study Group?)

14:00 - 15:30 Consultation on the subject of the Norwegian Fund grant application with the participation of the interested partners

Departure/ Evening options

More about the hosts:

The Department of Ethnomusicology and Ethnochoreology, Hungarian Academy of Sciences

A speciality of the research at the Department is the sophisticated, detailed comparative structural analysis of dance, resulting the sets of motive catalogues, relying on dance notation, established by a former research generation (György Martin, Ernő Pesovár, Olga Szentpál), whose approach is developed further on. Today the analysis is continued on a wider scope of dances, regions and performers, while a new research direction has been emerged towards discovering deeper level cognitive patterns of movement sequences from the plurality of individual variations.

The Department of Ethnomusicology and Ethnochoreology is now collaborating with the Cognitive Informatics Research Group of the Computer and Automation Research Institute of the Hungarian Academy of Sciences. Their labs and hardware-software comprises:

- the 3DVRR laboratory (3D Virtual Reality Room at MTA SZTAKI, <http://www.3dvrr.sztaki.hu>), which consists of a 3D immersive virtual reality room as well as a large number of high-tech interaction equipment (e.g. Measurand data suit, Flock of Birds position and orientation tracker, Microsoft Kinect, a 55" Samsung 3D television, etc.)
- the VirCA platform (<http://www.virca.hu>), which is a distributed, component-based virtual collaboration platform targeting 3D Internet, and which currently runs in the 3DVRR laboratory (distributed components can also run on low-end PCs outside of the laboratory)
- a 4D motion capture studio that is capable of detecting the finest of human movements and storing.

