AM ARTIST

MULTIMEDIA AND ARTISTIC CREATIONS



VERSION 4.06, AUGUST 2026

PORTFOLIO

WHO WE ARE

AM Artist is a creative studio that makes tools technology for art, culture and entertainment.

It stems from the LabVega Coworking where Andrea Montis (musician and other) and Simone Murtas (programmer and other) met.

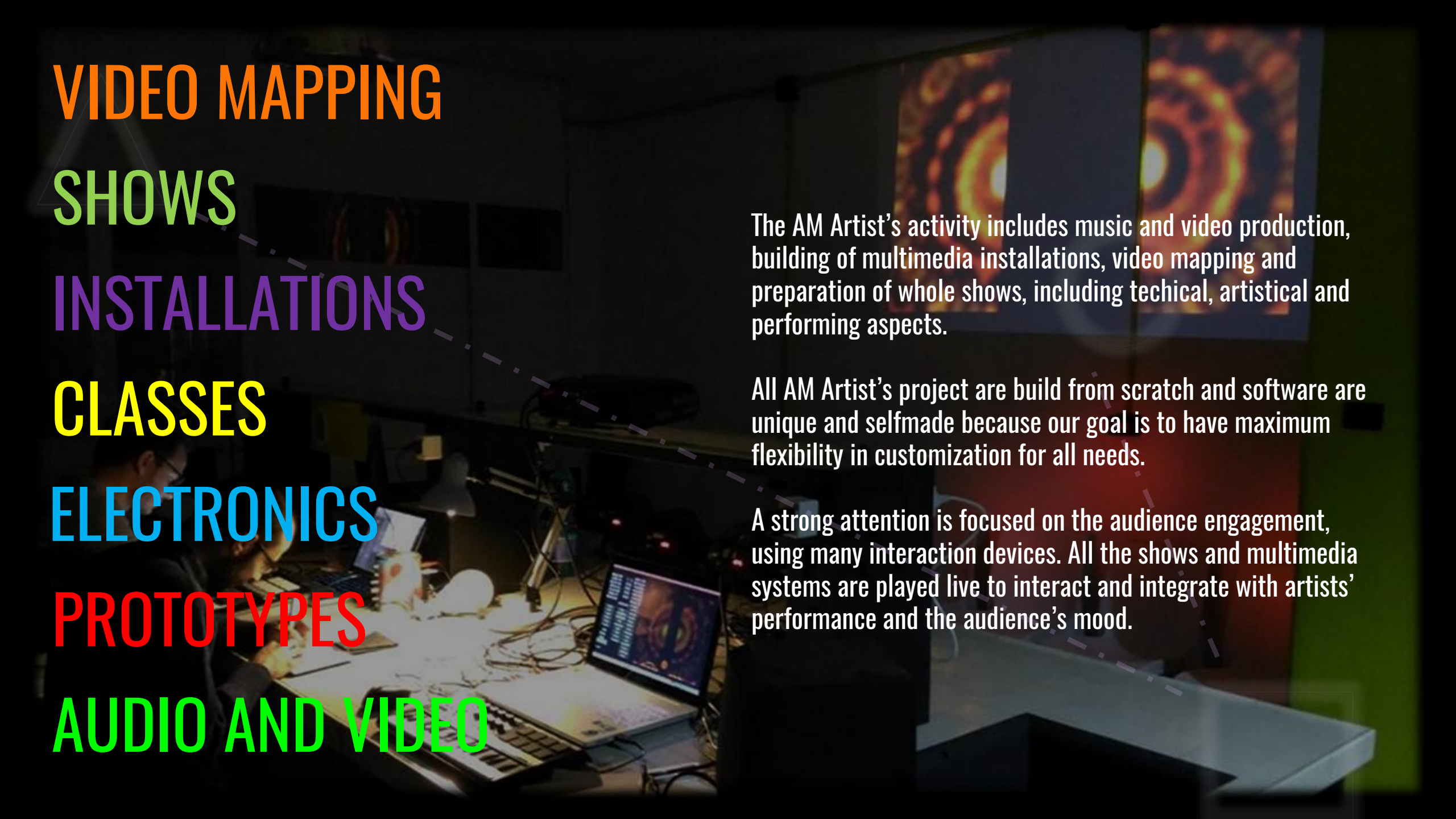
This project explores the multimedia arts world, merging music, video, informatics and theatre with the most recent interactive technologies and all the latest electronic devices.

All the works are focused to emotional engagement of the audience, intrpreting Art, in any form, as the more efficent means of communication.

AM Artist wants to break down the borders between art and thecnolofy and disciplines, always searching new ways to integrate technical knowledge to passion and creativity.

The AM Artist’s activity includes music and video product





VIDEO MAPPING

SHOWS

INSTALLATIONS

CLASSES

ELECTRONICS

PROTOTYPES

AUDIO AND VIDEO

The AM Artist's activity includes music and video production, building of multimedia installations, video mapping and preparation of whole shows, including techical, artistical and performing aspects.

All AM Artist's project are build from scratch and software are unique and selfmade because our goal is to have maximum flexibility in customization for all needs.

A strong attention is focused on the audience engagement, using many interaction devices. All the shows and multimedia systems are played live to interact and integrate with artists' performance and the audience's mood.

VIDEO MAPPING

A projector, a wall and a little fantasy, this are the elements to create the video mapping magic.

It can be a little or a big building, indoor or outdoor, we are always experimenting the way to involve the audience, even with interactions with the projection.



Video mapping

Scripta Volant II

Public interactive installation



Watch video...

Production:
- software
- hardware

Virtual spray can and temporary graffiti

In a world where art is enjoied through the screen of a computer or a mobile phone and is dispersed in the chaos of social media, we want to go against the tide and bring it back to the streets and squares.

Inspired by the popular art of graffiti, we want to give meaning to the "here and now" by directly involving the people.

Scripta Volant II (the new version of a previous project), in fact, is our virtual spray that allows anyone to color, paint, write or mess around on a wall, but everything happens within 3 minutes, after which the image vanishes.

Knowing that your design is destined to disappear within a few minutes, frees you from the anxiety of having to do something permanent and widespread, giving back the pleasure of doing something ephemeral and without too many expectations.

Just hold our spray can and point it at the wall to move the colored cursor and press on the nozzle to paint.

Our "control bin" will allow you, by turning wheels and pressing buttons, to choose the color, enlarge or reduce the jet, sign the work, delete a wrong stroke and activate the special effects.

Scripta Volant II was presented on the occasion of the 19th edition of the Cuncambias Festival in San Sperate (CA) organized by our friends from Spazio Antas.

The system was created by the joint work of AM Artist with & Makers.

Il sistema è stato realizzato dal lavoro congiunto di AM Artist con &Makers..

San Sperate— 28-30 luglio 2022

Video mapping

Sa Carrela: Memoriae

Urban itinerant projections

Produzione:
- animation
- contents
- logistics



Watch the video...

Celebratory video mapping of the traditional equestrian race of the Carnival of Santu Lussurgiu.

The Lussurgese community, in the face of anti-covid restrictions, still wanted to celebrate its "Sa Carrela ' E Nanti" by organizing a day of events that "tells how we were, how we are and how we will be."

AM Artist and Kyberteatro, in the people of @Marco Quondamatteo and Ilaria Nina Zedda, took part in the event, producing a series of themed screenings on the music of the composer Gustavo Gini.

It was an intense work, developed in close contact with the members of the Association called Associazione cavalieri Sa Carrela ' e nanti, which allowed us to approach and learn about the history, emotions and meaning of the race and carnival of Santu Lussurgiu and to translate them into images, sounds and animations that re-propose, in an artistic and dreamy key, voices, symbols and memories of an event as unique as it is important for the community.

Thanks to the assistance of the specialized service CarSalMaz, it was possible to move the projection station to four different points in the country in the same evening, thus giving the opportunity to enjoy the show without creating gatherings.

Santu Lussurgiu — february 14 2021

Video mapping

TouchDown: 2021 countdown

Improvised videomapping

Flashmob per il capodanno in quarantena

Even the New Year celebrations were completely compromised by the measures to contain the Corona Virus pandemic.

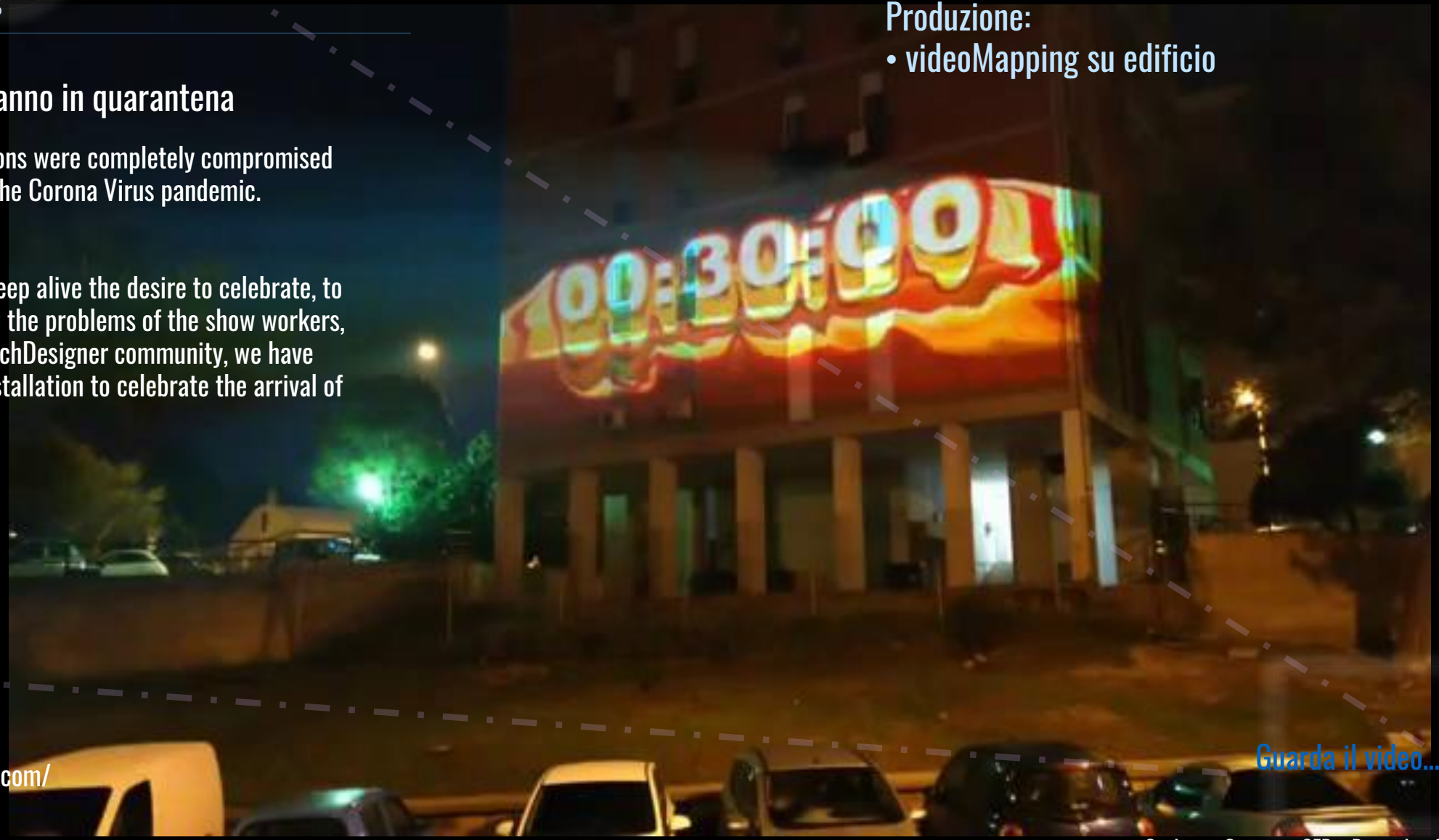
In order not to give up and keep alive the desire to celebrate, to create and keep attention on the problems of the show workers, together with the Italian TouchDesigner community, we have created a small animated installation to celebrate the arrival of the year 2021.

Special thanks to:

Paola Demichelis
Antonio Luongo
Davide Santini
Luca Salvagno
Andrew Quinn
Graziano de Vecchis

Music: https://www.musi-co.com/

Produzione:
- videoMapping su edificio



Guarda il video...

Cagliari – Quartiere CEP – December 2020

Video mapping

#25Aprile

Scaled video mapping



Watch the video...

Production:
- scenography
- animation

Celebrating Italian "Liberation Day".

The Covid made impossible to celebrate the 25 April «freedom» Italian day on streets, so we tried to recreate the look of a video mapping with the stuff we had at home. We created a scaled square. An open place that, at the same time, return a sense of protection and familiarity, where we can play with light and colors.

Light and colors created by our friends' childrens' fantasy. Their freedom, even without covid, is at risk, so we invited them to give us their contribution with drawings representing their idea of «freedom».

The show has been broadcasted live on Facebook at 21:30 25 April.

Special thanks to all childrens, Stefania Dore for the «Free Italy» picture, Andrea Montis and Michel Gettel for their music.

Facebook — 25 April 2020

light40: let's color the quarantine

Improvised videomapping

Flashmob for the Corona Virus lock-down

All at home, all indoor, but we must no stop creativity.
So, let's open the window, place the projector and let's give some color to this hard days.

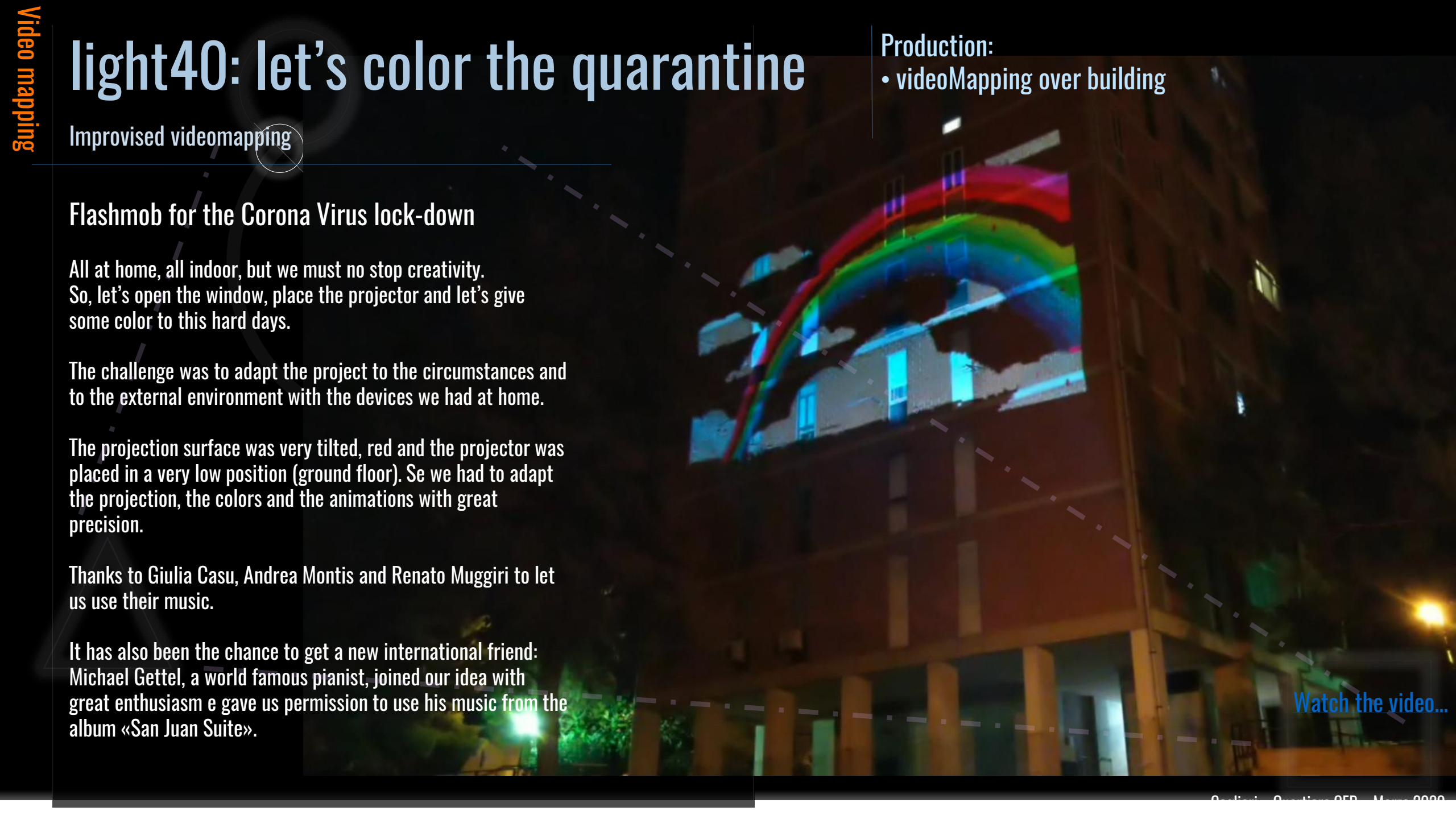
The challenge was to adapt the project to the circumstances and to the external environment with the devices we had at home.

The projection surface was very tilted, red and the projector was placed in a very low position (ground floor). Se we had to adapt the projection, the colors and the animations with great precision.

Thanks to Giulia Casu, Andrea Montis and Renato Muggiri to let us use their music.

It has also been the chance to get a new international friend: Michael Gettel, a world famous pianist, joined our idea with great enthusiasm e gave us permission to use his music from the album «San Juan Suite».

Production:
- videoMapping over building



Watch the video...

Video mapping

Scripta volant

Virtual grafitti



Watch the video...

Produzione:

- control software
- people engagement
- installation

Urban video mapping

The system simulates, usign a projector, the effect of a can of paint a freehand drawing on big walls and buildings.

People can draw pointing to the wall a simply laser pointer, like it was a pen,.

Scripta Volant will show lines drawed by the laser in several grafitti styles, simulating paint patterns and also animating it with color effects. Grafitti can be stored and reproduced.

“Scripta Volant” has been perormend in the Cagliari’s old town in december 2016, during the “Unesco Human Rights Day 2016”.

Video mapping

Pumpkin head

Interactive projection



Watch the video...

Produzione:
- control system
- installation

Transforming people in a Halloween pumpkin

Realized in Halloween 2016, “testa di Zucca” (pumpkin head) is an interactive projection.

In idle mode a floating pumpkin is displayed, with an internal light and a sort of orange smoke.

As soon as someone places in front of it the pumpkin turns bigger, showing his face and a spectral body appears under it.

The pumpkin turns and follow the subject with his eyes and the body moves driven by the subject movements, in a flowing and dreamlike shape dancing following subject moves.

Halloween- 2016

Video mapping

Snow-wall

Interactive projection

Production:
- video mapping
- control software
- installation

A Xmas attraction with advertising

Snow-wall is an outdoor projection.

A monitor is placed in the window of a instrument's shop in Xmas days.

The monitor show a sequence of Xmas landscapes with trees, snow, puppets, Santa Claus, wood houses etc. Commercial logos has been placed used on houses and landscapes..

The same image was projected on the street, above a large wall in front of the shop /10x6 meters).

If anyone stand in front of the window his image will appear on the screen and he can play with layers, hidding himself below the trees, or showing his face from house's windows or moving it in place of the Santa Clause one.

Snow-Wall has been used on the "Messaggi Sonori" shop in 2015 Xmas.



Watch the video...

Uta- december2015



SHOWS

AM Artist creates video and light installations for music shows, readings, dance, theatre and also produces soundtracks and music productions .

Interaction with writers and artists is the bare bone of all works, always marked by unique and exclusive solutions and contents.

Creations includes projections, lights, videos, animated graphics, sound and music, since production of full multimedia shows.



Onda

Multimedia thatrical performance

Prodution:

- live interactive projections on the actress

One autumn night, an urban garden, a dress that becomes a canvas, words that turn into waves.

“Onda” is a dreamlike journey through myth, poetry, light, and memory.

Let yourself be carried away by an immersive experience that brings together theatre, video mapping, music, and the body.
The performance is designed to be staged anywhere, even in the street.
The set is the actress herself, onto whom images, graphics, and real-time interactive visual evocations are projected.

Co-production: Compagnia Cajka and Kyber Teatro
With: Barbara Usai – Cajka
Direction and multimedia dramaturgy: Ilaria Nina Zedda – Kyber Teatro
Visuals: Simone Murtas – Kyber Teatro
Audio: Elvio Corona – Kyber Teatro

"#GAZA EDITION. Voiced of the living city"

Participatory multimedia performance

Production:
• generative live projections

Theatre and new techonlogies

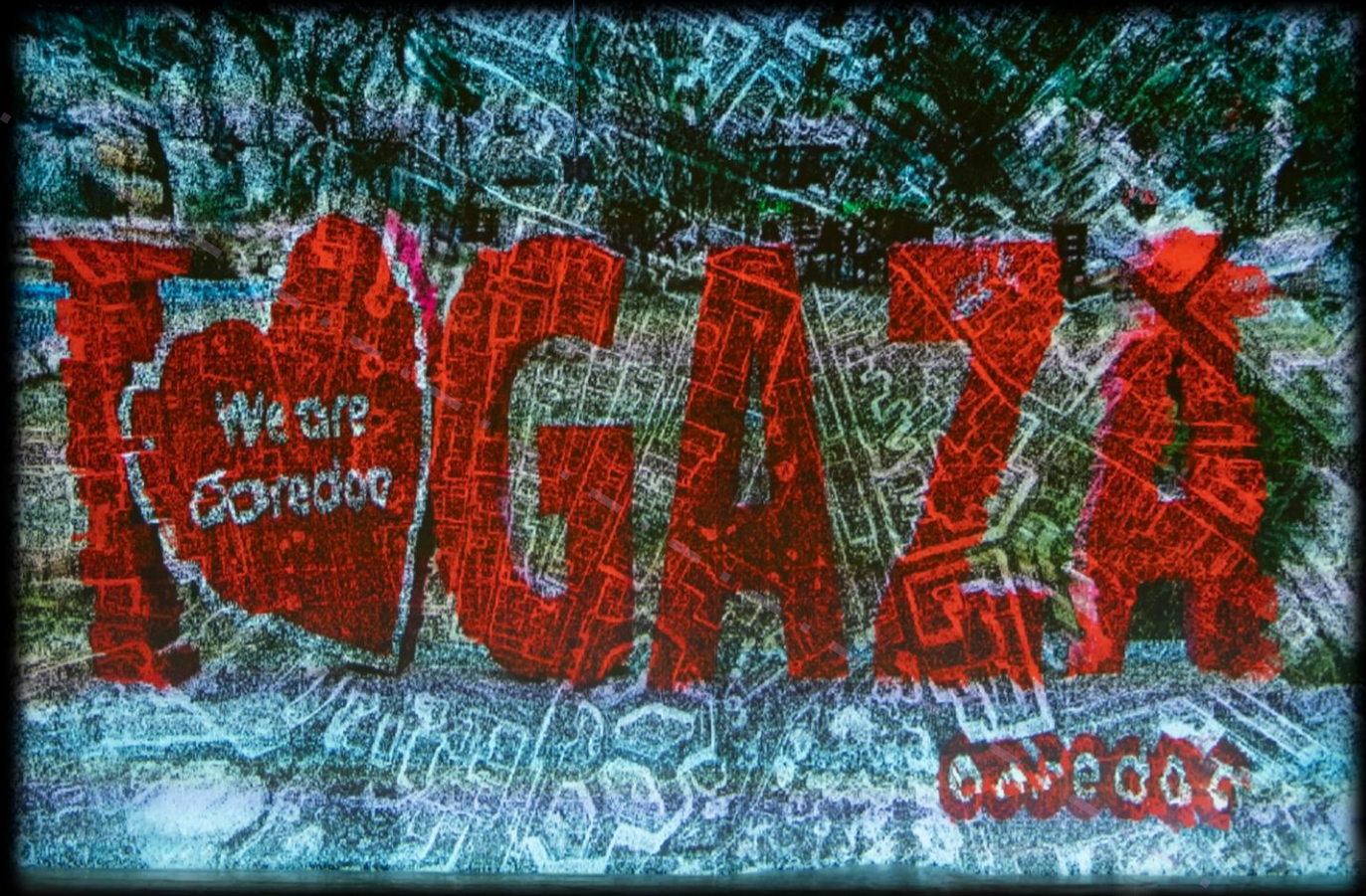
Multimedia Performance "# Gaza Edition. Voices of the Living City" created by Kyberteatro in collaboration with the Medeber Teatro Company and Radio NFO - No Fade Out.

A journey into the city of Gaza, through the testimonies of many Palestinian emigrants, discovering together, through individual and collective memory, the urban breath of Gaza and its inhabitants.

The performance is a hymn to life, hope, and the rebirth of Gaza "the Phoenix.“

AM Artist created real-time generative graphics, including a "flight" system over a city in point cloud that transforms and changes colors and shapes.

Links:
www.kyberteatro.it
www.medeberteatro.org
https://www.facebook.com/share/p/19X3gFqjPv/



Read the article and watch the video

Pixel and performing art

European Erasmus Plus project



Production:

- interactive graphics animations

Between 2022 and 2023, the Limfjordsteatret Theatre and the Kyberteatro Theatre Company conducted transdisciplinary workshops for children with the aim of promoting science learning through creative, performative, and digital methodologies in the cities of Nykøbing Mors and Cagliari.
The Pixel & Performing Arts project, directed at kindergarten and primary school teachers in both Cagliari (Italy) and Nykøbing (Denmark), involved customized interactive projections and theatrical events.
With the goal of bringing different generations together and fostering youth leadership, the project also engaged students in the role of tutors, including those studying Environmental Biotechnology at IIS De Sanctis Deledda and Liceo Classico Convitto in Cagliari.
Among the objectives was also the aim of raising awareness among students about STEM subjects (Science, Technology, Engineering, and Mathematics).

The project won the European WITA Award 2024.

Link to the project

FLOWERS FOR ALGERNON

Theatre performance

Production:
- interactive projections

Theatre and new Technologies

During the 8th edition of the LMDP International Festival of Theater, Art and New Technologies, organized by the Kyber Theater, in Cagliari, AM Artist participated in the original production of a theatrical performance based on the book "Flowers for Algernon" by Daniel Keyes.

A delicate and moving story that highlights the contradictions between care and justice, scientific and ethical experimentation, thought and emotion. A journey into the human being and his intricate existential journey, created on stage through the creative use of new technologies that return the various trials to be overcome and the continuous inner research carried out by the protagonist in a desperate attempt to become a person.

AM Artist accompanied several scenes with graphic projections on holographic cloth generated in real time, which interacted with the movements of the actor.

On stage: actor Riccardo Lai
Direction and dramaturgy: Ilaria Nina Zedda
Technical and technological direction: Marco Quondamatteo
Visual artist: Simone Murtas (AM Artist)
Audio technician: Elvio Corona



Photo by Roberto Sanna

Read the article

Cagliari – Spazio OSC – November 2021

FantaPaura

Halloween as an opportunity to overcome fears



Production:

- interactive graphic animations

Interaction

"So between saying and doing we tried to improvise and playing with the imagination, the fear went away!“

A digital theater workshop for girls and boys, who have discovered new ways to master fears!

A special set-up, developed during the meetings, allowed the children to interact with the scene, playing and acting with virtual pumpkins, animating monsters and dancing with the shadows.

The workshop was held at the Spazio OSC in Cagliari under the care of Nina Zedda and Claudia Pupillo.

LEGHIAMOCI AL MARE

Theatre performance

Production:
• interactive projections

Visuals

Final show from the workshop «TRAVELERS 2020», an intercultural project about theatre and swimming that brought together young people from all corners of the world.

We worked with projections experimenting with new interaction solutions with the Kinect, playing with the bodies of the actors to move their shadows in a sort of live replay, and with their hands to stretch virtual textures and strings.

Actors and Swimmers:Anna Congiu, Michela Congiu, Lamine Diassy,Sulimah Dialle, Sabadoyoho Soloman, Mario Congiu, Giulia Conigiu, Chiara Pupillo, Agostino Aloe, Davide Setzu, Yakouba Loulibaly, Fabio Loddo,Salah Zani, Darboe Bouba, Darboe Yaya.

Direction and dramaturgy Ilaria Nina Zedda and Claudia Pupillo.
Technology support by Marco Quondamatteo and AM Artist.
Project: AMAN Social Cooperative - Naoufel Soussi and Erminia Cocco



Watch the photo galley...

POESIA AUMENTADA

Extemporary poetry and new technologies



Watch the video...

Productions:

- audio reacting and perfomers shape based graphic animations
- Projections on holographic veil

Visuals

Interactive animations has where projected on a holographic veil. Animated text helped the audience to understand matrics and structure of the poetry and abstract graphics, followed music and verses, reacting to sound and performers images.

The Sardinian language, the sardinian traditional improvised poetry, and the new digital technologies. A new and innovative way to making poetry and theater in the year 2020. "Sa cantada" is a complex tradition of extemporaneous poetry in the Campidanese language. It is staged by young poets through an original and digital narration, which brings the audience to an ancient knowledge steeped in history, moral values, irony and rhetorical skills.

Poets: Simone Monni, Luca Panna. Guitar: Mario Aledda. Direction and dramaturgy: Ilaria Nina Zedda. New technologies and lights Director: Marco Quondamatteo
Digital creative team: Claudia Pupillo, Simone Murtas. Elvio Corona: sound technician. Scientific support by the ethnomusicologist Marco Lutzu. Production: DOMOSC-Domos de Sa Cultura.

Cagliari – Spazio OSC – January 2020

TUMBU

Traditional sardinian music and new technologies

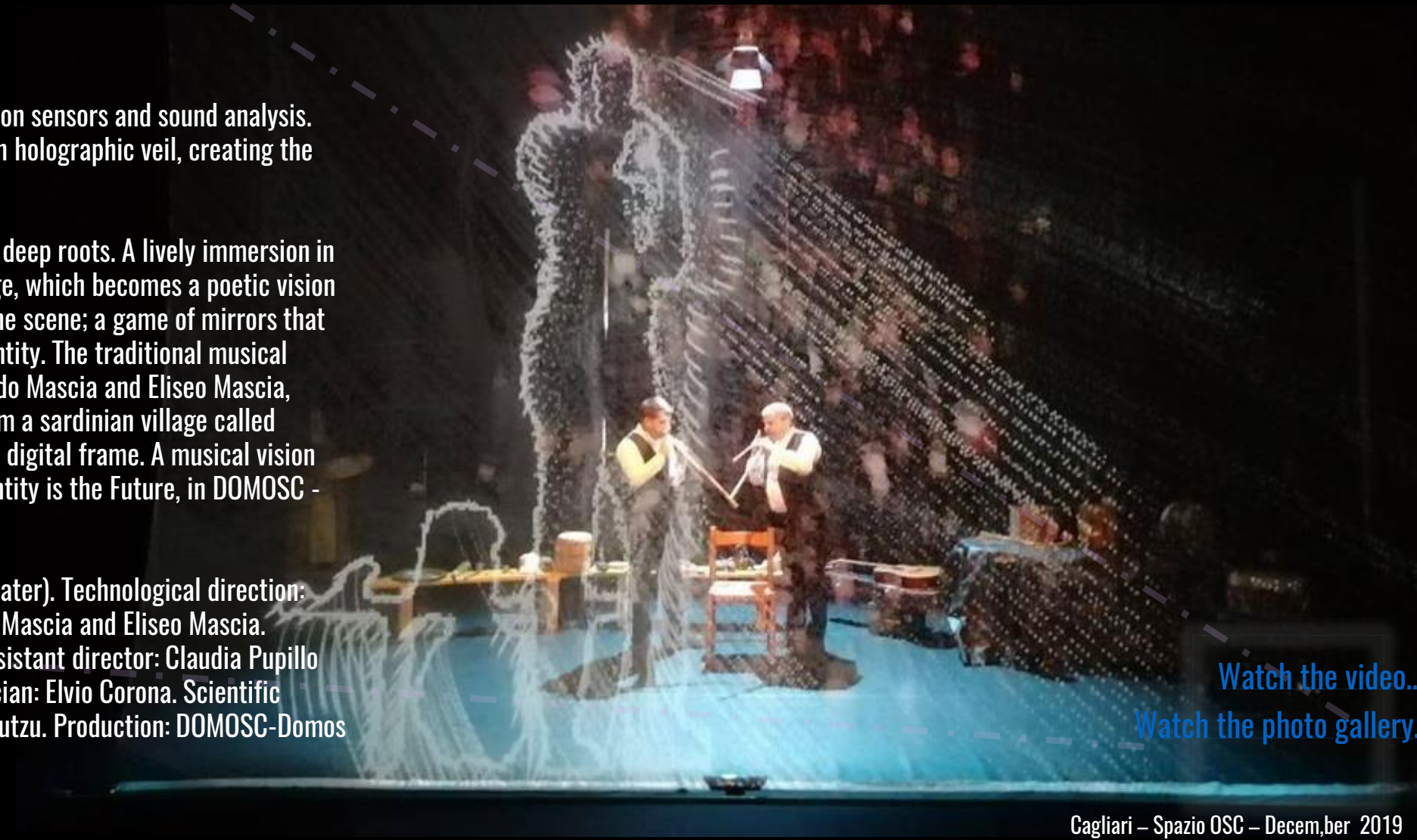
Production:
• inreactive graphics on holographic veil

Visuals

Visuals are all performed live, usign position sensors and sound analysis. Tha animations has been projected over an holographic veil, creating the illusion of floating images.

Tumbu it is an innovative project that has deep roots. A lively immersion in the richness of traditional musical heritage, which becomes a poetic vision through the use of new technologies for the scene; a game of mirrors that reflects the richness of our imaginary identity. The traditional musical repertoire is performed on stage by Orlando Mascia and Eliseo Mascia, father and son, multi-instrumentalists from a sardinian village called Maracalagonis. They are explored within a digital frame. A musical vision that projects the past into the future. Identity is the Future, in DOMOSC - Domo de sa Cultura of Cagliari.

Directed by: Ilaria Nina Zedda (Nina Z. Theater). Technological direction: Marco Quondamatteo. Musicians: Orlando Mascia and Eliseo Mascia. Performers: Marisa Cau, Monica Serra. Assistant director: Claudia Pupillo Live Visual: Simone Murtas. Sound technician: Elvio Corona. Scientific consultant:the ethnomusicologist Marco Lutzu. Production: DOMOSC-Domos de Sa Cultura.



Watch the video..
Watch the photo gallery.

Cagliari – Spazio OSC – Decem,ber 2019

MEDIALAB PROJECT

Big surface projection



Watch the video...

Production

- video mapping
- control software
- audio reacting graphics

Video mapping for a concert

In the impressive location of the old cigarettes farm in Cagliari (Ex-Manifattura Tabacchi) the power of the sacred music has been melted with the magic of video mapping, in a concert by the Cagliari's Liric Theatre Chorus, directed by Maestro Donato Sivo, in the contest of the MediaLab project; 20 and 21 june 2019.
Videomapping on a 24x12 meters wall, projecting interactive graphics inspired by music and syncronized in real time.

Digital creative team: Ilaria Nina Zedda, Marco Quondamatteo, Gianni Melis and Simone Murtas

PROVO A CONVINCERMI

Concert and video/lights

Production:
- music, lyrics, arrangement and live
- audio reacting animated graphics
- whole technical installation

Music show

“Provo a convincermi” is the Andrea Montis debut album, played live in a concert with 5 musicians on stage and a video installation fully customized.

Each of the 10 songs are animated by a graphic themes generated and handled live on stage by the bassist (Simone Murtas), following dynamics and mood of each part of the songs.

The system is handled by a footswitch by the bassist (Simone Murtas) and can be scaled to fit any kind and size of stage.

In his last version, the system, also can design light scenes and movements for each song and play them in sync with video by DMX protocol.

“Provo a convincermi” has been peformed live for the first time on 27 april 2019 at the Intrepidi Monelli Theatre in Cagliari.



Watch the video...

Cagliari – Teatro Intrepidi Monelli – april 2019

UBIQUE

Multimedia theatre performance

Produzione:
- animated graphics interacting with actors
- projections

Visuals

The Theater and Multimedia Performance "Ubique- هنا, في كل مكان" was born from the meeting between the Lebanese Company Minwal Theater Company and the Kyber Teatro Company, within the second appointment of the A.R.T.E. (Augmented Reality Theater Experience).

It is a multimedia show that wants to overcome the boundary between stage and audience, between audience and actors, between real and virtual.

AM Artist collaborated to develop the graphics through a series of projections generated in real time and responsive to the music and the actor' s movements.



Watch the video...

Cagliari – Spazio OSC – june 2018

ESSERE GRAMSCI

Theatre performance

Production:
- graphic design developed with the script
- generative audio reacting graphics
- played live

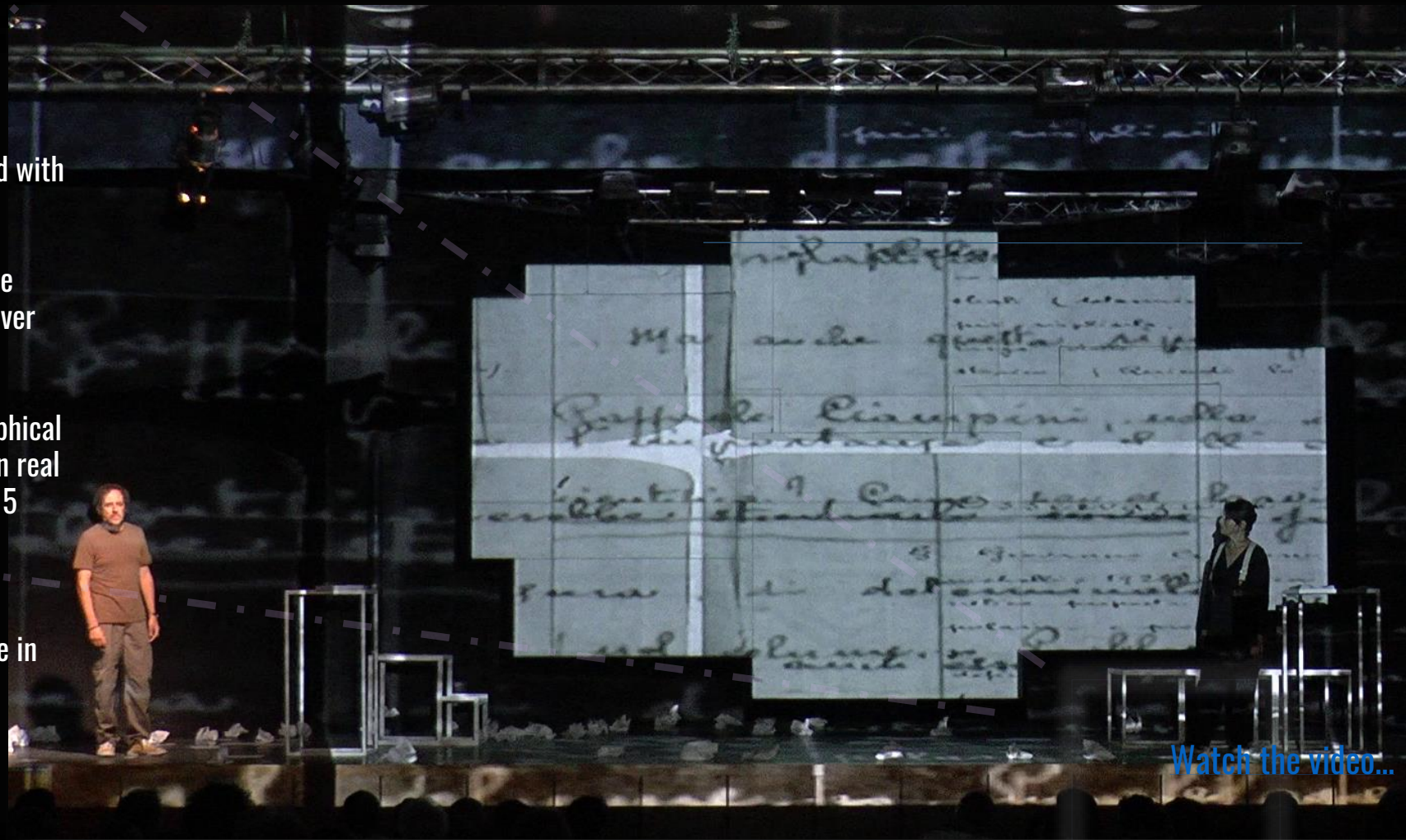
Narration graphics

"Essere Gramsci" is a theatrical show produced by "Sardegna Teatro", written by Clara Murtas and played with Corrado Giannetti.

Am Artist took part at the show creation developing the graphic design; the result is a mapping projection all over the stage, following the whole performance.

Documentary pics are processed and transformed, graphical abstractions and generative 3D landscape are played in real time to sync with actors, lights and music; there are 15 different scenes.

"Essere Gramsci" has been staged 6 times on the "Massimo" theatre in Cagliari and the "Eliseo" theatre in Nuoro.



Cagliari – Teatro Massimo – Nuoro – Teatro Eliseo - 2017/2018

Spartito per 4 stagioni

Multimedia show

Production:
- script, music and arrangement
- audio reactive graphics and video
- played live
- technical installation

Reading, music and visuals to tell the 4 seasons

A whole live show written and designed to involve people with words, music and visuals.

The story of the 4 seaons telled by words and music, surrounded by projection and lights.

A set of par leds animated the stage following with sequences and colors the synth images projected on the two screens.

Each season is represented by a video generetad in real time, music responsive and “played” by the operator.

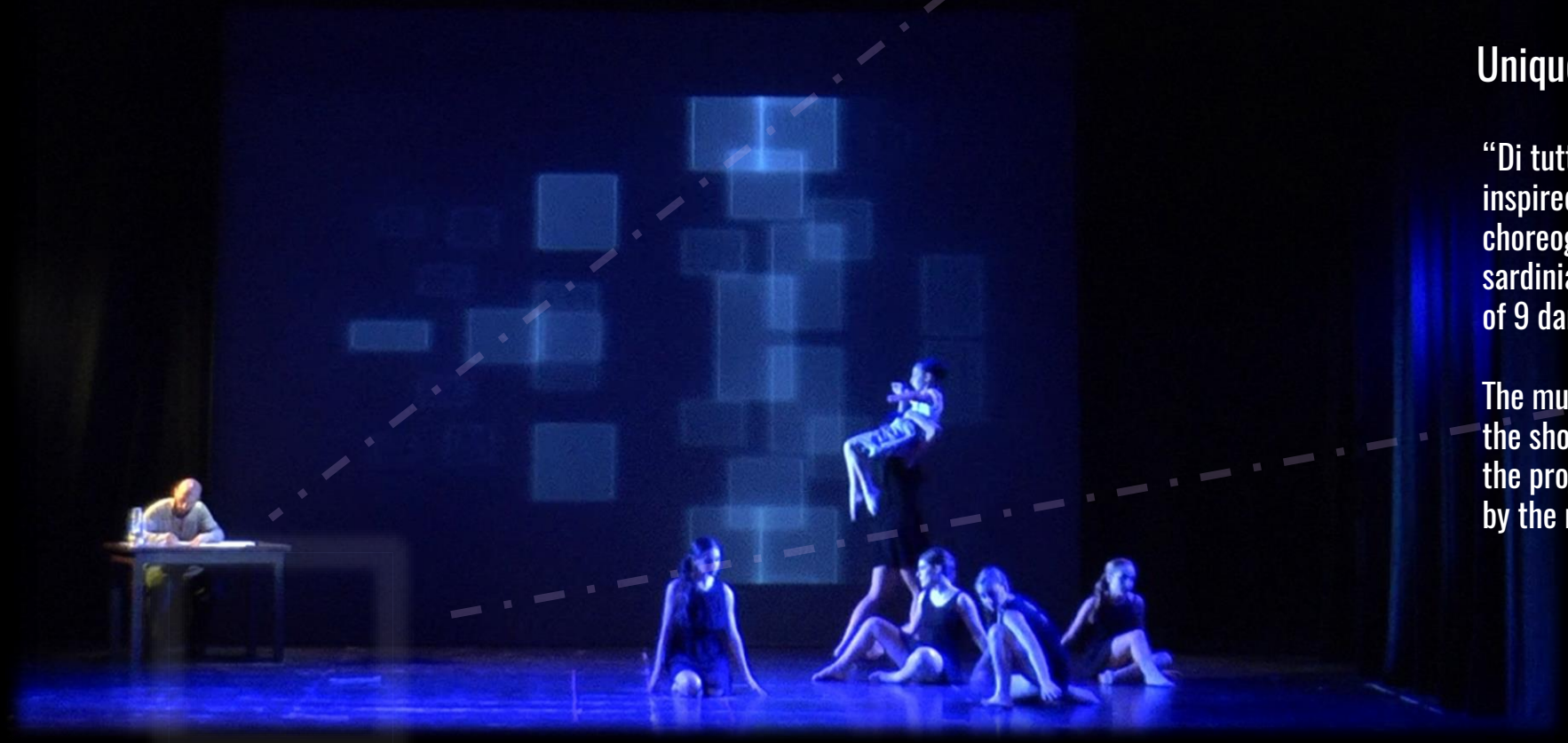


Watch the video...

Production:
- music and arrangement
- audio reactive graphics and video
- video and music played live

Di tutta la vostra intelligenza

Set up for a dance show



Unique music and video projection live played

“Di tutta la vostra intelligenza” is a dance show inspired by Antonio Gramsci, written by the choreographer Michela Mua that tells about the sardinian author’s thought by the performance of 9 dancers.

The music, written by AM Artist specially fot the show, has been played live , syncronized with the projection of original video effects inspired by the music and the show.

Arrivando a Cagliari

A tale about Cagliari

Production:
- script
- music and arrangement
- video and pics

Words, music and video played live

During the 2015 edition of “Buon Compleanno Faber” in Monserrato, AM Artist created a tale of Cagliari in words, music and images, based on a writing from Andrea Nateri.

Played live the show consisted in three guitars (Andrea Nateri, Andrea Montis, Simone Murtas), two voices (Andrea Nateri and Stefano Raccis) and a video sequence made by images selected and elaborated from a long work on the city streets.



Watch the video...

2015

Video-Versus

Video an light design

Production:
- light design
- audio reactive graphics and video
- played live



Watch the video...

Live reading/music/video performance

Two projectors where used: one for a central screen and one for two side vertical screens. Also 10 lights where driven by the system.

Dub Versus is a reading and music show; the project supported each the 10 songs with a customized visual surrounding.

Visuals are pics, videos or synth landscapes, real time modified to follow music and musician's improvisation.

Video-Versus has been used during the Dub Versus CD's premiere in Cagliari,

2016



INSTALLATIONS

Movement detection, infrared cameras, laser pointers, smart video cameras and many other devices are at the root of AM Artist's installations.

All system are designed to display and valorize all kind of contents and pieces of art for museums, art galleries, schools, classes, and events of any kind.

Thecnology is always used to offer the best engagment for the audience becoming, by therselfes, an artistic tool.

Cast For Mars — Alter Agent

Immerisve and interactive installation

Production:

- games programming and synch system



Cast For Mars is an immersive experience conceived by Alter Agent, recreating a full-scale Martian colony across 1,500 square meters.Participants are selected as "colonists" and undergo a Mars survival training program featuring aptitude tests, hands-on workshops, a mission control room, and a simulated sandstorm.
A second group experiences the same journey as an immersive theatre production.

Its world premiere took place at TreviglioFIERA in spring 2026. A spin-off, Red Planet 3009, was subsequently selected for Cannes Immersive.

Working alongside Graziano De Vecchis, AM Artist developed three interactive rooms using TouchDesigner and custom ESP32- and Arduino-based hardware, integrating lasers, projection mapping, lighting systems, and motion and biometric sensors.

Also implemented the global synchronization system connecting all rooms, together with the participant scoring, recording, and reporting infrastructure.

Photos and video form the Alter Agent's site

Milano/Treviglio 2025/2026

SOLAR

Installation at the Gazometro in Rome

Production

- Development of a programmable system for moving head lights

Installazione site specific di Davide Quayola

Solar is an immersive, site-specific installation presented at the Gazometro in Rome for the Videocittà 2025 festival. 200 moving heads lights and a robotic arm transform the structure into an "artificial sun", evoking a continuous cycle of digital sunrises and sunsets. Beams of light sculpt the darkness and animate the night space with vibrant light and shifting geometries.

In collaboration with Graziano De Vecchis, we developed a system in TouchDesigner that controls all parameters of the 200 lights in real time via DMX, dividing them into dynamic groups and assigning each one moving targets in space—both geometric and transforming—synchronized with the music.

The installation has been replied at The Bentway (Toronto) in October 2025 with a setup of 60 mobile lights mounted on a wall.

Artist: Davide QuayolaMusic: Alessandro Petrone.



Photo byi Martina Marongiu



Watch the video...

Rome, july 2025

Installations

The Sinuous Overture - Bulgari

Immersive room



Picture from Maize site

Watch the video

Production:

- Software consulting and installation

Bulgari Tokyo and Bulgari Seoul

AM Artist collaborated with Glulab and Maize for the installation of the immersive room "The Sinuous Overture" during events in Tokyo and Seoul to celebrate the 75th anniversary of Bulgari' s Serpenti collection.
The interactive room is composed of mirrors, 12 LCD screens, a 16-channel audio system, and a scenic reference to the shapes of the "Serpenti" jewelry collection. Some elements of the scenography are touch-sensitive and activate the interactive mechanisms of the system.
The jewelry is displayed with all its refined details through macroscopic representations. The audio, derived from the main track of the Serpenti 75 campaign, focuses on the concept of "immersion," utilizing spatialized rhythms and melodic elements to create an engaging auditory environment. Meanwhile, the room, centered on flexibility, contributes to completing the immersive sensation and the almost organic response of the space to user interaction, through soft and sinuous interactive structures.

The project won three BEA 2023 awards:
1st place "best execution"
1st place "road show"
2nd place "celebration/commemoration"

July / November 2023

THE TALES OF THE TILES

Interactive installation for the "Contus del Arregiolas" Little Museum

Production:

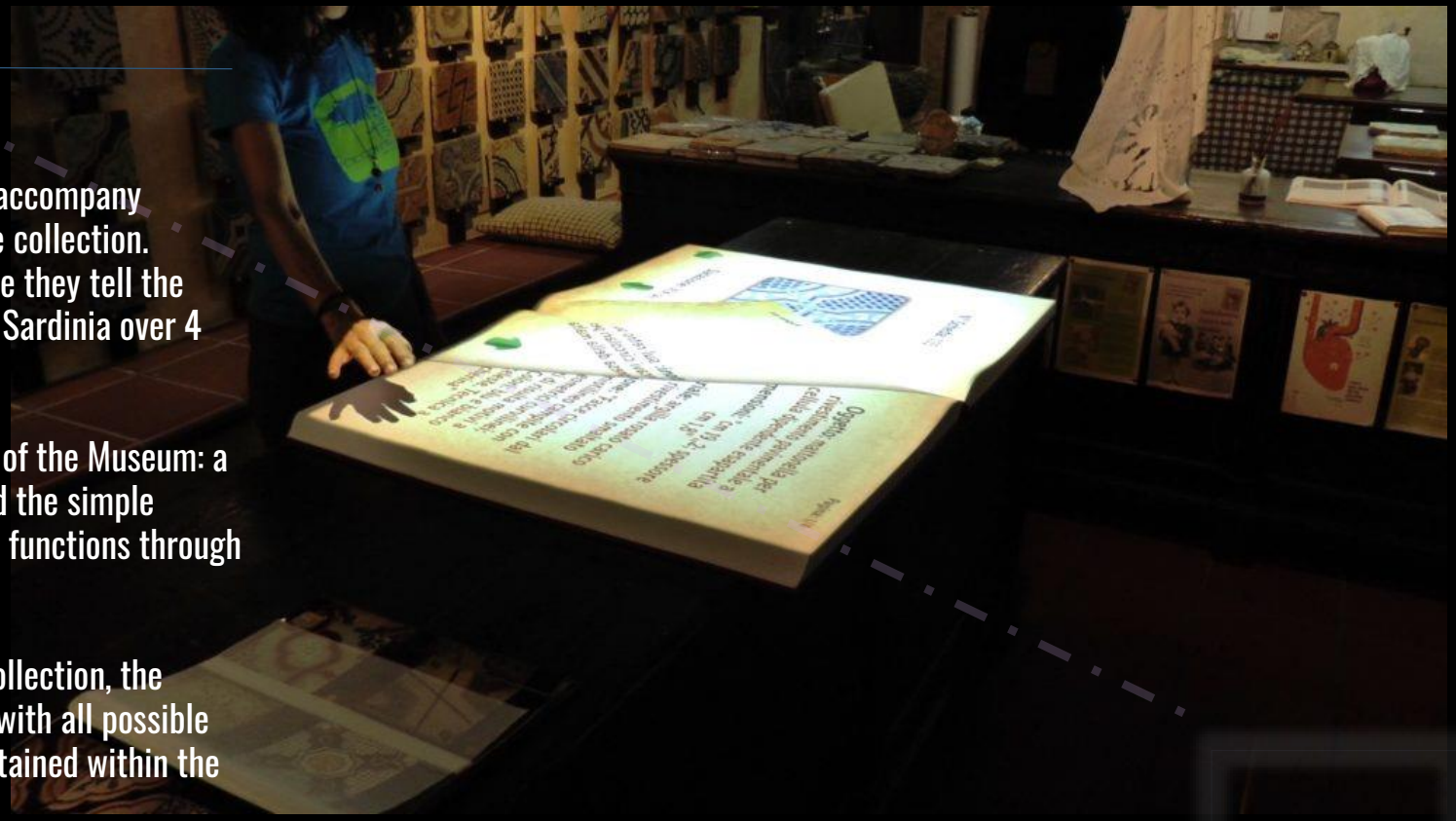
- hardware and software

A virtual book

A work developed together with &makers who wants to accompany Mercedes, the founder of the Museum, in the story of the collection. The Tiles have a double value: artistic and historical since they tell the great events, as well as the daily stories, of Cagliari and Sardinia over 4 centuries.

We wanted to integrate technology into the atmosphere of the Museum: a large actual book with white pages placed on a table and the simple movement of the hands to leaf through it and explore its functions through a projection.

In addition to information relating to the pieces in the collection, the virtual book allows you to build virtual floors by playing with all possible combinations of Riggiole designs, inserting the floors obtained within the three-dimensional reconstruction of a period room.



Watch the video...

Cagliari, Jylu 2021

Installations

3D interactive models and SandBox

Museum installations



Watch the SandBox video...

Watch the features...

Production:

- control software

Baunei Documentation Centre

In collaboration with &Makers, three interactive installations have been created for the Museum of the Territory of the village of Baunei (Nuoro).

Sardinia and Territory of Baunei 3D Models: different georeferenced maps are projected on white plastics, with various themes (geographical, statistical, environmental, etc.).
Users can browse maps using a virtual menu activated by simple hands movements, without any contact.

SandBox: a sand tank is animated by a projection that reacts in real time. Changing the shape of the sand activates different functions such as the coloring of level quotes, the discovery of "buried" videos and images, the simulation of a stream of water that follows the slopes and the possibility of playing by merging different images, such as faces, paintings and more.

The structures are all carried out by original projects and integrate all the technological systems necessary for operation.

August 2020

SPRAY CAN

1° round winner at the Interactive Immersive Championship 2020

Production:

- software produced in 1 hour from scratch

Interacrtive painting game

Simone took part on the first Interactive and Immersive Championship, organized by the Interactive and Immersive HQ. 29 visual artists from all over the world challenged in 4 hour rounds, creating multimedia and interative systems from scratch with the software TouchDesigner.

Simone won the first round, called “the Interactive round”, creating this little game.

SprayCan is a little game where the player tries to paint a virtual wall with a spray can. The idea was to involve the player with something very simple, but cheerful, with many colors and a "touch of magic". The entire game is controlled by hand movements without any contact with physical devices.

Downloadable file and more infos at:
https://www.youtube.com/watch?v=fyfJC1nuqlY





THE INTERACTIVE & IMMERSIVE CHAMPIONSHIP

The Interactive & Immersive Championship is proudly sponsored by:
TOUCHDESIGNER BY DERIVATIVE
NOTCH

Watch the video...

VIRTUAL PUPPET

Interactive/creative game



Watch the video...

Production:
- control software

Installation for kids

The system allows you to create printable modules on which children can draw, with colors and markers, their own characters.

Next it will be possible, simply by showing the drawing to the camera, to Watch your character appear and animate it by moving hands and feet.

The software is able to handle drawings of any format and manage, in addition to the characters, background and set elements such as animals, trees, buildings etc.

GALLERIA MAP

Installation in the Mariano Chelo MAP Art Gallery in Cagliari

Production:
- video mapping
- control software
- installation

Indoor video mapping

Video mapping over virtual painting canvas, installed on the MAP Art Gallery by Mariano Chelo.

Animated details from the paintings are displayed on three screens hanging from the roof, focusing on particulars and recalling colors from real.

Animated writings with informations are displayed over a wooden beam and videos are played (at specific intervals) over the hanging canvas. Videos, texts and images can be updated in real time without any techinician, just inserting an USB key.



Watch the video...

Cagliari – Galleria MAP – august 2019

pHoToViSiOn

Interactive projection



Watch the video...

Production:

- video mapping
- control software
- interaction with hand

Museum installation

pHoToViSiOn is a modification of the pHoToSpHeRic installation.

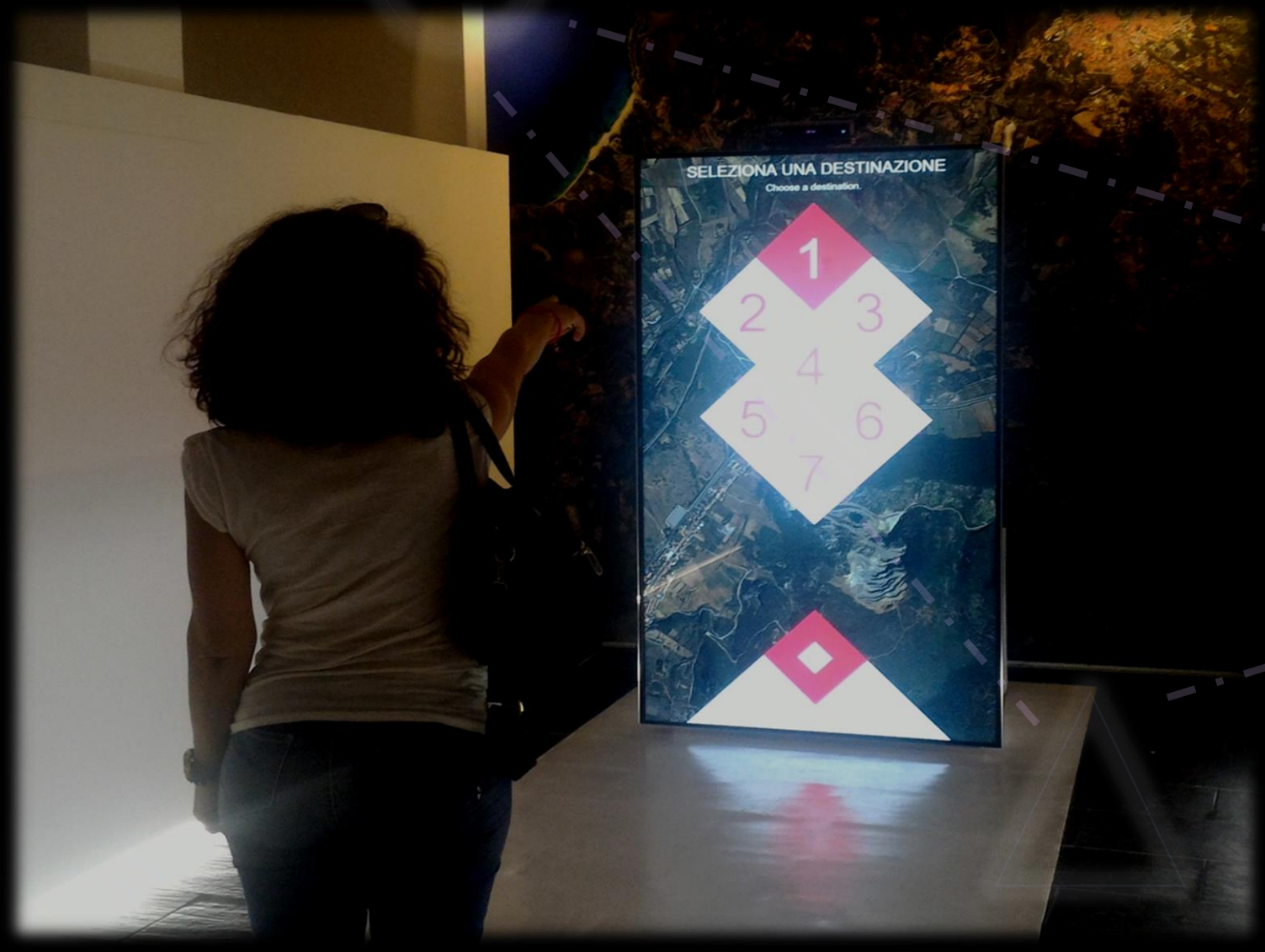
The projection shows 500 art works pictures from the “Sardegna Contemporanea, spazi archivi produzioni” exhibit, ordered by author, and shown as a floating 3D cylinder.

Visitors can browse the virtual archive just moving hands. pHoToVisIOn has been shown in the MAN museum of Nuoro from october 13 to november 20 2017.

KiniMouse

Software plugin

Produzione:
- software interface developing



Service for an existing software

KiniMouse is an utility that translates hand movements in mouse's pointer movements so it can drive any program or application.

It can recognize both left and right handed users and to limit the functional area.
The control system has improved functions like Kinect position at different heights, and handle spaces with many people (partys, museums, etc). Setup is managed by a simple interface.

It can work both with Kinect ONE and Kinect 360.

Kinimouse is part of the multimedia project of the tourist office (IAT) of Iglesias (Sardinia, Italy), made by the architect Olindo Merone and it is working wince july 2017.

pHoToSpHeRiC

Interactive projection

Production:

- video mapping
- control software
- hand interaction

An alternative slide show

pHoToSpHeRiC is the final project of the course “Visualshow, towards videomapping and beyond”.

More than 200 theatre stage pictures are shown ina 3D sphere that visitors can rotate and explore just moving hands.

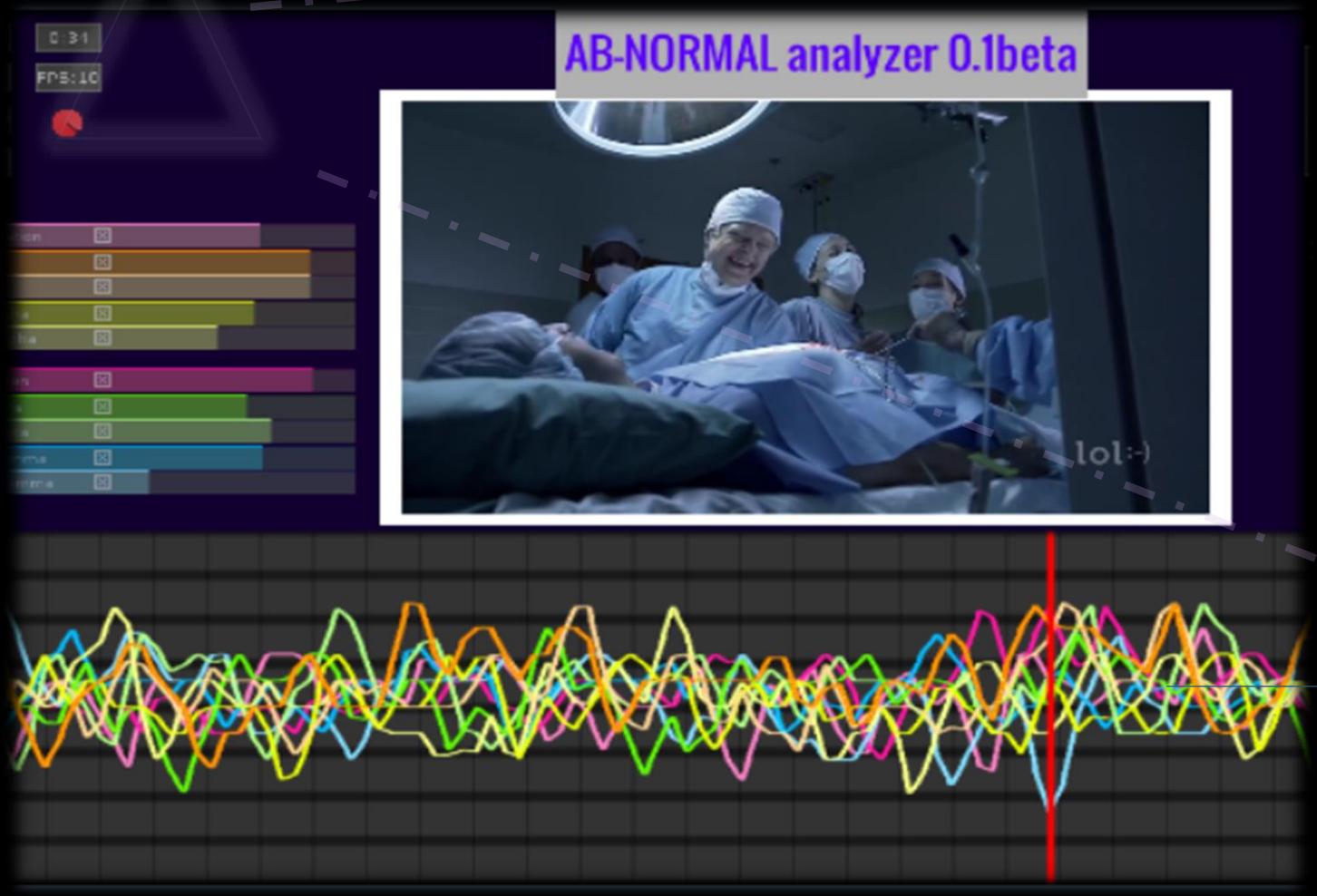
The central picture zooms and, on the right of the screen, infohas been exposed on the Massimo Theatre in Cagliari during the “Open monuments 2017” festival.s about the show appears.



Cagliari – Teatro Massimo – june 2017

AB-Normal Analyzer

Content quality anaysis



Production:

- control software

A system to analyze and detect human attention

Using a simple device with brain waves detector, the system records attention,and relaxing peaks from people in front of a multimedia product: video, audio, pics, etc.

It also possible to use it on speakings, performances, live streamings and camera recordings.

Testing on many people in a distrubuited sample and performing appropiate computing, “AB-Normal Analyzer” can get useful information about the product quality, reaviling falls in interest, attention peaks and relaxing points.

Slot JPG

Slideshow

Production:
- control software
- installation

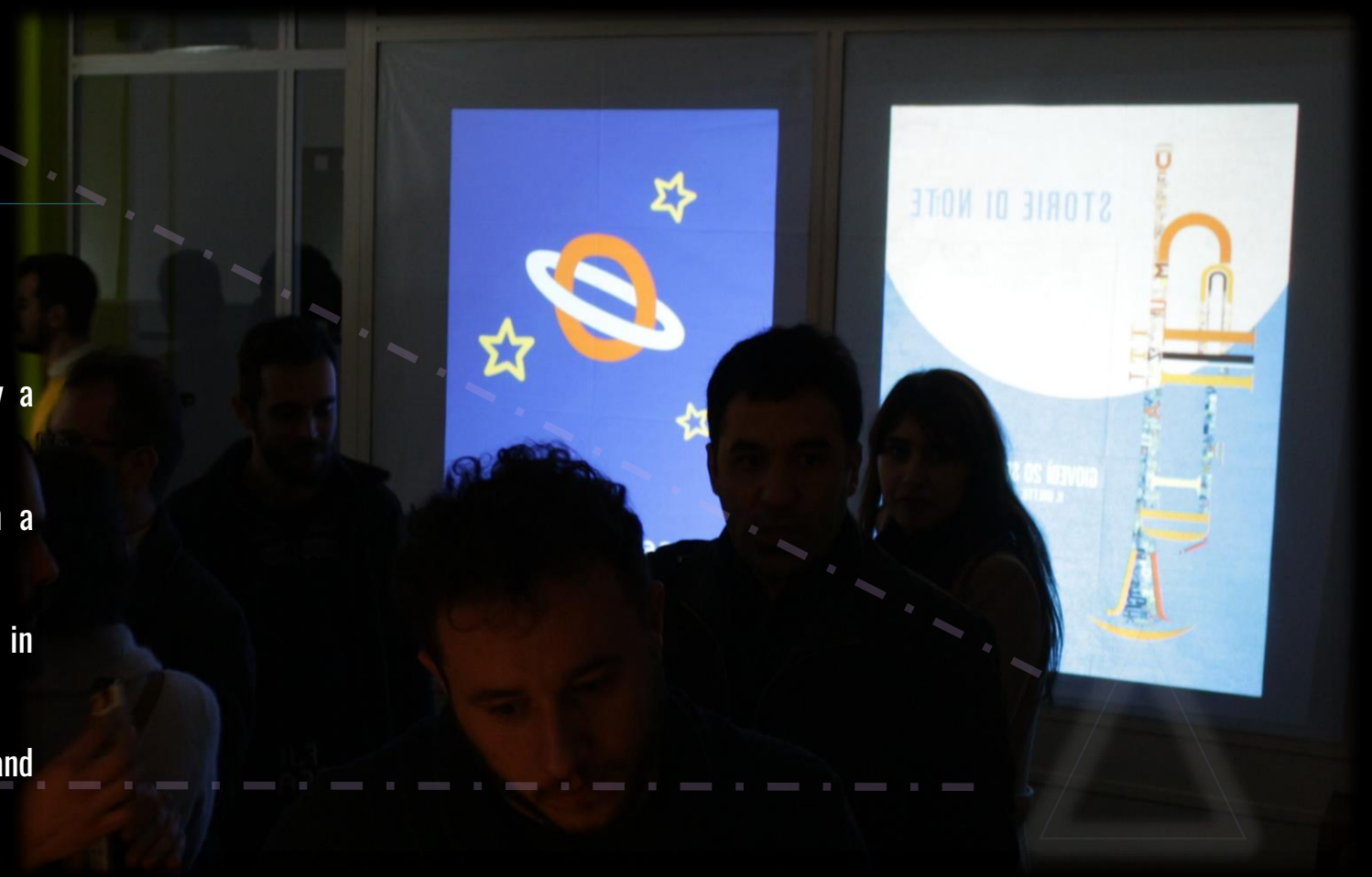
A system to show contents in a unique way

Slot JPG is a system that shows i a unique and attractive way a sequence of any kind of visual contents.

Video and images are projected just like they were placed on a milometer or slot machine.

Contents are show with a serie of “wheels” that can rotate in sequence or randomly.

The number and the faces of the wheels can be easily customized and the system can react on people movements.



Follow the rhythm

Interactive projection

Productoin:
- control software
- installation

A simple game for childrens, based on music and sense of rhythm

The projection displays a rock stage with two drums and three darkned musicians, just like a cartoon.

The children placed in front of the system will Watch his own image on the stage, between the drums.

Than the system will play a rhythm and the children, moving his hands, will play the drums.

If he follows the right beat, the sysem will turn on the musicians one by one, adding their instruments to the song.

If the right rhythm is followed for N seconds, the children will gain the applause of a virtual crowd.

“Follow the rhythm" èhas been used during the inauguration of the Up School in Cagliari



Watch the video...

Hand-Slide

A system to show pics or videos involving people

Produzione:
- software di controllo
- installazione



A system to show pics or videos involving people

Il sistema proietta una qualsiasi sequenza di immagini su una parete (da 1 a 10 metri di diagonale) alternando le immagini secondo un ordine predefinito o casuale e accompagnandole con titolo e descrizione.

Posizionandosi di fronte alla proiezione il sistema che mostra in sovraimpressione una mano colorata che si muove seguendo quella dell'utente che così può ingrandire e rimpicciolire a piacere l'immagine oltre ad "esplorarla" scorrendola in verticale e orizzontale.

Unendo le mani si passa all'immagine successiva.

Hand-Slide è stato utilizzato durante l'inaugurazione della mostra personale dell'artista Manuinvisible presso il LabVega di Cagliari nel maggio 2015.

C-Silence

Interactive installation

Production:
- control software
- installation
- structure building



A study about perception alteration caused to ambient noise

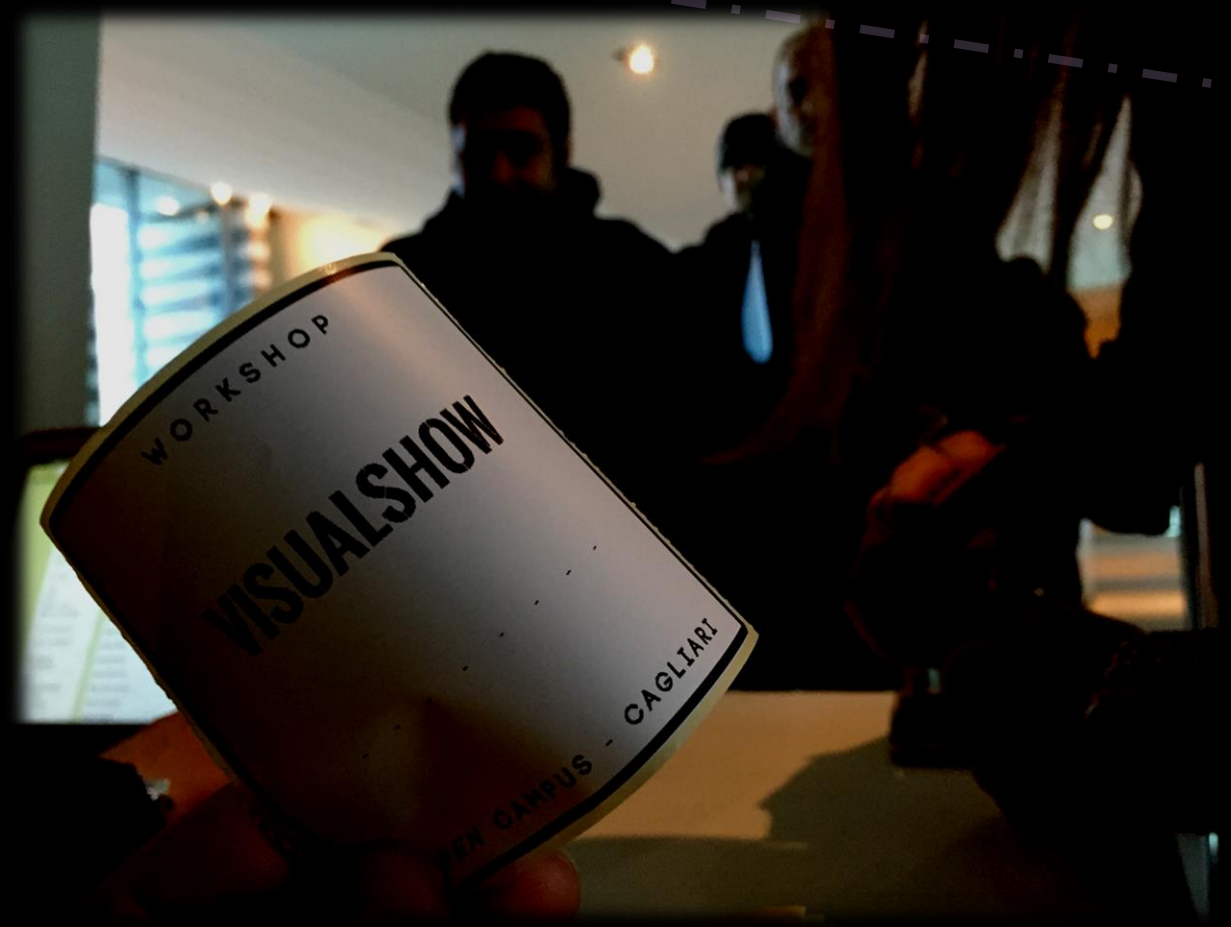
C-Silence is an 80cm side cube ,If you sit in front of it you will Watch yourself inside a different location like a city road, a beach, a market, etc.

The cube plays the typical sounds and noises of each ambient and it distorces and deforms the image based on the noise intensity., representing the alteration of perception due to the“sound bombing” we are all exposed in each moment.

You can interact with the system, trying to reduce the distortion to clear the images covering one or both ears with the hands or opening and closing your mouth, causing different effects on the sound.

C-Silence is been used during Festival Polline 2015 e Signal Festival 2015 in Cagliari.

CLASSES



AM Artist means also professional training.

All AM Artist's knowledge and experience is available to whom wants to get close to visual arts, both on technical and creative aspects.

AM Artist arranges group and individual classes, customizing lessons by professional and specific needs.

Corsi

TouchDesigner e prototipia

Formazione



Foto dal sito ufficiale Derivative.ca

Produzione:

- lezioni e materiali

Laboratorio

Corso teorico e pratico di 20 ore personalizzato.

Corso formativo per Team di Designer dell'agenzia Maize sul'uso del software TouchDesigner nella relaizzazione di sistemi multimediali interattivi, con specifica attenzione agli sviluppi commerciali in termini di proposte per eventi di promozione di marchi e prodotti.
Il corso ha anche previsto la costruzione pratica di un prototipo funzionante di installazione interattiva che rispondesse alle esigenze del cliente e che si interfacciasse con il sistema di generazione immagini/testi con intelligenza artificiale sivluppato internamente.

Il corso è stato tenuto sia in remoto che presso la sede Hfarm di Maize a Treviso.

settembre 2023

Visual Stage with TouchDesigner

Courses

Production:
•Lessons and contents

Visual course for the stage

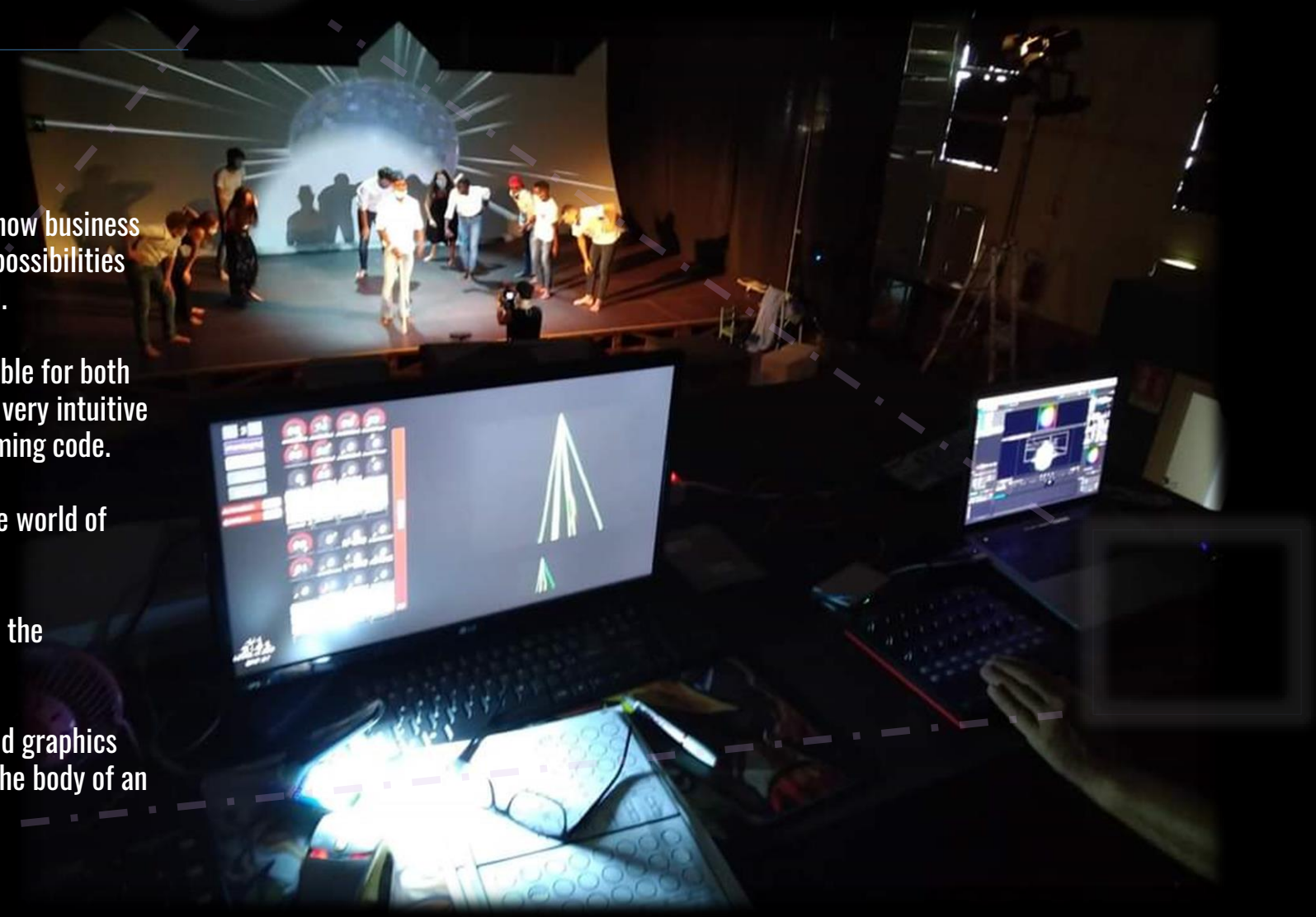
The Visual Stage course is dedicated to musicians, VJs, show business technicians, multimedia artists who want to explore the possibilities offered by modern technology in the entertainment world.

The TouchDesigner multimedia software was used (available for both Windows and iOS) which allows you to operate through a very intuitive graphic interface, even without the need to use programming code.

The course started with an overview of the visual arts, the world of interactive installations and video mapping in the show.

Then we exposed the basic principles of the software and the operations to use it.

Finally we developed an example of projection of animated graphics responsive to music and animated on the movements of the body of an actor.





HD-RECORDING

Courses

Production:
Classes and contents

Workshop

Theoretical and practical course of 10 hours dedicated to digital audio recording.

Home recording design.
Room acoustics and sound physics.
Electroacoustic and electronic components for audio applications.
Recording techniques.
Digital processing and audio mixing examples.

The course was held at the Civic school of S. Sperate (Cagliari)

Visual Show with TouchDesigner

Produzione:
• classes and contents

Courses

Basic course

The Visual Show course is addressed to musicians, DJs, VJs multimedia artists that would like to improve their creations with visual contents .

The course has been focused on the multimedia software called TouchDesigner, that allows to develop video, images and music using a very friendly interface, without the use of programming code.

Basics of video mapping and generative graphics has been introduced to create a simple, but impressive visual system that could be useful to animate a concert or a performance, even on small and closed locations without the use of expensive tools.

The sample, programmed in team, included sound reaction and generative graphics driven by an actor movements.





Visual Show

Training course

Production:
- intro workshop
- classes and contents

Full application of TouchDesigner

The course “VisualShow, toward videomapping and beyond” has been planned by Open Campus and teached by AM Artist.

Addressed to video makers, VJs, multimedia artist and people involved in show and art, introduced basics of TouchDesigner Software and analyzed how to design ad realize visual shows and interactive installations.

The course has been attended by 21 students for a total of 25 hours plus 3 hours of introduction workshop.

At the end the students realized an interactive installation exposed on the Massimo Thathre in Cagliari.

ELECTRONICS



AM Artist creates hardware, electronic, and electromechanical devices for specific needs.

The design and programming are fully customized to ensure maximum flexibility of use.

Dosamiele

Semi-automatic dispenser

Production:

- Control system configuration
- Programming

Electromechanical machine

DosaMiele is a semi-automatic dispenser that optimizes the honey jar filling process, ensuring precision and cleanliness, built and patented by &Makers.

The control system created by AM Artist analyzes the flow of honey in real time and optimizes it to speed up the jar filling operation, guaranteeing maximum weight accuracy.

Among the features of the embedded software:

- Self-learning of the type of honey
- Safety systems against accidents or honey leaks
- Graphic interface
- Automatic online updates
- Data collection and sending









ArtNet2DMX

Interface

Production:
- programming
- construction

DMX Control Interface

Specs:
ArtNet communication standard
2 DMX universes
WiFi connection to the local network or creation of a HotSpot server
Configuration via HTTP interface
Modifiable DMX port addresses
2 data transmission LEDs + 1 status LED
Reset button to send 0 to all DMX channels (panic button) or to reset the configuration
41fps

Hardware
Core: ESP32
DevKitSerial: 2X RS485

Pedal2MIDI

Interface

Production:
- programming
- construction

Analog/MIDI interface

Pedal2MIDI accepts up to 4 analog switch pedals (typical for keyboards or guitars) and 1 expression pedal.

It converts analog signals into MIDI signals transmitted via USB to computers or other devices.Pedal2MIDI is recognized by devices as a normal MIDI controller, and it is possible to customize the transmission channels of the various signals.

Among the features:
- Signal configuration interface
- Auto-calibration
- Control LED



PROTOTYPES



Research and experimenting are the core activities of AM Artist.

There are many prototypes, continuos evolving, inspiring for future applications.

AM Artist receives with enthusiasm news ideas to improve them and their usage.

Prototipi

ArchiPosa

Interactive projection

Production:
• control software



Watch the video...

Body posture search engine

The installation let the user search for photos in archive using their body.

In this example the system will show pics from the most popular World's monuments, depending on the position the user assume.

In addition to the Eiffel Tower, for example, the system will show the Corcovado's Jesus (open arms), the Pisa's Tower (tilting on one side) and so on.

Tell me the truth

Mind reading

Production:

- control software

Interactive station

A simple headset, with EEG sensor, can analyze and display the attention, relax or stress levels of a person.

“Tell me the truth” wants to simulate, just for joke, a truth machine, emphasizing mood jumps of the subject questioned with embarassing questions.

Sensor and software are designed just for fun and they cannot be considered to real act as mind readers.



Slide TV

Interactive menu

Productoin:
- control software



A system to select contents with simple hand movement

SlideTV shows video and pics in a virtual landscape or over the real locatoin where it is placed.

People in front of the system will Watch their own image and simply moving their hands they can “grab” a pic or video, shift it in the centre of the screen and play it full screen.

Painter

Interactive projection

Produzione:
- control software



Watch the video...

Virtual drawing

The installatoin allow user to unveil an hidden content (a photo, a painting, a video etc) with a wall projection.

The user, just moving is hand, will let the paint appear, just like he was painting with a virtual brush.

Prototypes

Virtual Theremin

Strumento musicale

Produzione:
- control software

Music from hands

The system replicates the typical Theremin instrument sound, just following hand movement.

It can be set to match a defined musical scale and can drive ani MIDI device or instrument.



Prototypes

PalcoSim

Stage simulator

Produzione:
- control software



Watch the video...

Virtual setup

The system helps to build a virtual 3D model of a stage, with musicians, scene and instruments.

Installing colored lights and projectors it can simulate all the lights effect to setup the actual show at the best.

Prototypes

Eco VR

Virtual reality

Production:
- software & setup





Virtual ambients

Virtual reality helmet with reconstruction of three-dimensional environment.

A low-cost wireless project, with analysis of both the user' s position in space and the direction of the look.

The system works in real time using generated 3D models or imported from 3D graphics programs such as AutoCAD or Cinema4D.

Watch the video...

AUDIO AND VIDEO



AM Artist means also video production, shows and events footage, video clip production and documentaries.

The music inspiration of AM Artist expresses in composition for live shows, souns systems for installations and professional CD production.

Audio and video

Un amico a Babele

Video reading

Productoin:
• animation, audio and music

Music and animation over the Sergio Atzeni words, read by Giacomo Casti

This project comes form an idea by Giacomo and was completed during the Corona Virus quarantine.

The words od this novels Watchms to talk about all and about nothing, recalling memories and characters real lived or just imagined, smiles, regreats, fears, caress and punches.

At the end, you don't know how and why, but inside you something happened. Throught to these feelings we tried to follow the suggestive reading from Giacomo. We hope it will touch you as it touched us.

Thanks to Giacomo to involved us for this task and thanks to Dietrich Steinmetz for the wonderful pics.

AM Artist realized the graphic animation, the audio recording and the music.



Watch the video...

Audio and video

Auguri di Natale

Video



Watch the video...

Production:
- animation

Faceswap

The wishes for a good 2021 expressed by the voice of Tina Siddu through the words and the animation of the faces of three great women.

The software, created by AM Artist, reproduces in real time the movements of the actress' s face on those portrayed, animating and bringing to life photographs and paintings.

Audio and video

Provo a convincermi

Music CD



Listen...

Productio:
- writing
- arrangement
- recording
- mixing

Whole production

Provo a convincermi is the debut album of Andrea Montis as singer-songwriter.

Writer, arranger, musician and producer of all tracks, he recorded ny himself and made the mix.

10 tracks telling about the experienced lives, sometimes full of sense, sometimes apparently not; lives that added made the actual life.

The CD has been published by “On the set” and can be found on all music networks on internet.

Audio and video

Michele Stuntman

Video

Produzione:
- shooting
- editing
- postproduction



Watch the video...

Extreme sports video productoin

Michele “Stuntman” Pilia is the Two Wheels Drive Guinnes Record holder and he claim also several World Recors like the longer two wheels drive of a bus with 27 people on it and so on.

AM Artist collaborates with Michele producing several videos of his performances.

Multiple cameras, impressive shots, dynamic ediding and accured composition of soundtracks are the strong points of this productions.

Videos can be found on personal YouTube and facebook profiles of Michele (michelestuntman).

AM ARTIST

CREAZIONI ARTISTICHE E MULTIMEDIALI



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