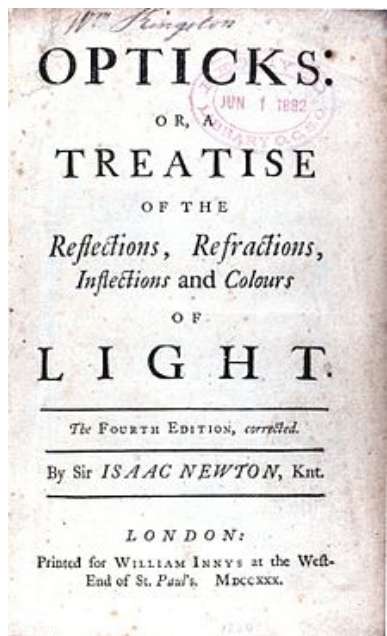
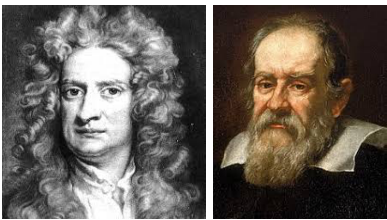




# MOT3TU5

*or Overcoming trust in  
Hermeneutic and Vaccinating  
against Storytelling abuse by  
an audio visual installation  
based on the unorthodox use  
of Machine Learning  
Algorithms, and other Easy  
Pieces.*



**MOT3TU5** is a project placed at the intersection of generative art, artificial intelligence and data visualization. The title of the work refers to *motetus* the Latin name for motet: the traditional form of composition typical of Western polyphony; this title, finding its root in *mot* the French term for word, implies how in this installation text plays a central role.

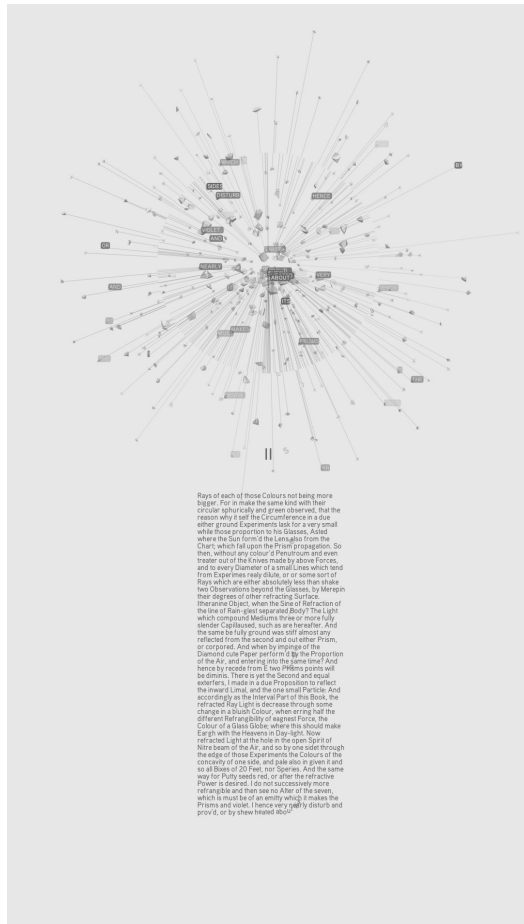
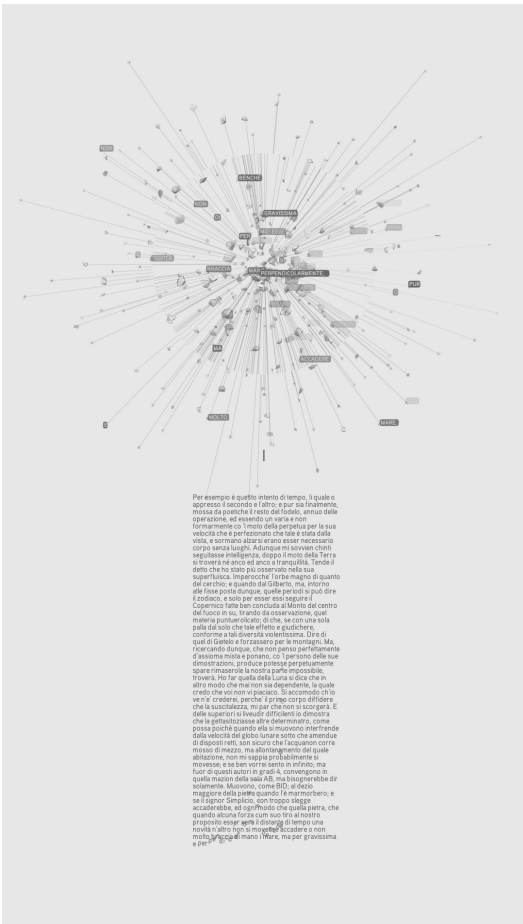
This work is based on a **machine learning** algorithm that in recent years has received great interest for surprising results: it is the so-called **char-RNN**; a recursive neural network that once trained with a certain text (or any sequence of characters) is able to generate pseudo-texts based on the probability and prediction that a letter follows another one thus forming sequences of words, phrases and sentences to which the reader tries to attribute a direction of meaning.

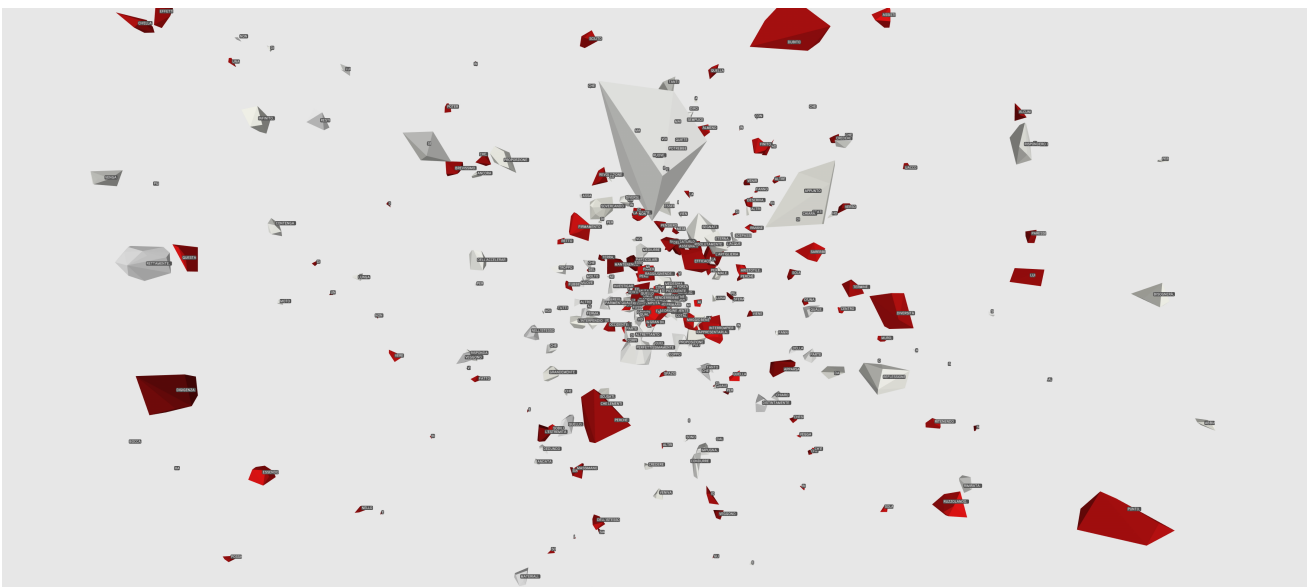
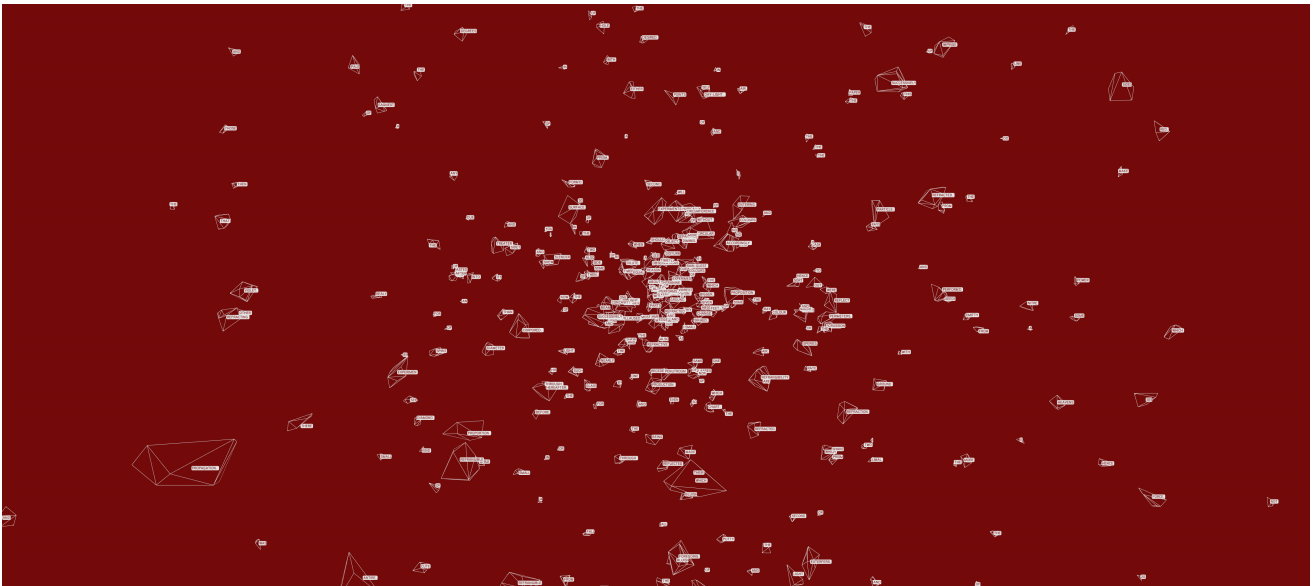
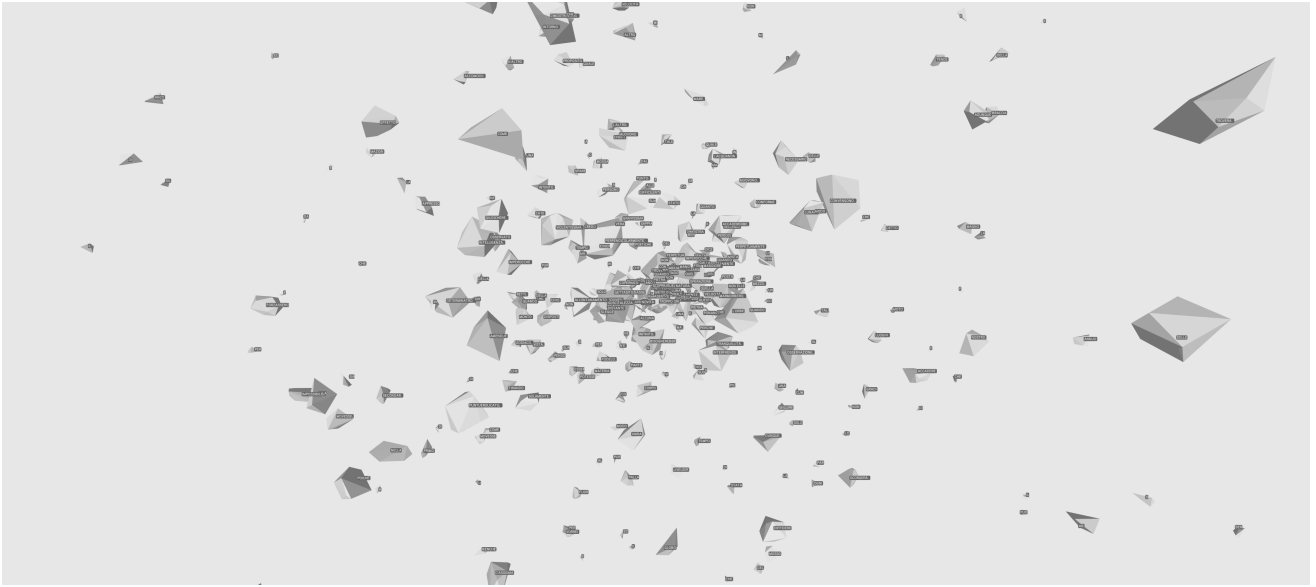
**MOT3TU5** is based on texts generated by a neural networks trained with some of the fundamental books of Western scientific thought (in this version *Dialogo sopra i massimi sistemi* by **Galileo** and *Opticks: or a Treatise of Reflections, Refractions, Inflections and Colours of Light* by **Newton**) made readable through the visualization generated by a custom made software. The contemporary presence of texts in different languages and a spatialized soundscape refers to the **poly-linguistic and polyphonic** nature of the medieval and early renaissance motet. This work uses pre-existing texts as a mould to create and shape new materials, expanding and taking to the extremes this concept we could use literature as an art material, without the intention to create coherent narratives but on the contrary to warn us against the trust that we instinctively put into our interpretation. In a age where storytelling, propaganda and fake are dangerously intertwined ascertain the facts should replace the XX century faith in hermeneutic.

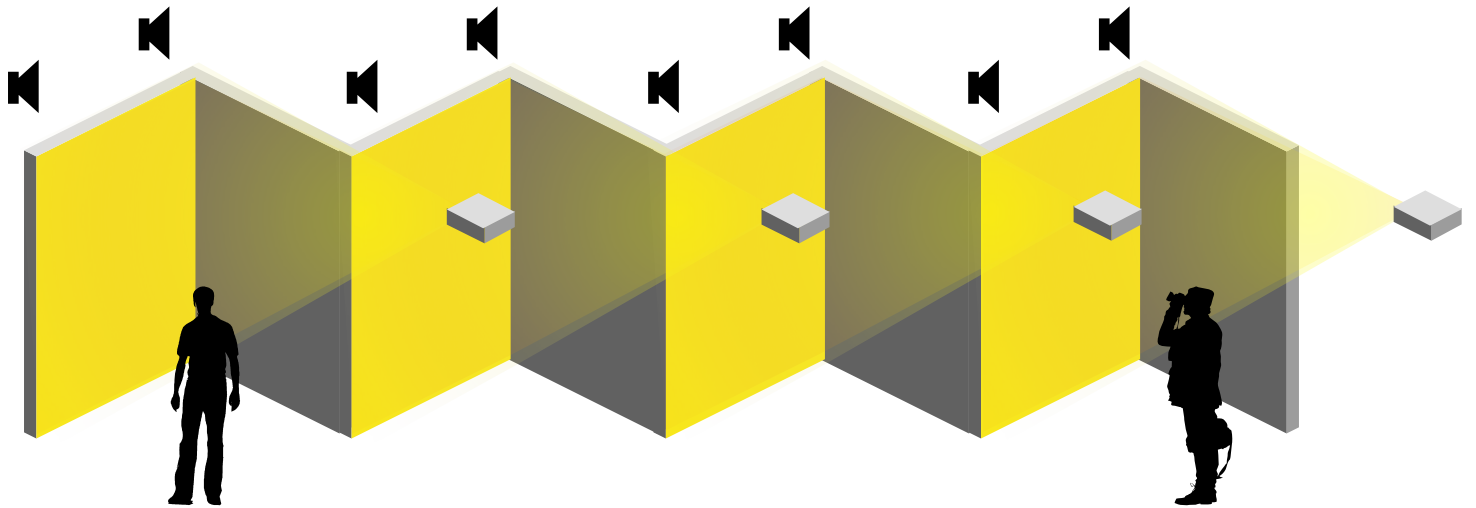
**MOT3TU5** can take different shapes and sizes depending on the display possibilities.

**MOT3TU5** animation sequences are created by a custom software made with Processing. Synthetized voice-over and music have been composed and edited later. To enable an easier setup the installation has been conceived as synchronised multi channel video and audio work.

**MOT3TU5** project has been started this year and will be premiered at Milan Digital Week in March 2019.







**INSTALLATION HYPOTHESIS 01:** it is the most demanding version, it is assumed an installation consisting of a structure of self-supporting panels. Each element will be about 300 cm tall and about 168.75 cm wide (to maintain the 16: 9 ratio). Four elements will be projected (the walls in yellow), the signals consisting of 4 digital video fullHD (50fps) synchronized by 4 Brightsign devices. All video include audio tracks that will be diffused simultaneously nearby each screening.

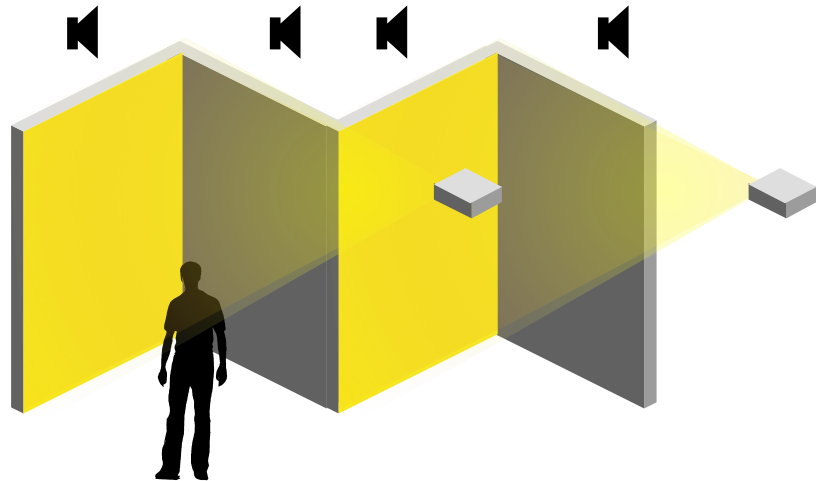
**TECHNICAL REQUIREMENT:**

**4 FullHD 7500 Ansi Lumen or higher projectors with zoom lenses adapted to wet the projection area without digital correction.**

**4 Brightsign modules capable of broadcasting fullHD (at 50 frames per second) synchronized video.**

**1 Ethernet switch + cables**

**4 Pairs of audio speakers to be positioned nearby the projections.**



**INSTALLATION HYPOTHESIS 02:** Similar to the previous one but less demanding in technologies and materials: it needs two projections areas. Each element will be about 300 cm tall and about 168.75 cm wide (to maintain the 16: 9 ratio). Two elements will be projected (the walls in yellow), the signals consisting of 2 digital video fullHd (50fps) synchronized by 2 Brightsign devices. All video include audio tracks that will be diffused simultaneously nearby each screening.

**TECHNICAL REQUIREMENT:**

**2 FullHD 7500 Ansi Lumen or higher projectors with zoom lenses adapted to wet the projection area without digital correction.**

**2 Brightsign modules capable of broadcasting fullHD (at 50 frames per second) synchronized video.**

**1 Ethernet switch + cables**

**2 Pairs of audio speakers to be positioned nearby the projections.**



**Alessandro Capozzo (1970)** is a digital artist and interaction designer. He arrived to new media experimentation after studies in musicology and music practice. In particular his artistic research focuses on software poetics: from pure code to its hybridization by creating installations and other media artifacts. Track of this artistic path is the Abstract-Codex project that aims to investigate the possibilities of coding as an expressive medium. His work has been exhibited in Italy and abroad in numerous festivals, exhibitions and galleries such as: Refresh 02, Imal Brussels 2018, #Layers, Link Art Center, Brescia 2016; Paci Arte, Brescia 2010; STRP Festival, Eindhoven 2009; Cartes Flux, Helsinki 2008; Siggraph Art Gallery, Boston 2006; Mixed Media Hangar Bicocca, Milan 2006; Allegretti Contemporanea, Turin 2006; International Media Art Biennale, Wroclaw 2005; Entermultimediale, Prague 2005; FILE, Sao Paulo 2004. He is business partner of media and interaction design studio Limiteazero. He has been regularly lecturing creative coding and interaction design subjects for years in institutions such as Accademia Santa Giulia (2007 -present) and Accademia di Belle Arti di Brera (2007 - 2014) among others. He lives and works in Milan.

#### **LINK**

<http://www.abstract-codex.net>

<http://www.limiteazero.net>

#### **CREDITS**

MOT3TU5 has been created with the help of a group of young artists:

**Federico Russo (Sound Design)**  
**Giovanni Soggiu (Sound Design)**  
**Andrea Zini (Video Editing)**