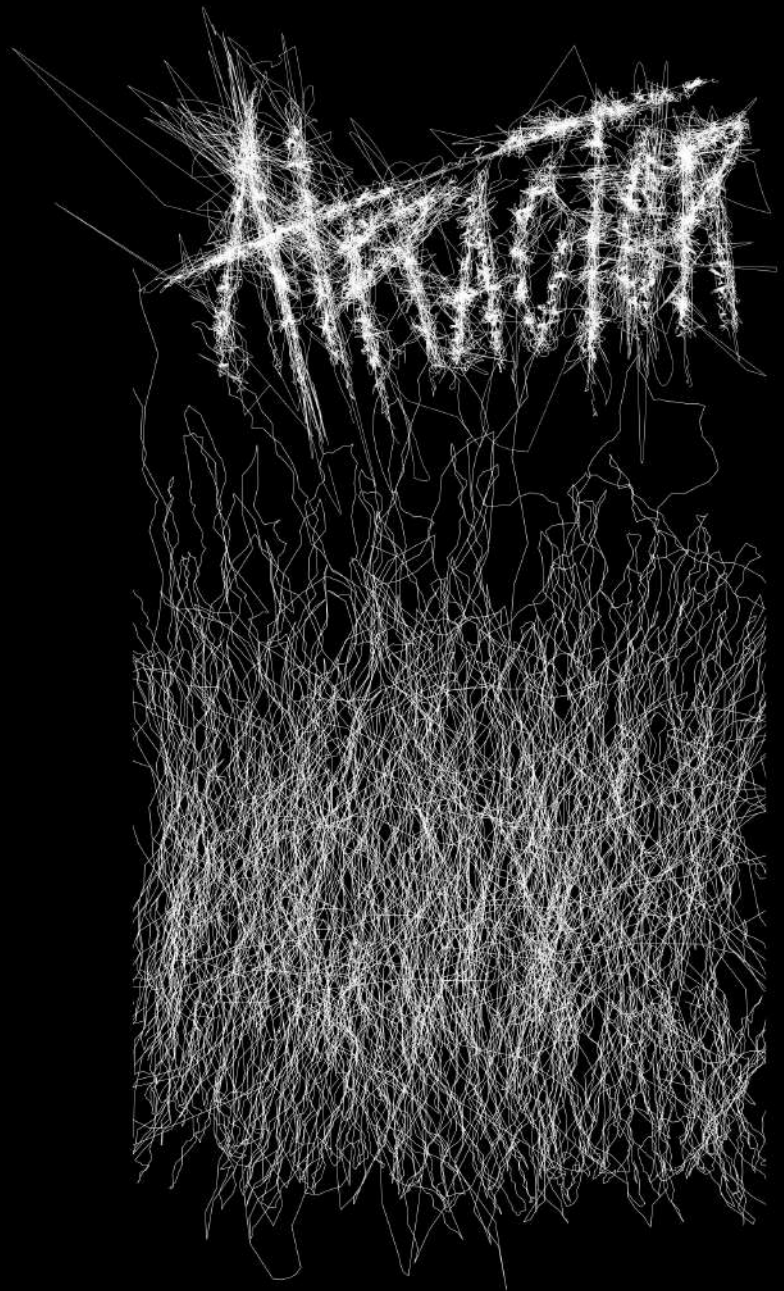


PRODUCT CATALOG 2017 - 2021

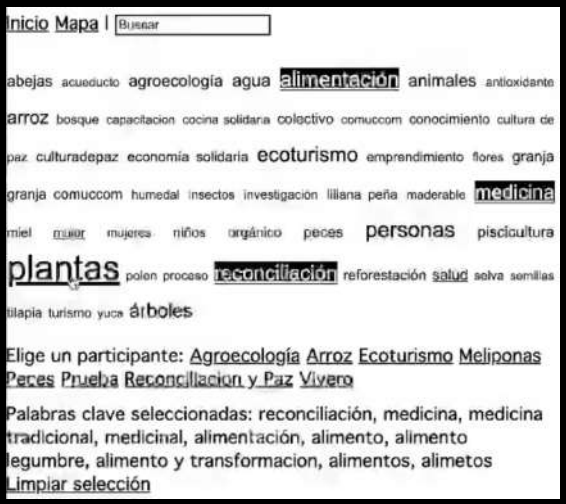
www.ATRACTOR.org >>>

PUTUMAYO, LUGAR DE PAZ Y RECONCILIACIÓN

Mujeres reincorporadas crean un acervo de memorias a partir de sus actividades productivas y conocimientos sobre el bosque amazónico del Putumayo. “Bosquesinas campesinas” fue una exposición virtual que creamos para la Unión Europea en alianza con Barbara Santos, Juan Pablo Fajardo y Eugenio Tiselli.

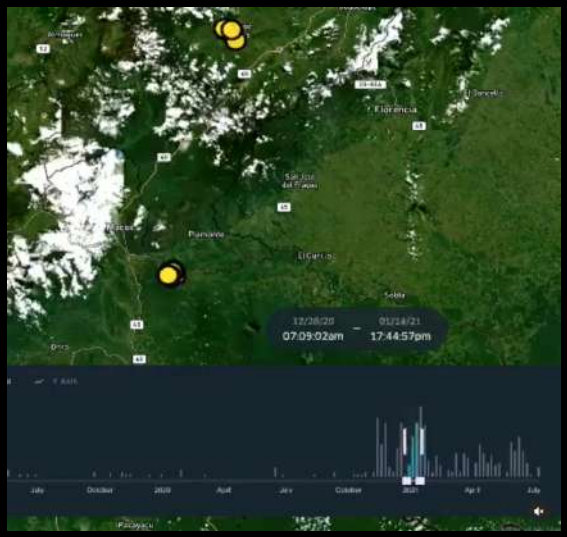
El proyecto VR fue presentado en la sala 5 el Planetario de Bogotá y tuvo un componente audiovisual para Fulldome

Mapa Interactivo



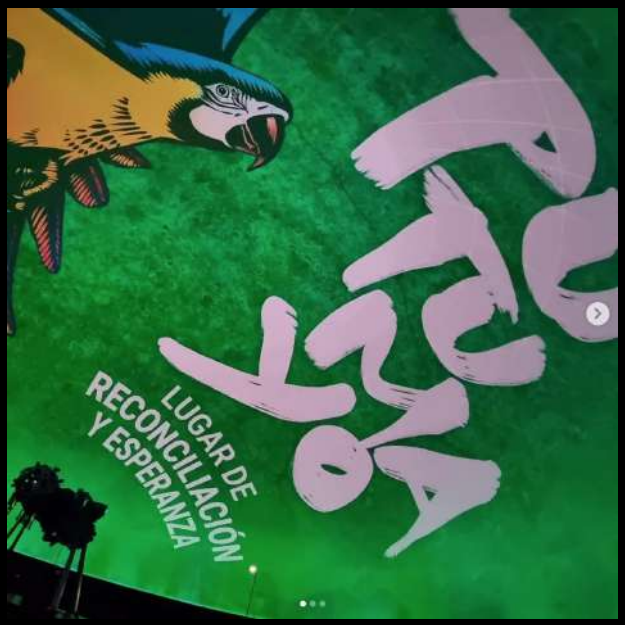
El mapa es una visualización de datos capturaos mediante Ojovoz por mujeres de la comunidad en el Putumayo

A través de tags y geolocalización es posible encontrar memorias de temas importantes para la comunidad.

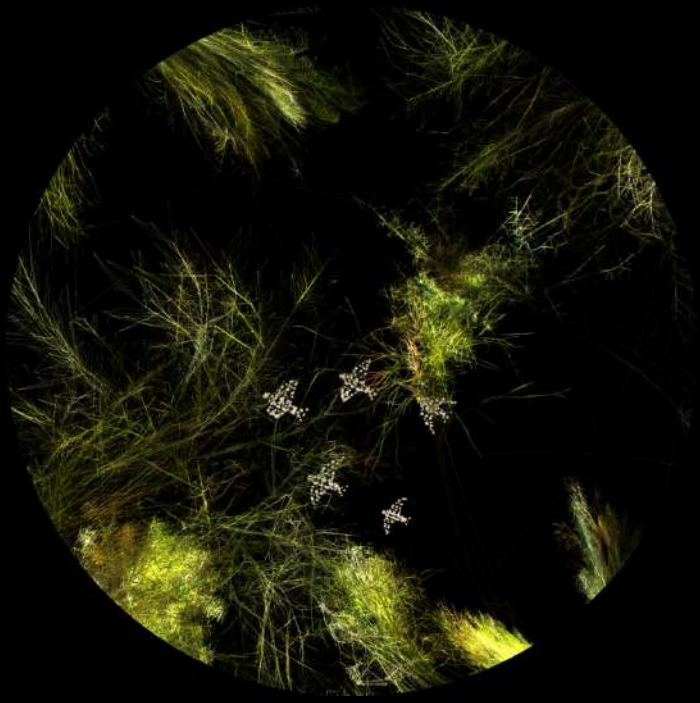


Los procesos de filtrado y la línea de tiempo permiten interacturar de muchas maneras con la data

Proyección Fulldome



El proyecto VR fue presentado en la sala 5 el Planetario de Bogotá y tuvo un componente audiovisual para Fulldome compuesto por Atractor Estudio



Las proyecciones fueron hechas a partir de sistemas de partículas y mapas de la granja COMUCON en el Putumayo

Salas social VR

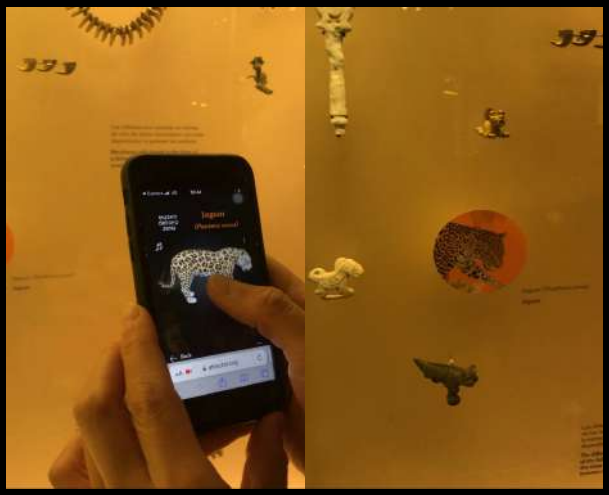
Las salas de Social Vr fueron la forma de compartir el archivo audiovisual capturado durante el proyecto

Estas salas, desarrolladas por Atractor, fueron hechas medidante la plataforma Mozzilla Hubs

MUSEO DEL ORO ZENÚ

El Banco de la República nos contrató con el motivo de hacer nuevos dispositivos y aplicaciones para la re-apertura del Museo del Oro Zenú en Cartagena. Para este trabajo desarrollamos animaciones en Unreal Engine, edición y recopilación de archivo, aplicaciones para móbil, web y diseño sonoro.

El proyecto, que tuvo un gran componente de archivo, fue desarrollado a partir de material capturado en la Depresión Momposina.



Para el proyecto desarrollamos una Web App de Realidad Aumentada que permite ver modelos 3d de fauna de la región.

Para el proyecto desarrollamos una Web App de Realidad Aumentada que permite escuchar sonidos y composiciones relacionadas a los intrumentos arqueológicos de la región.

ANIMACIONES

Instalación museográfica en el sitio.

Animaciones y reconstrucciones de tecnologías indigenas hechas en Unreal Engine

JOURNEY EXPERIENCE NYC

Journey es un espacio que reune experiencias teatrales inmersivas en Nueva York. Combina performance, experiencias culinarias, arte y tecnología.

Para este proyecto, ubicado en Flatiron Distric, nos desempeñamos como productores de todo el contenido audiovisusal, así como directores de arte y directores técnicos del montaje del proyecto.

Para el restaurante desarrollamos la producción y el montaje de tres salas audiovisuales.

ANIMACIONES

Journey cuenta con una sala 360, una sala con una experiencia de Broadway y una sala AR

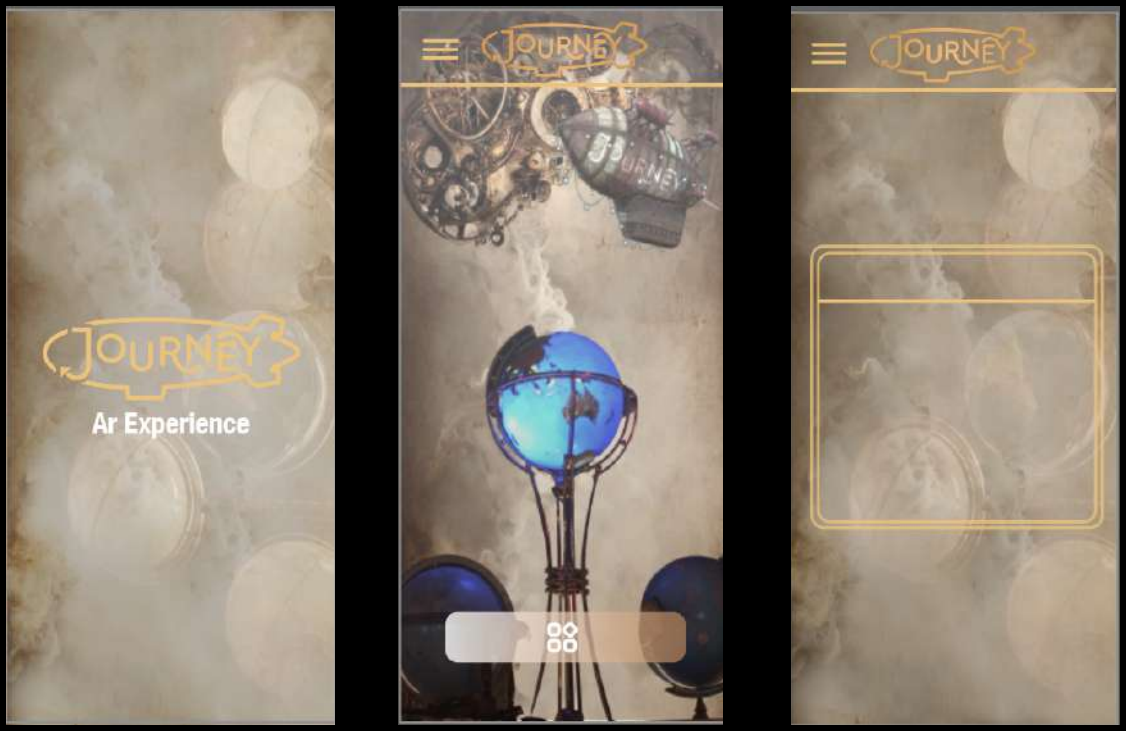
Para el proyecto desarrollamos mappings y escenarios construidos como escenografía para una obra teatral inmersiva con actrices de Broadway.

ANIMACIONES

Videowall hecho a partir de una matriz de televisores y tecnología Brightsign.

Para este proyecto también hicimos la dirección de arte y los visuales

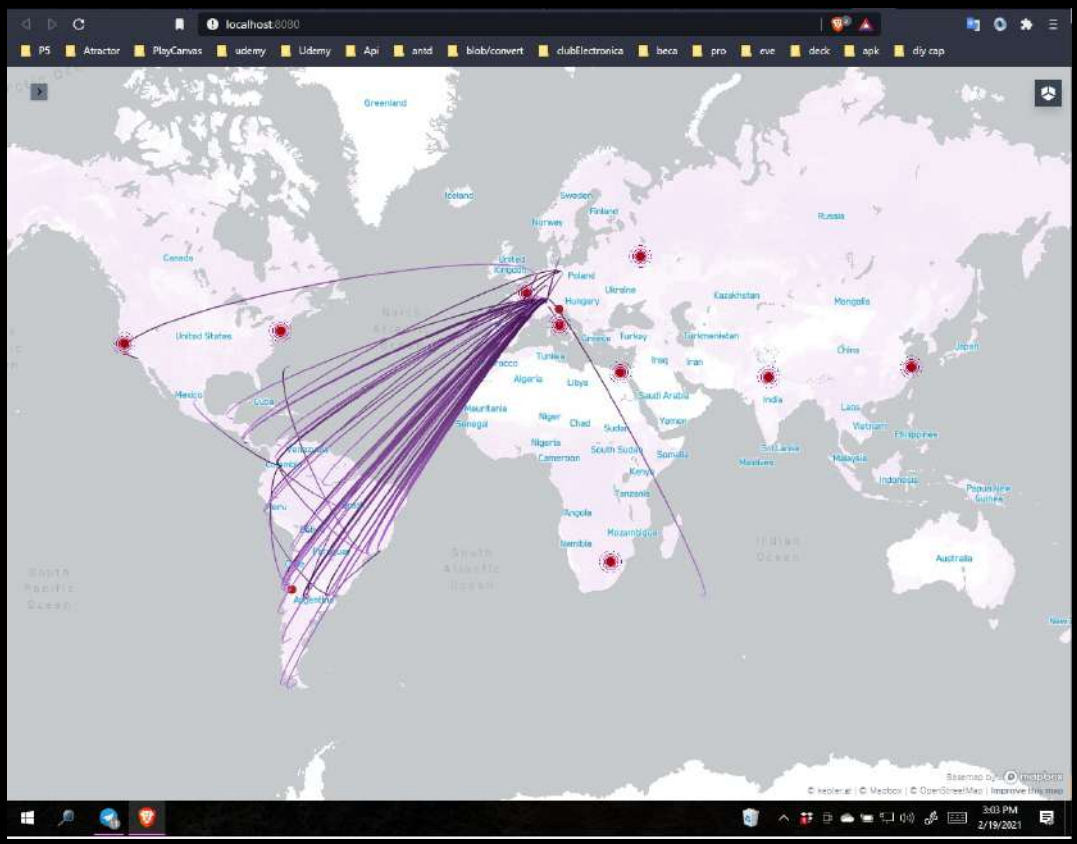
AR APP



Uno de los salones del restaurante tiene varios objetos que despliegan animaciones, para dicho proposito creamos un web app para Journey

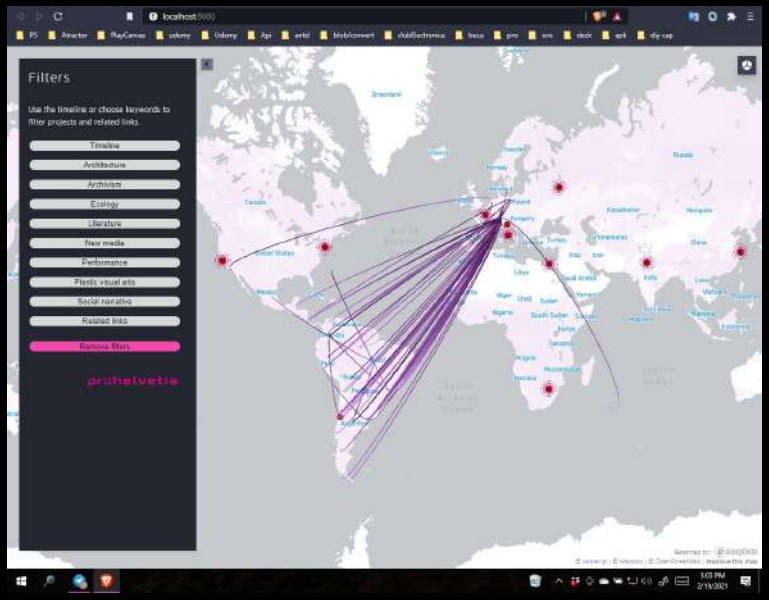
COINCIDENCIA MAP FOR DATA VISUALIZATION

This project consists of a visualization portal developed for Pro Helvetia's Coincidencia project whose mission is to visualize more than 200 projects that were made in the 6 years that the program took place in Latin America.
Through Data Mining, Artificial Intelligence, mapping and geolocation technologies, Atractor Estudio developed a website capable of filtering and correlating projects with the goal of finding relationships and following up on the programs that were carried out

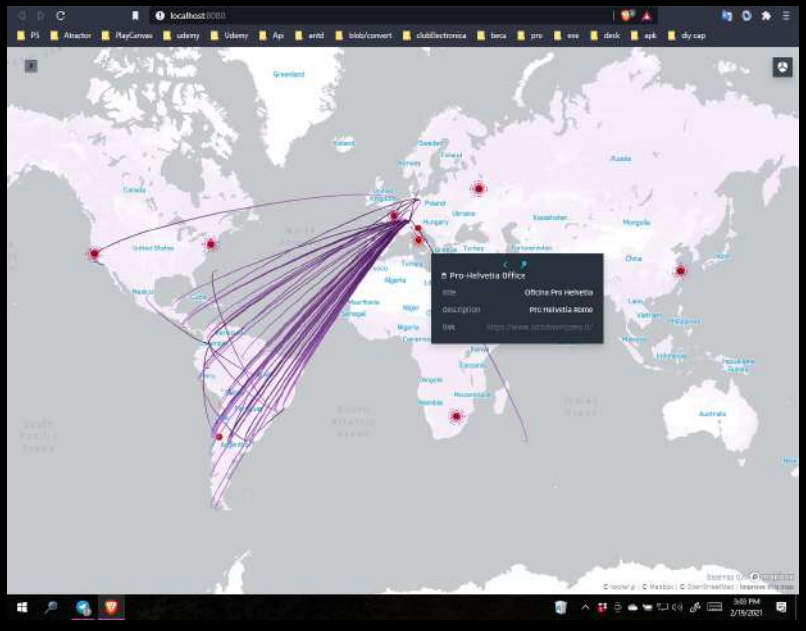


The map visualizes the trajectories of the projects from and to South America and Europe.

click to see map >>>

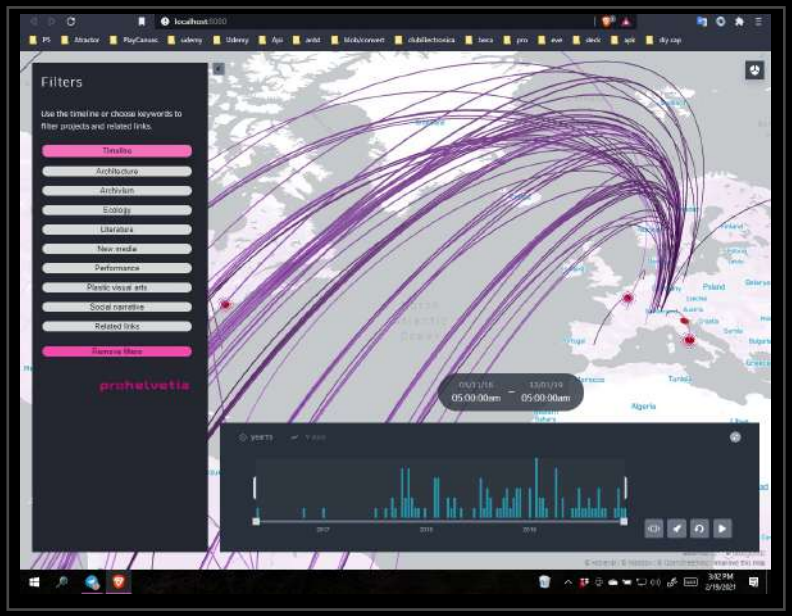


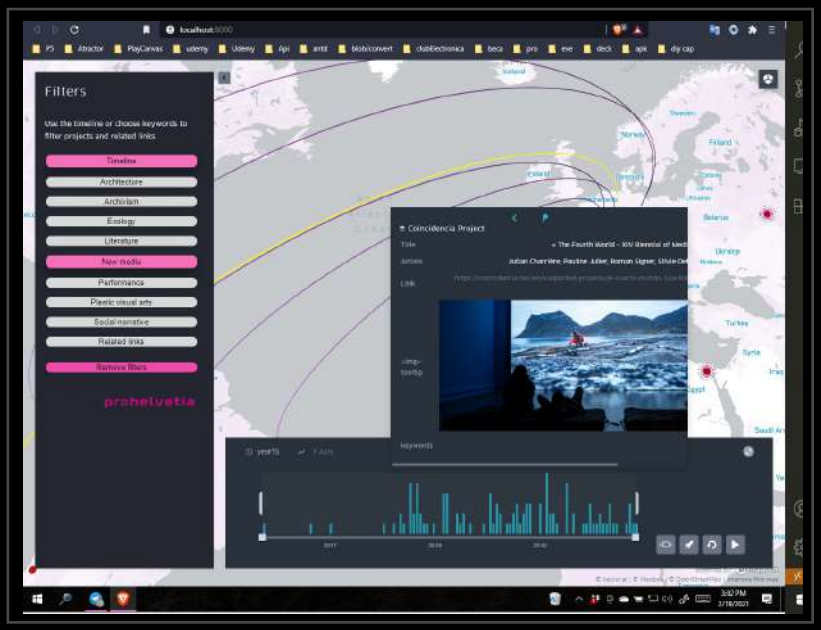
The information on the map can be filtered using a control panel which lets the user select one, several or all projects that are shown.



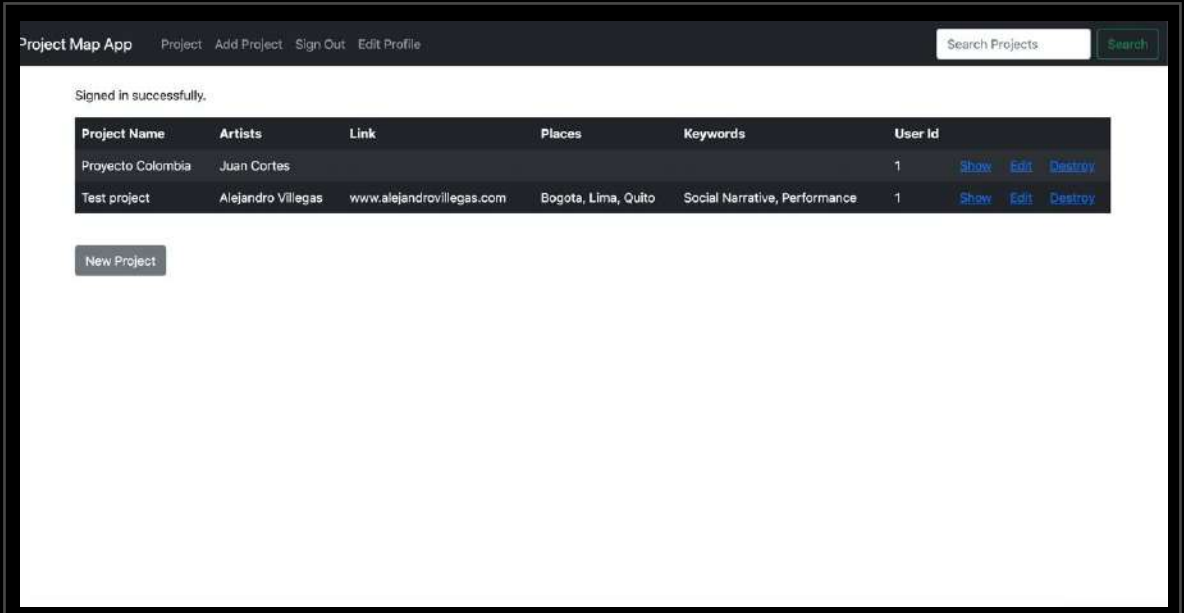
All the Pro Helvetia offices are shown with their location on the map.

The data can also be filftered through a timeline that is user controllable.





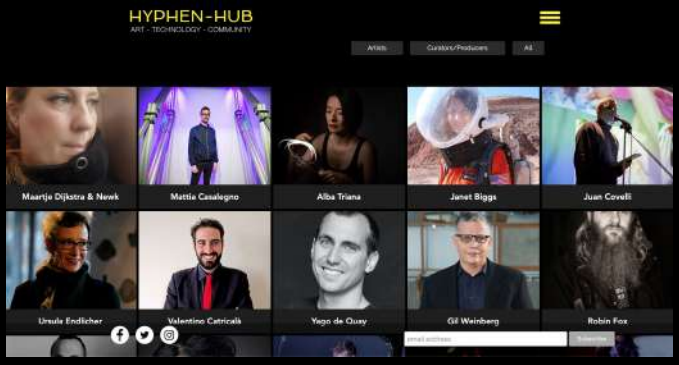
The user can select any project to see more information about it on a pop up tooltip.



Administration backend for the map visualzation app.

HYPHEN-HUB WEBSITE

Hyphen Hub's web portal was developed in 2017 by Atractor Estudio with the purpose of organizing information about the organization's events and community of artists. The website is organized into several sections: experiences, which refers to the events held in chronological line, community, where you can filter artists, cultural producers and curators, and electronic postcards, where there is news and a general blog of content related to the work of the organization.



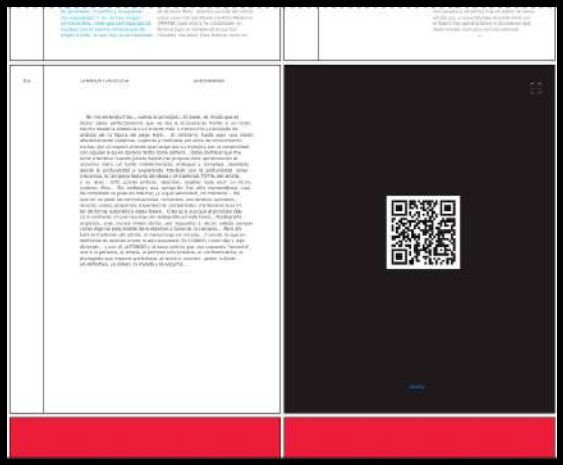
click para abrir pagina >>>

Technical development and assistance for the artist Jose Alejandro Restrepo

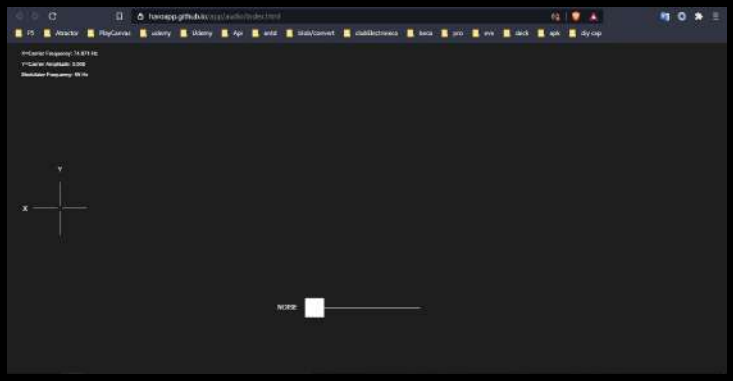
- Exhibitions from 2013 to 2021

LIBRO INTERACTIVO JORGE HARO APLICACIONES WEB

Atractor Estudio was commissioned to develop four web applications for a book published in 2020 by artist Jorge Haro, which were accessed using QR codes. Audio, Visual, Windows and Haikus were the themes of the four applications, each with unique specifications and user interfaces that run smoothly on the web, completely cross-plataform and responsive.

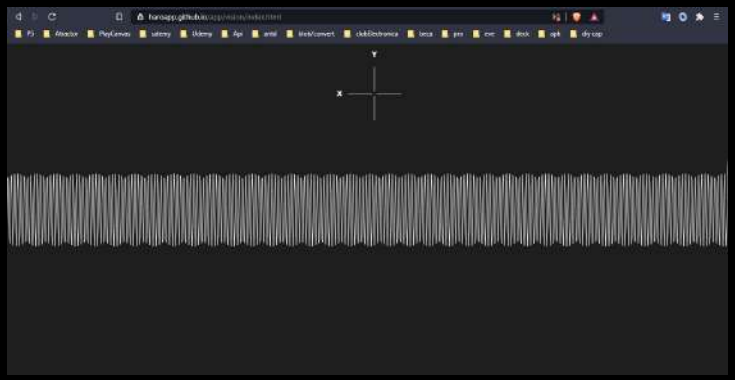


Each chapter of the book was about a specific aspect of sound. In every chapter title page we embedded a QR code which led to the respective application depending of the chapter.
Each application was fully developed on an artistic concept that was translated to an interactive user experience.



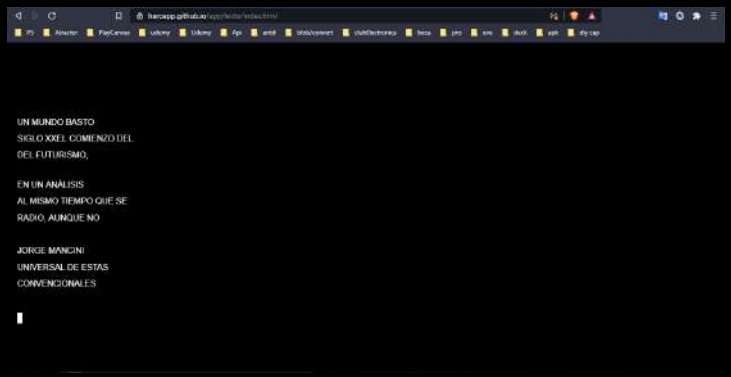
Sound app - This application is an online audio synthesizer that consists of two oscillators doing frequency modulation and a white noise oscillator where the user can contour the frequency and amplitude with the cursor and with a slider mix white noise into the output.

click to see web app >>>



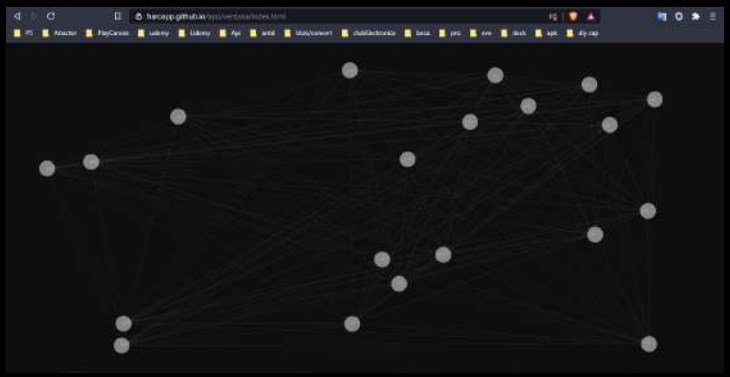
Vision app - This application is an online oscilloscope in which users can modify the frequency and amplitude of the displayed waveform with the cursor.

click to see web app >>>



Text app - This application is an online haiku generator that uses a database containing words from texts written by the artist Jorge Haro. Each time the user clicks on the window the application generates a new random poem that follows the writing laws of the traditional Japanese Haiku poems.

click to see web app >>>



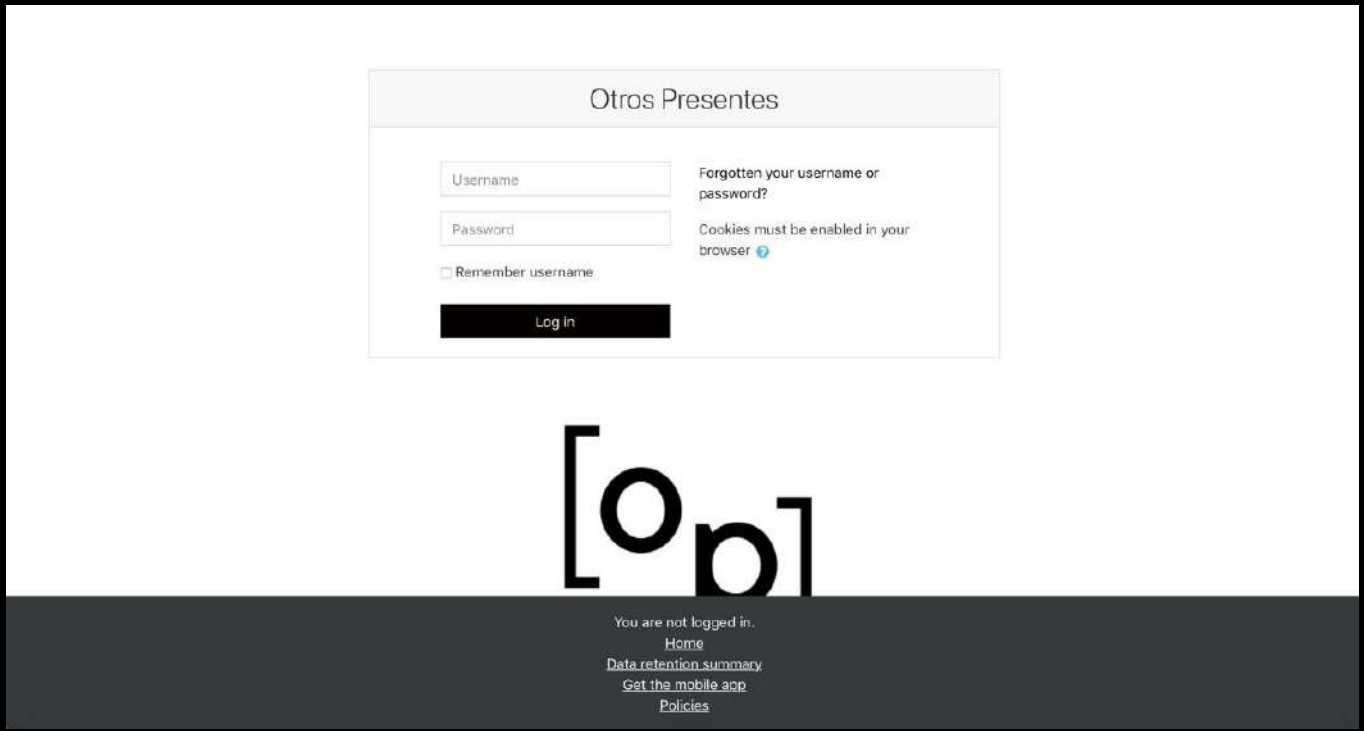
Window app - This web application consists of a visualization of dots and lines where each dot is a link to web pages related to Jorge Haro's work and the lines are correlations between them.

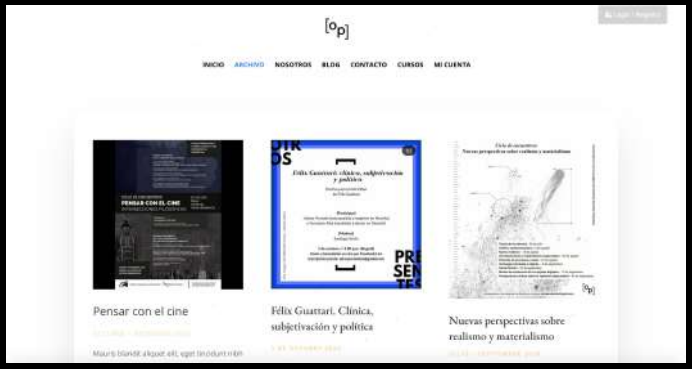
click to see web app >>>

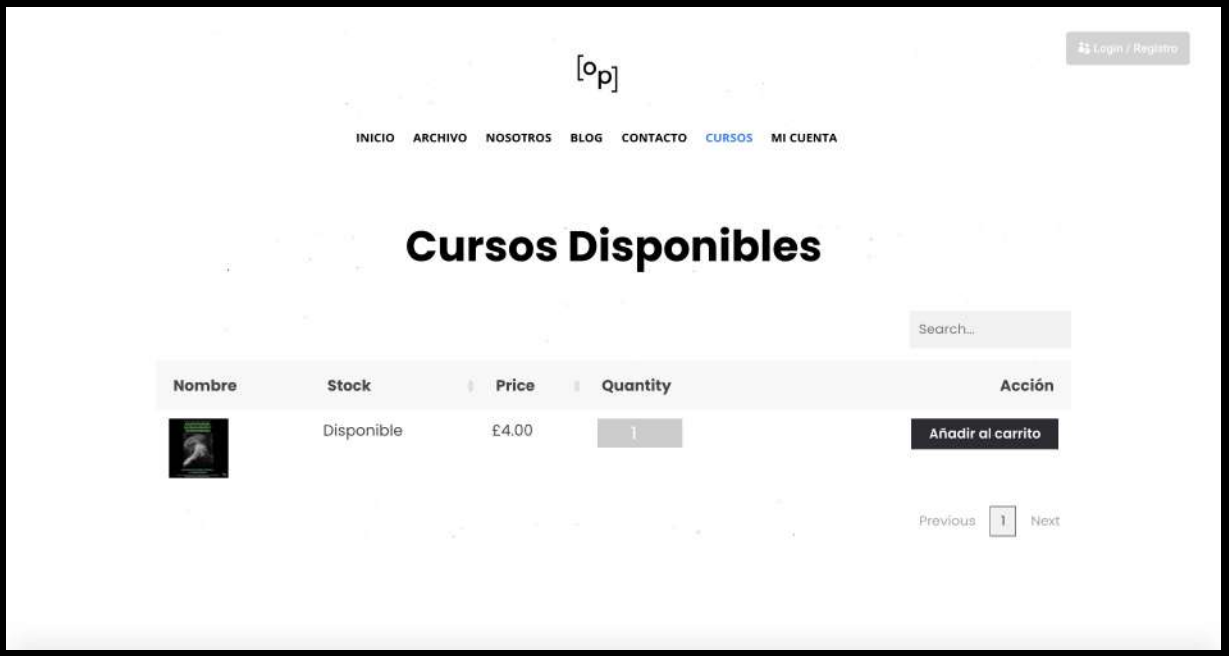
PORTAL EDUCATIVO DE OTROS PRESENTES

The Otros Presentes educational portal was designed by Atractor Estudio to have a basic information page and a course purchase catalog with a payment portal included. This portal includes a course management and administration platform (where you can create classes, upload documents, assignments, grade grades etc.) Made in Moodle and fully integrated to wordpress.

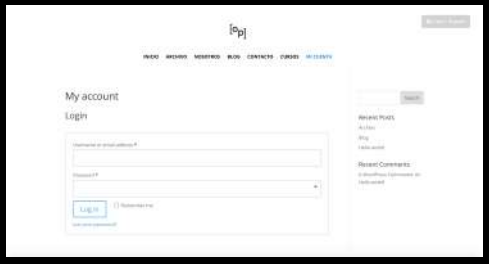
click to open web page >>>







The plaftorm is linked with Stripe (a payment method available across latinamerica and europe).



RPPG APP

The project is a WEB portal and a mobile app to provide medical professionals with tools for the collection, data analysis and prognosis of patients infected or suspected of COVID-19 and to follow up their evolution through an application that, through the use of Machine Learning algorithms and photoplethysmography will allow to monitor the vital signs of the user of the application. The prognosis, diagnosis and detection of patients infected with COVID-19 is based on breathing characteristics (Wang et al. 2020.https://arxiv.org/abs/2002.05534). Breathing pattern detection is achieved through facial cameras of the aforementioned devices and Risk Factor analysis algorithms and technologies(Chen et al.2019 https://arxiv.org/pdf/1909.03503.pdf).

Registro

SIGNO VITAL

RPPG APP

Exposicion

¿Ha tenido contacto con alguien sospechoso o confirmado de COVID-19?

¿Es trabajador de la salud en contacto con pacientes de COVID-19?

¿Es una persona en alta movilidad dada su ocupación (taxista, policía, cajero, domicilio)?

Continuar

¿Fiebre?

¿Dolor de garganta?

¿Dificultad respiratoria?

¿Congestión nasal?

¿Dolor de cabeza?

¿Pérdida del olfato?

¿Pérdida o disminución del gusto?

¿Dolor articular o muscular?

Continuar

Valoracion con video

Iniciar camara

Valoracion con video

Resultados

Pulso: 88.21 SpO2: 98.44

Caso sano sin sexo: Usted NO es considerado un caso probable de COVID-19, debe continuar acatando las medidas de distanciamiento social y uso de elementos de protección personal.

Terminar

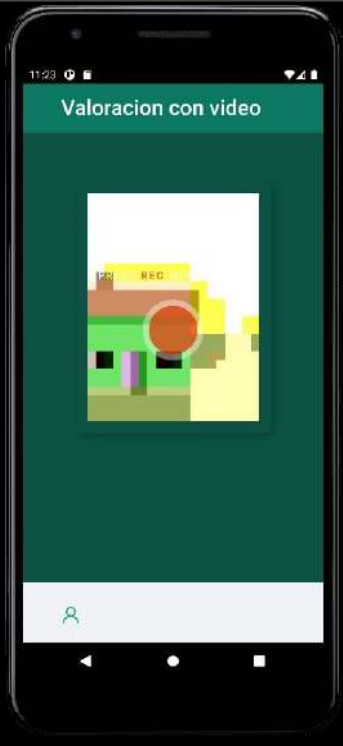
11:19
Registro
SIGNO VITAL
RPPG APP
Correo electrónico
Nombres y apellidos
Comenzar

11:23
Valoracion con video
Iniciar camara

11:23
Exposicion
¿Ha tenido contacto con alguien sospechoso o confirmado de COVID-19?
¿Es trabajador de la salud en contacto con pacientes de COVID-19?
¿Es una persona en alta movilidad dada su ocupación (taxista, policía, cajero, domicilio)?
Continuar

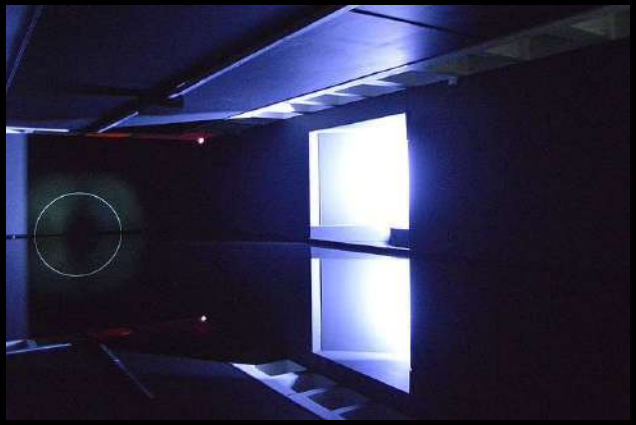
11:23
¿Dificultad respiratoria?
¿Congestión nasal?
¿Dolor de cabeza?
¿Pérdida del olfato?
¿Pérdida o disminución del gusto?
¿Dolor articular o muscular?
Continuar

11:23
Resultados
Pulso: 98.21 SpO2: 98.44
Caso sano sin nexo: Usted NO es considerado un caso probable de COVID-19, debe continuar acatando las medidas de distanciamiento social y uso de elementos de protección personal.
Terminar


11:23
Valoracion con video
REC

Its Beautiful Here!

Production, installation and technical and interactive development of the exhibition of the German artist Heiner Goebbels at the National University of Colombia.



Sound design and animations for the Memoria y Nacion room of the and Nation of the National Museum of Colombia.

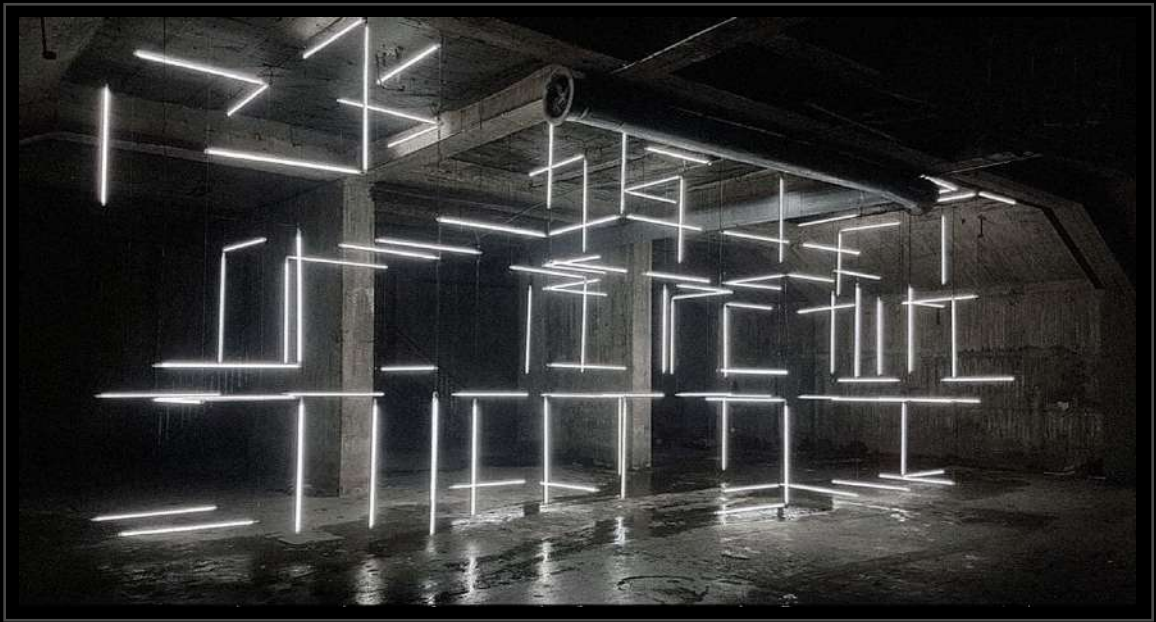
With Barbara Santos and Juan Orozco
Sala Memoria y Nacion - Museo Nacional 2015

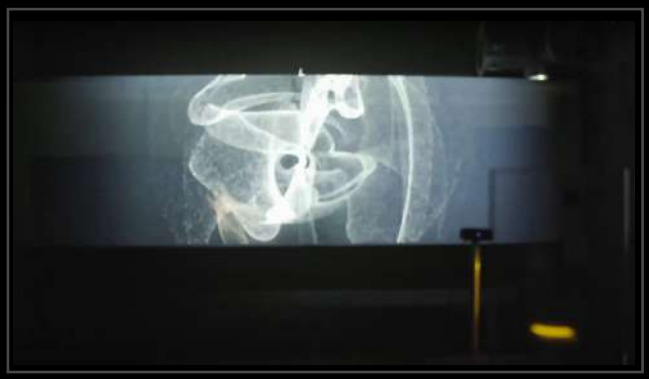
Atractor - Fabulas sobre el Caos

Conceptual and technical production of 8 installations at the monument to the heroes.

2018

click para ver video >>>





This exhibition alludes specifically to the movement of an ant, the dripping of water, the movement of strings, the oscillation of a pendulum and the fall of water from a waterfall, among others, proposing a dialogue through experience between algorithm and matter, between the physical and the computational, between the abstract and the concrete.

THE MIGRANTS (2019 - PRESENT)

Atractor Estudio video game production and concert tour.

click para ver video >>>

The Migrants is a video game based on a true story of bird migration in 2014. Specimens of Golden Warblers faced adverse conditions due to global warming that generated storms off the coast of Florida, their main destination. This caused the birds to alter their migratory routes, forcing them to explore an alternate path through Mexico and Central America to Colombia.

Los Migrantes is also a performance performance involving video games, body work, electromechanical prosthesis and sound art and design.

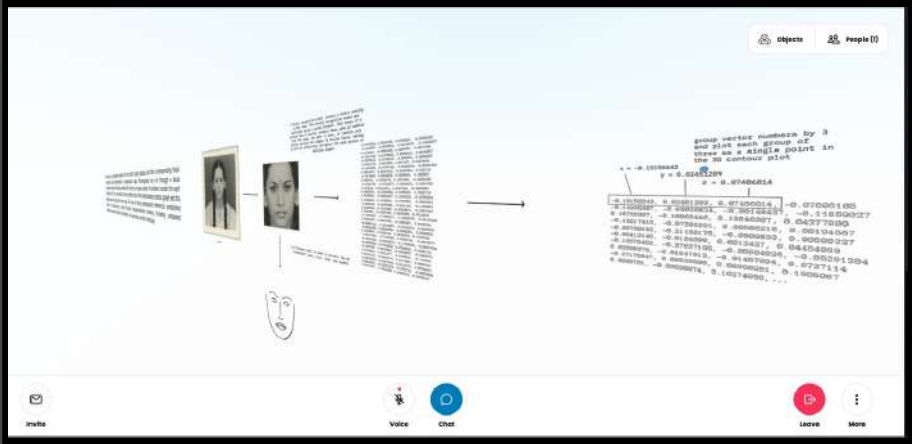
SUBVERSIVE POETICS (2021)

Virtual exhibition that was curated and produced by Atractor Estudio For UN Women and that was shown at the Equaliti forum in Ciudad de Mexico and Paris.

Entrance lobby and room selection room.

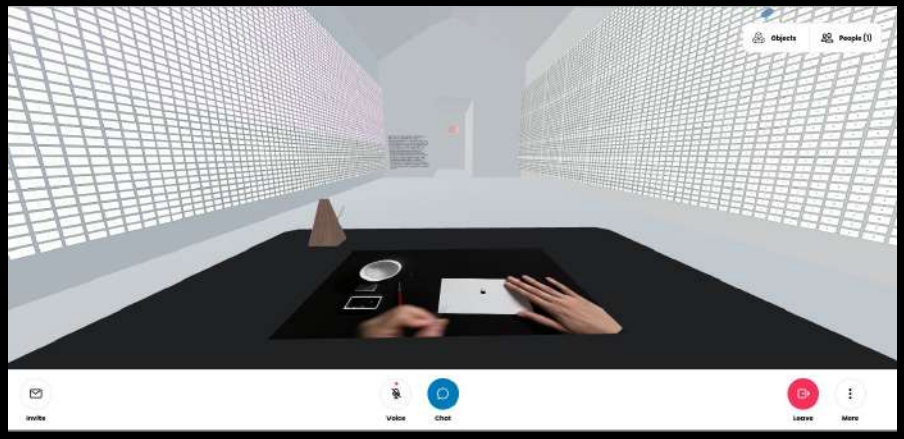
click to enter room >>>

In the midst of the digital revolution and the new global dynamics that characterize the last twenty years of the 21st century, women artists have taken on a fundamental voice. This curatorship addresses proposals by 8 women of special importance in the development of new media and contemporary digital arts. From reflections on the role of technology in the construction of identity, to the subversive use of technology for questioning and alternatives to contemporary problems, to the fictionalization of historical moments, this curatorship aims to present a frame of reference on the creation of new media and the use and disuse of new technologies.



AARATI AKAPEDI

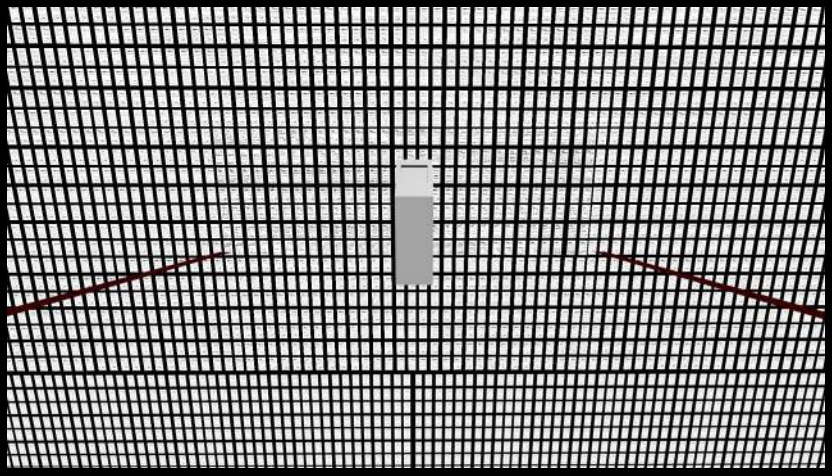
click to enter room >>>



AMOR MUNOZ

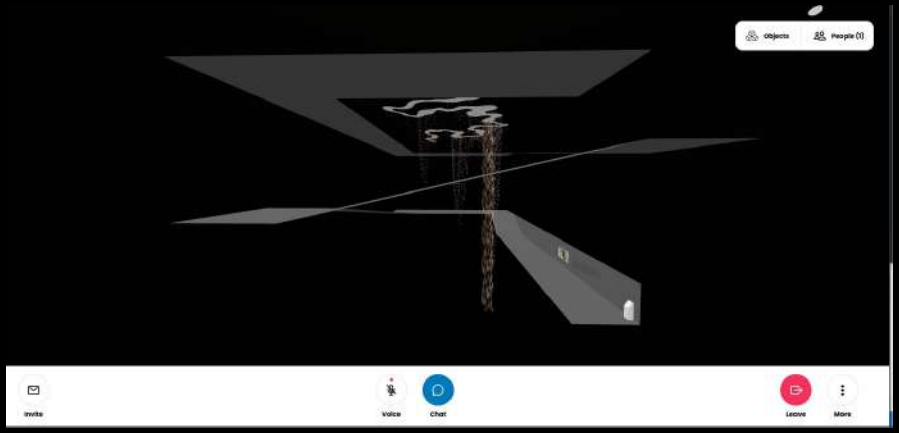
click to enter room >>>

Each piece was adapted to the virtual space, among the chosen pieces to adapt were physical large scale installations, performances, multichannel video installations, data visualizations and multichannel sound installations.



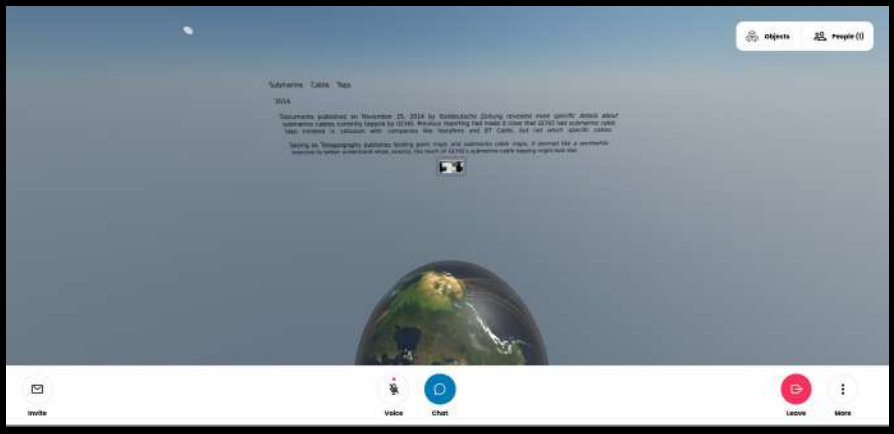
ANA MARIA MONTENEGRO

click to enter room >>>



ADRIEN SEAGAL

click to enter room >>>



INGRID BURRINGTON

click to enter room >>>

BARBARA SANTOS

click to enter room >>>

JANET BIGGS

click to enter room >>>

PATRICIA DOMINGUEZ

click to enter room >>>

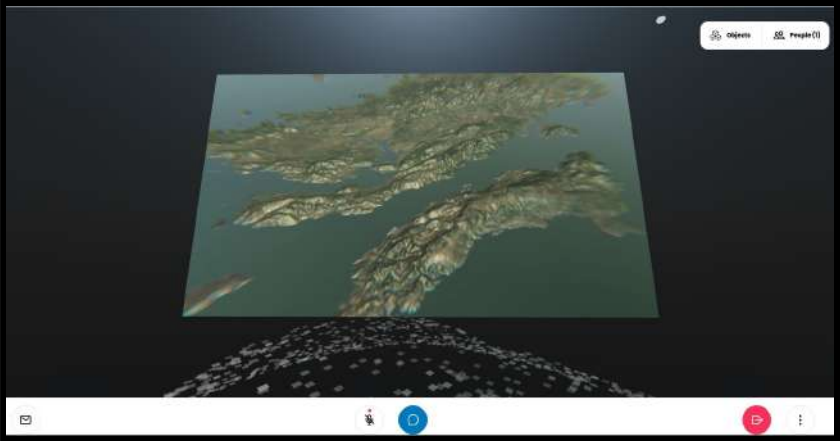
MIGRACIONES (2021)

Physical and virtual exhibition that was curated and produced by Atractor Estudio For Bienal Sur and the Modern Art Museum of Barranquilla.

Entrance lobby and room selection room.

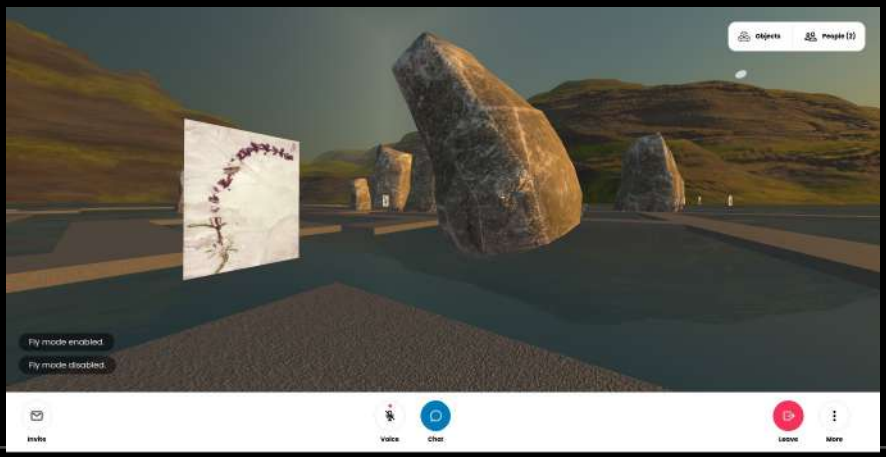
click to enter room >>>

Technology became the mediator of all discussions and spaces to bring society together around the artistic fabric. In this context, the following exercise was presented: to invite visual artists, photographers and visual artists to think of artistic proposals around migration that could be enhanced in virtuality. This exercise was mediated by Atractor Estudio.



KWA MINA

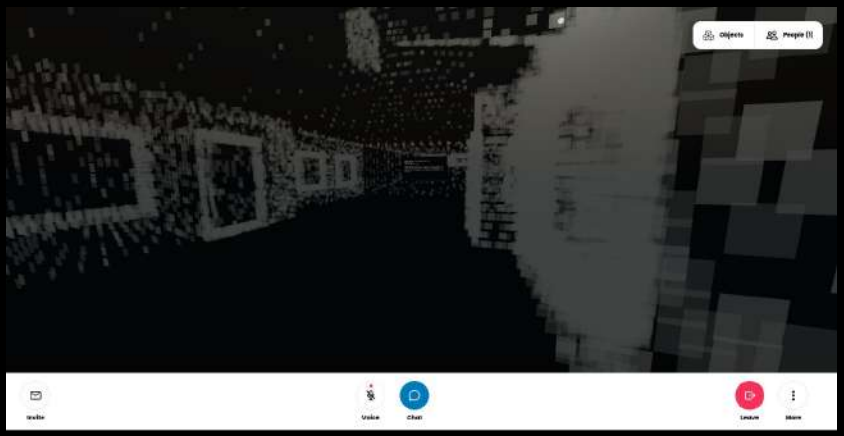
click to enter room >>>



CARLOS SAAVEDRA

click to enter room >>>

Each piece was adapted to the virtual space, among the chosen pieces to adapt were physical large scale installations, performances, multichannel video installations, data visualizations and multichannel sound installations.



CYNTHIA ESCORCIA

click to enter room >>>

FITO SEGRERA

click to enter room >>>

IMARIELA FULLANA

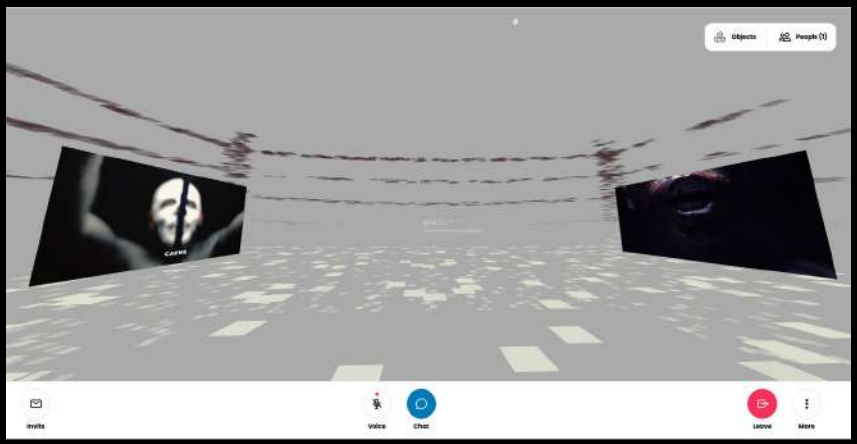
click to enter room >>>

MARIA ISABEL RUEDA

click to enter room >>>

RUBY RUMIE

click to enter room >>>



WALTER CASTRO

click to enter room >>>