

PRODUCT CATALOG 2017 - 2021

www.ATRCTOR.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

Inicio Mapa | Buscar

abejas acueducto agroecología agua **alimentación** animales antioxidante arroz bosque capacitación cocina solidaria colectivo comucocom conocimiento cultura de paz culturadepaz economía solidaria **ecoturismo** emprendimiento flores granja granja comucocom humedal insectos investigación liliana peña maderable **medicina** miel **miér** mujeres niños orgánico peces **personas** piscicultura **plantas** polen proceso **reconciliación** reforestación **salud** selva semillas tilapia turismo yuca **árboles**

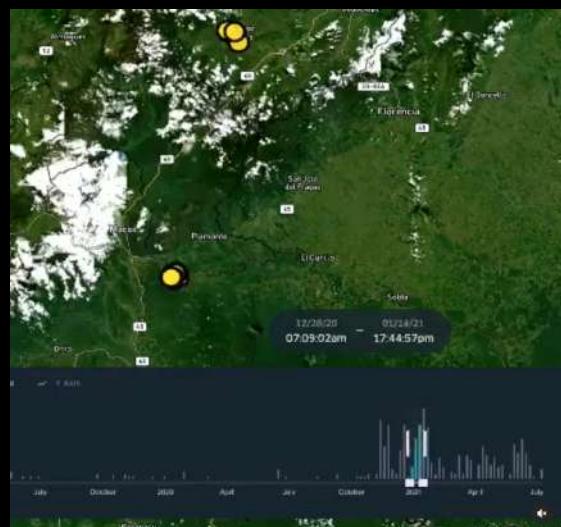
Elegir un participante: [Agroecología Arroz Ecoturismo Meliponas Perces Prueba Reconciliación y Paz Vivero](#)

Palabras clave seleccionadas: reconciliación, medicina, medicina tradicional, medicinal, alimentación, alimento, alimento legumbre, alimento y transformacion, alimentos, alimetros Limpieza selección

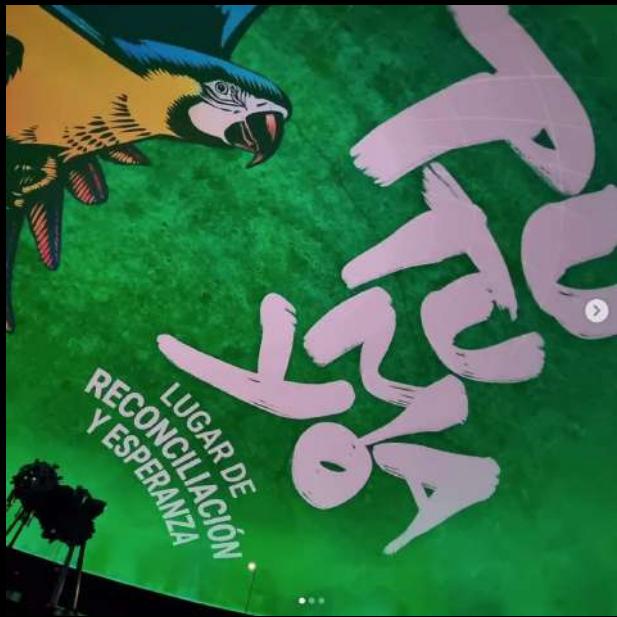
El mapa es una visualización de datos capturados mediante Ojovoz por mujeres de la comunidad en el Putumayo



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

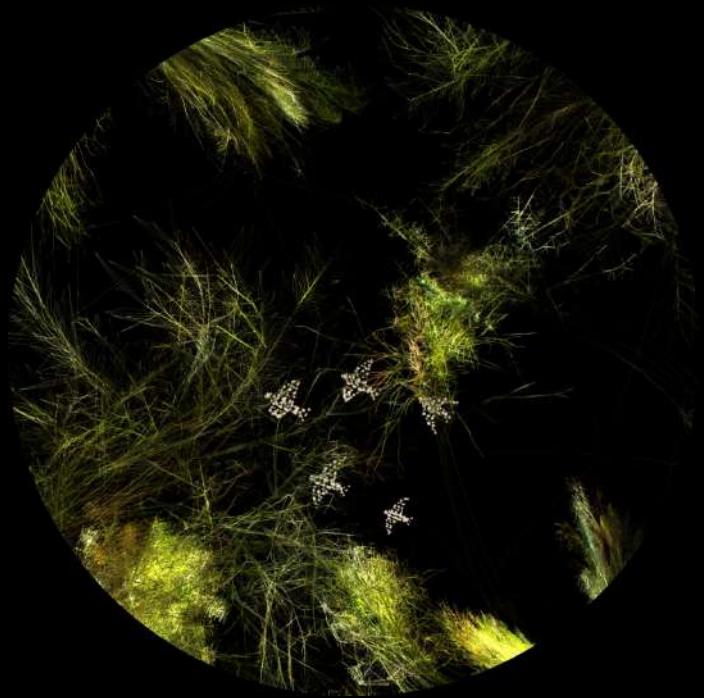


Los procesos de filtrado y la línea de tiempo permiten interactuar de muchas maneras con la data



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

Proyección Fulldome



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



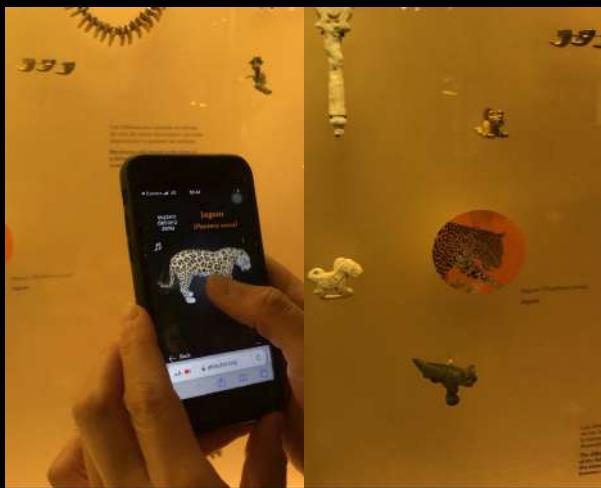
Estas salas, desarrolladas por Atractor, fueron hechas mediante la plataforma Mozilla Hubs

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 móvil, 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 indígenas 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 District, nos desempeñamos como productores de todo el contenido audiovisual, 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

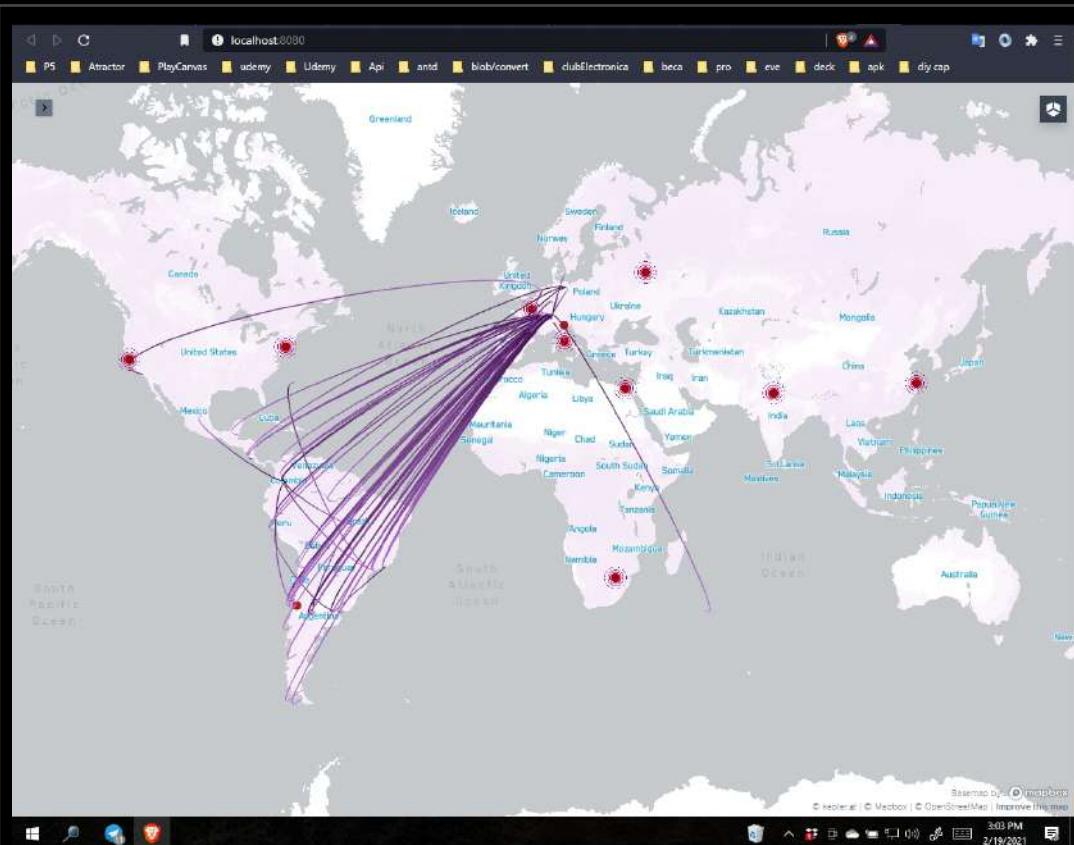


Uno de los salones del restaurante tiene varios objetos que despliegan animaciones, para dicho propósito creamos un web app para Journey

COINCIDENCIA MAP FOR DATA VISUALIZATION

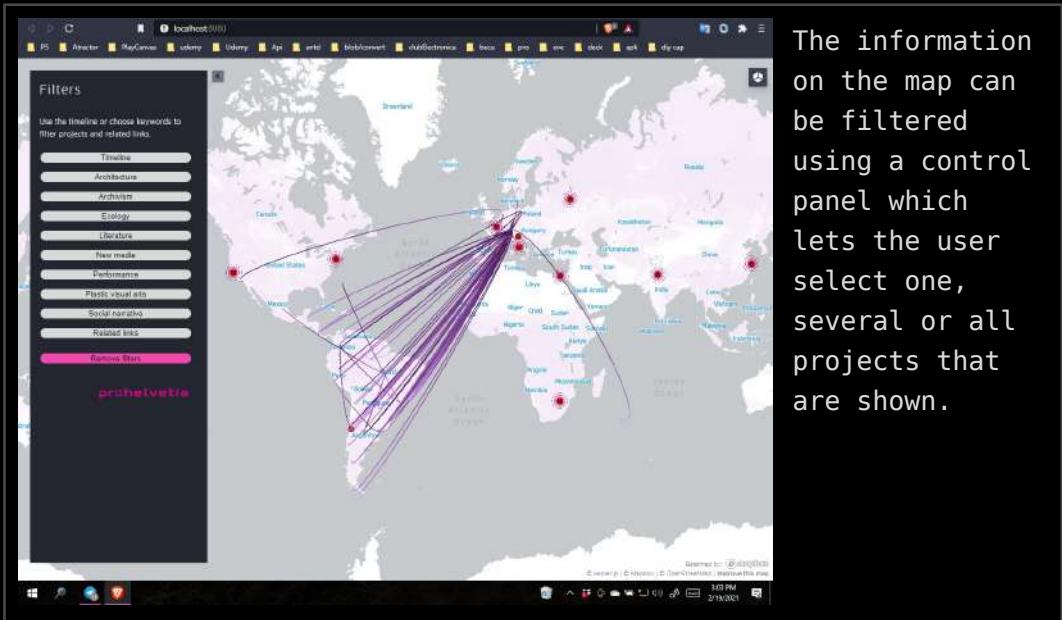
This project consists of a visualization portal developed for Pro Helvetia's Coincidencia project whose mission is to visualize more than 200 projects that were made in the 6 years that the program took place in Latin America.

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

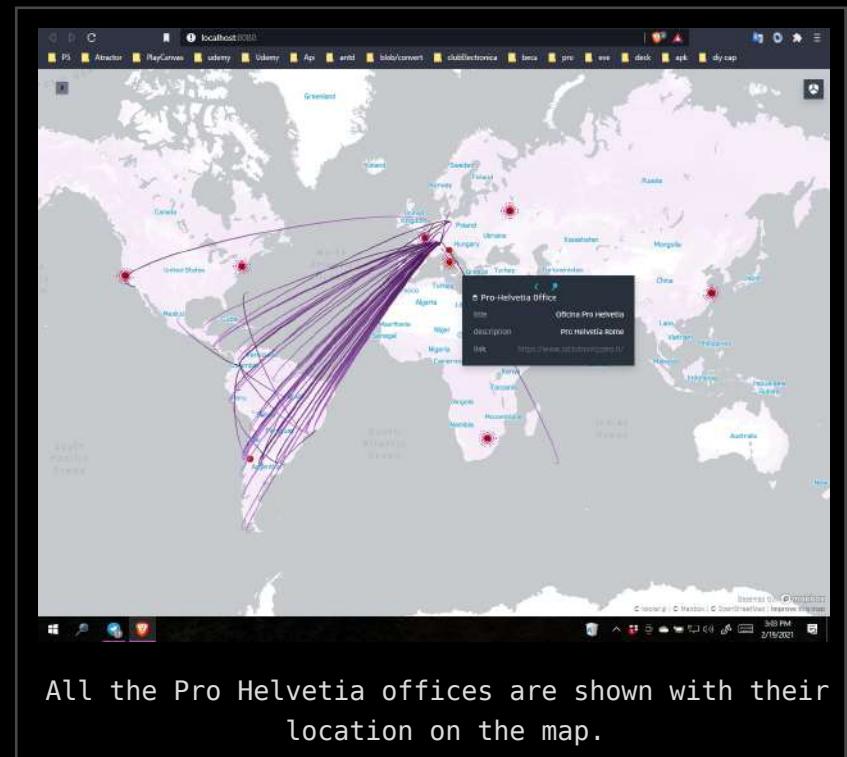


The map visualizes the trajectories of the projects from and to South America and Europe.

[click to see map >>>](#)

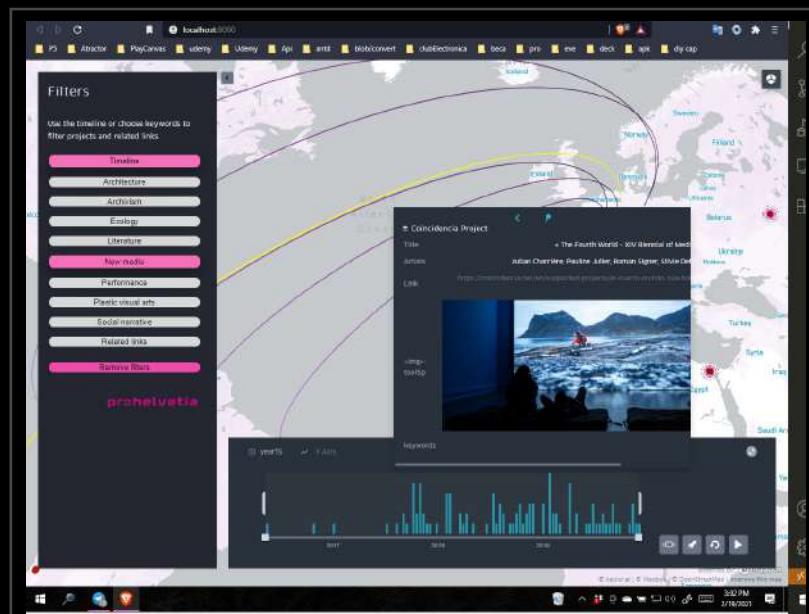
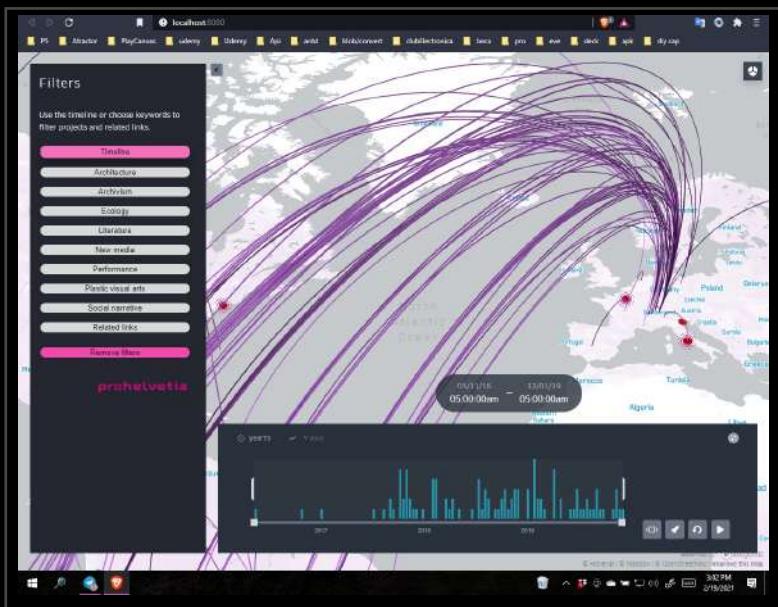


The information on the map can be filtered using a control panel which lets the user select one, several or all projects that are shown.



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

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



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

Project Map App Project Add Project Sign Out Edit Profile

Signed in successfully.

Project Name	Artists	Link	Places	Keywords	User Id
Proyecto Colombia	Juan Cortes				1
Test project	Alejandro Villegas	www.alejandrovillegas.com	Bogota, Lima, Quito	Social Narrative, Performance	1

New Project

Administration backend for the map visualization 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.

The image displays three screenshots of the Hyphen-Hub website:

- Top Left Screenshot:** Shows the homepage grid of artist profiles. Each profile includes a small portrait and the name of the artist: Maartje Dijkgraaf & Newk, Mattia Casalegno, Alba Triana, Janet Biggs, Juan Covié, Ursula Endlicher, Valentino Catrullo, Yago de Quadra, Gil Weinberg, and Robin Fox.
- Top Right Screenshot:** Shows a promotional page for "AEROBANQUETS RMX". It features the title in large blue letters, a central image of a dessert in a glass dish, and text indicating it's a virtual reality experience presented by James Beard Foundation in partnership with Hyphen-Hub and New Inc.
- Bottom Screenshot:** Shows a blog post titled "Salon: How The Light Gets In" dated July 18, 2019, overlaid on a background image of a hand holding a microphone. Below it is another blog post titled "Primitivo" dated May 17 - June 17, 2019, overlaid on a background image of a futuristic vehicle.

At the bottom right of the bottom screenshot, there is a call-to-action text: "click para abrir pagina >>>".

Technical development and assistance for the artist Jose Alejandro Restrepo



- Exhibitions from 2013 to 2021

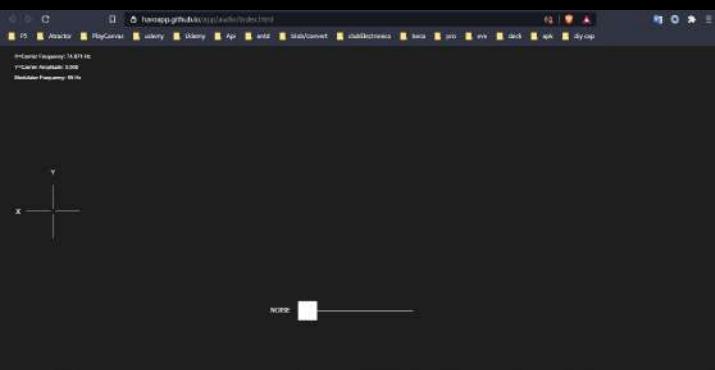


LIBRO INTERACTIVO JORGE HARO APLICACIONES WEB

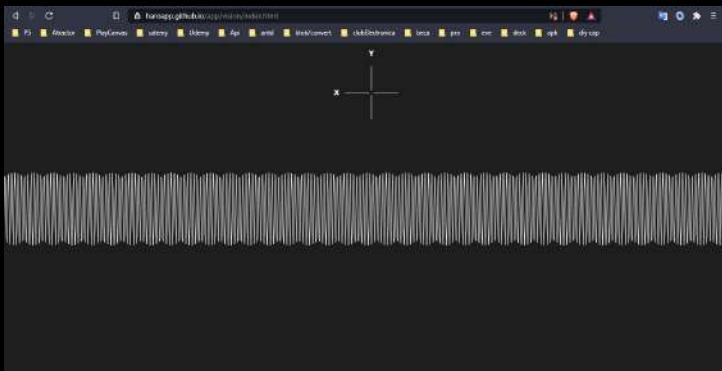
Atractor Estudio was commissioned to develop four web applications for a book published in 2020 by artist Jorge Haro, which were accessed using QR codes. Audio, Visual, Windows and Haikus were the themes of the four applications, each with unique specifications and user interfaces that run smoothly on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



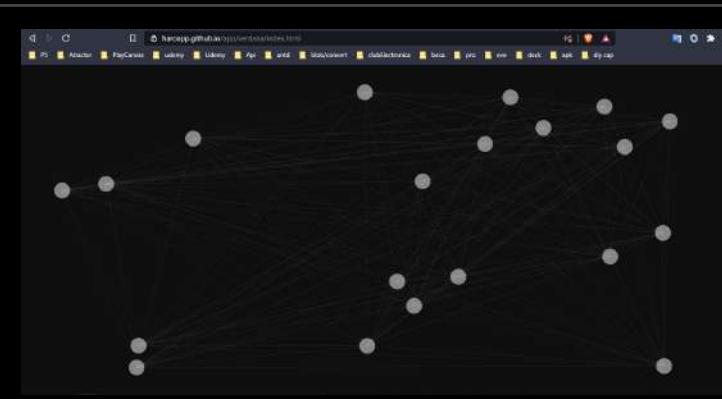
Vision app - This application is an online oscilloscope in which users can modify the frequency and amplitude of the displayed waveform with the cursor.

[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 screenshot shows a login form titled "Otros Presentes". It features two input fields: "Username" and "Password". Below the password field is a link "Forgotten your username or password?". Underneath the fields is a checkbox labeled "Remember username". At the bottom is a large black "Log in" button.



You are not logged in.

[Home](#)

[Data retention summary](#)

[Get the mobile app](#)

[Policies](#)

[op]

The screenshot shows the website's homepage with three course cards:

- Pensar con el cine**: A film festival card.
- Félix Guattari, Clínica, subjetividad y política**: A card about Félix Guattari's work.
- Nuevas perspectivas sobre realismo y materialismo**: A card about new perspectives on realism and materialism.

To the right is a screenshot of a Moodle course titled "Algoritmización, silicolonización y tecnodiversidad". The course navigation menu includes:

- AST
- Participantes
- Notas
- Competencias
- Grados
- Dashboard
- Site Home
- Calendario
- Private area
- Content bank
- Site administration
- Add to block

The course content includes:

- + Algoritmización, silicolonización y tecnodiversidad (Invitados: Federico Nieta, Diego Moreno, Santiago Arcila, Federica Martelli y Angie Berlino)
- + Programa del curso
- + Módulo 1: perspectivas ecológicas/tecnodiversidad
- + Lecturas Recomendadas
- + Ficha de la sesión

[op]

The screenshot shows the "Cursos Disponibles" (Available Courses) section. It lists a single course:

Nombre	Stock	Price	Quantity	Acción
	Disponible	£4.00	1	Añadir al carrito

Below the table are navigation links: Previous [] Next [].

To the right, a vertical sidebar contains the text:

The platform is linked with Stripe (a payment method available across latinamerican and europe).

[op]

[op]

The screenshot shows the "My account" section with fields for email, password, and remember me.

The "Otros Presentes" (Other Presents) section lists:

- Otros Presentes
- Algoritmización, silicolonización y tecnodiversidad
- Algoritmización, silicolonización y tecnodiversidad
- Algoritmización, silicolonización y tecnodiversidad

The "Available courses" section lists:

- Algoritmización, silicolonización y tecnodiversidad
- Algoritmización, silicolonización y tecnodiversidad
- Algoritmización, silicolonización y tecnodiversidad

Below these are sections for "Presentes" and "Available courses".

[op]

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

E-mail electrónico:

A nombre y apellido:

Continuar

Exposición

¿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 dentro su ocupación (trabajos, policía, oficinas, domicilio)?

●

Continuar

UVE

¿Fiebre?

●

¿Dolor de garganta?

●

¿Dificultad respiratoria?

●

¿Congestión nasal?

●

¿Dolor de cabeza?

●

¿Perdida del olfato?

●

¿Perdida o alteración del gusto?

●

¿Dolor articular o muscular?

●

Continuar

Valoración con video

Iniciar cámara

Valoración con video

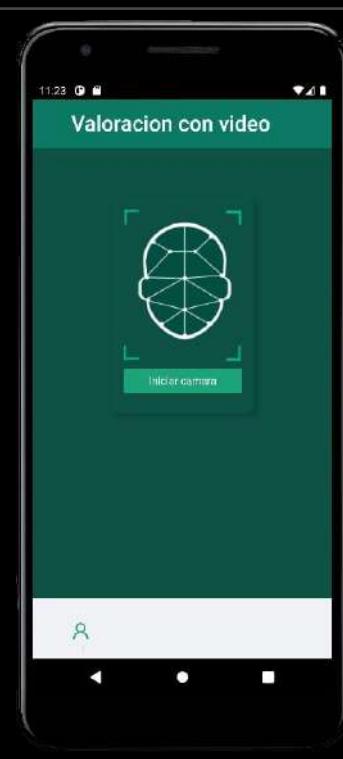


Resultados

Punto: 86.21 Siglo: 58.44

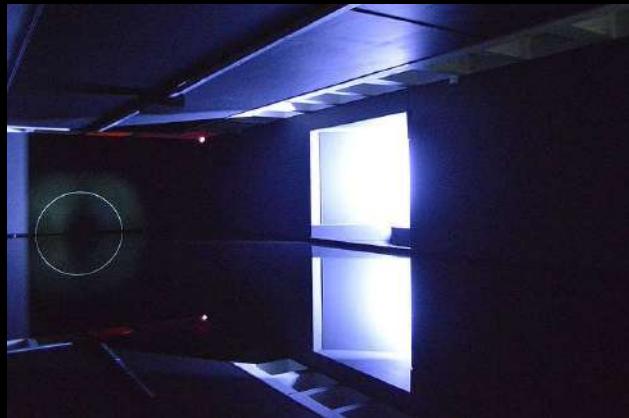
Caso san sin riesgo. Usted NO es considerado un caso probable de COVID-19. Debe continuar aplicando las medidas de distanciamiento social y uso de elementos de protección personal.

Terminar



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.



© UNAL

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

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





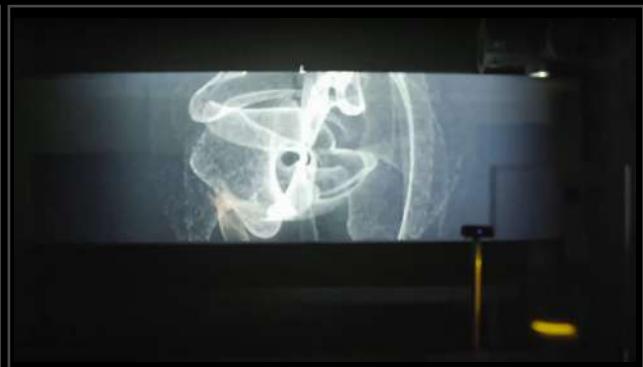
Atractor - Fabulas sobre el Caos

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

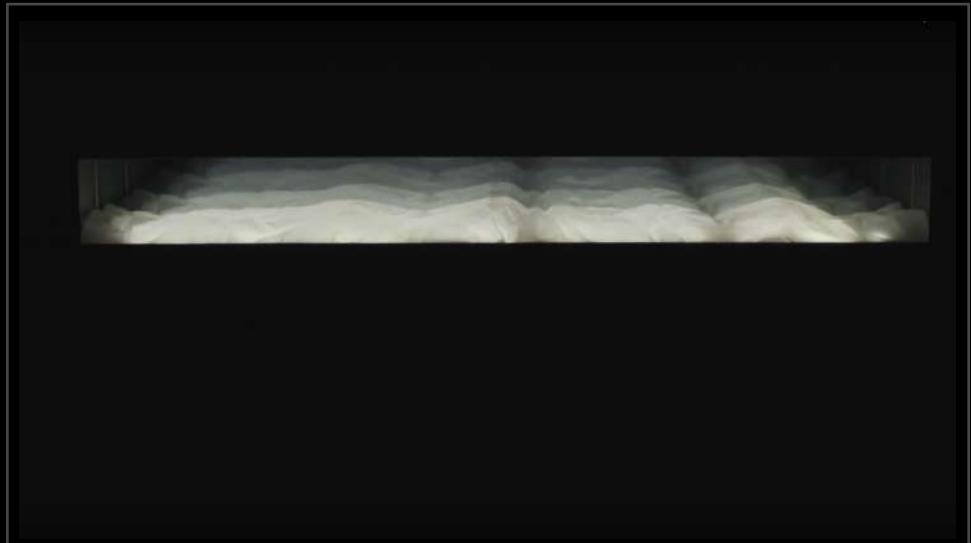
2018

[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.

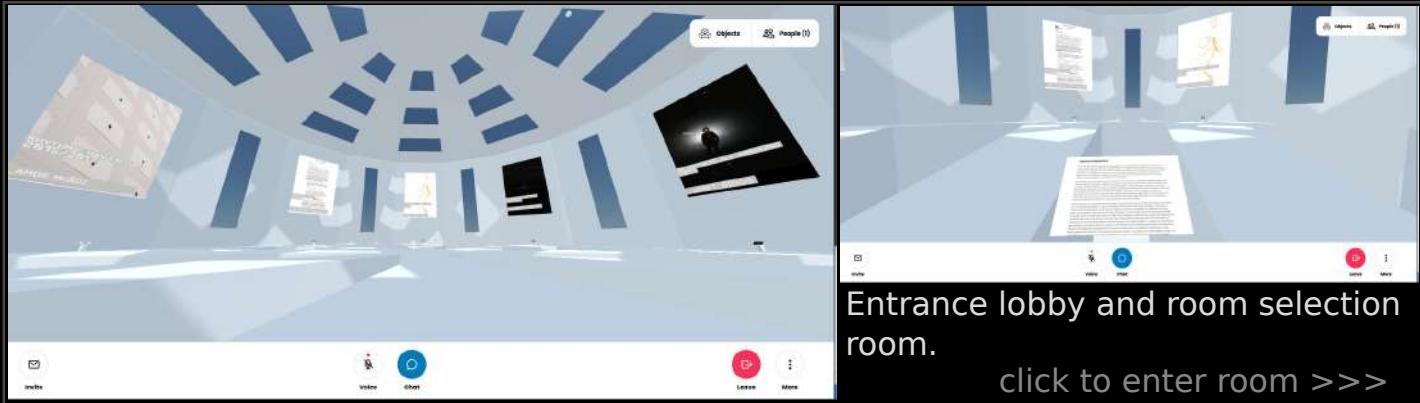




Los Migrantes is also a performance involving video games, body work, electromechanical prostheses and sound art and design.

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.



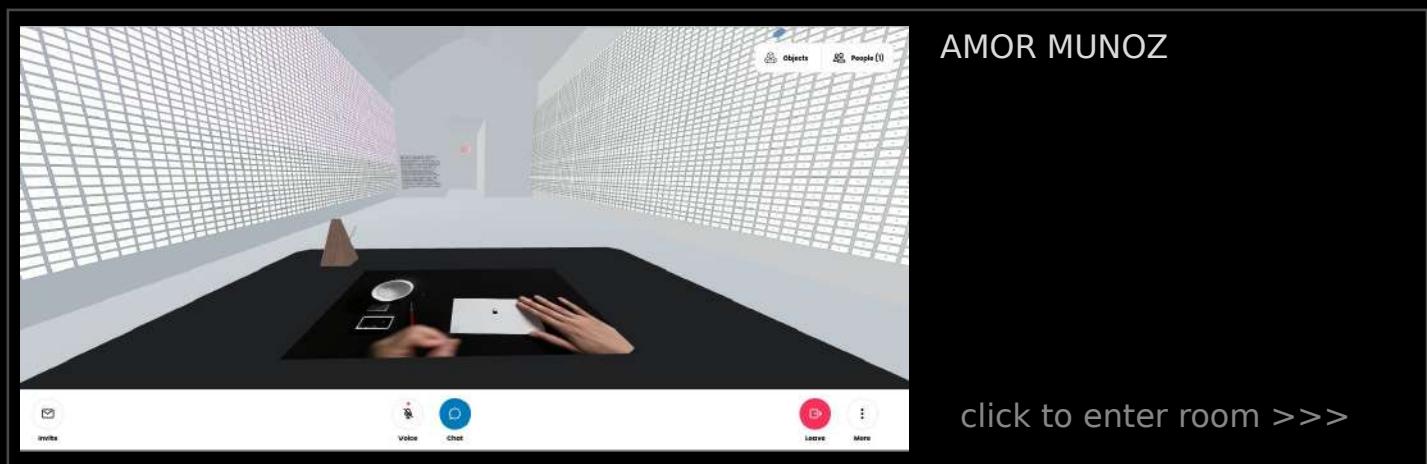
In the midst of the digital revolution and the new global dynamics that characterize the last twenty years of the 21st century, women artists have taken on a fundamental voice. This curatorship addresses proposals by 8 women of special importance in the development of new media and contemporary digital 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



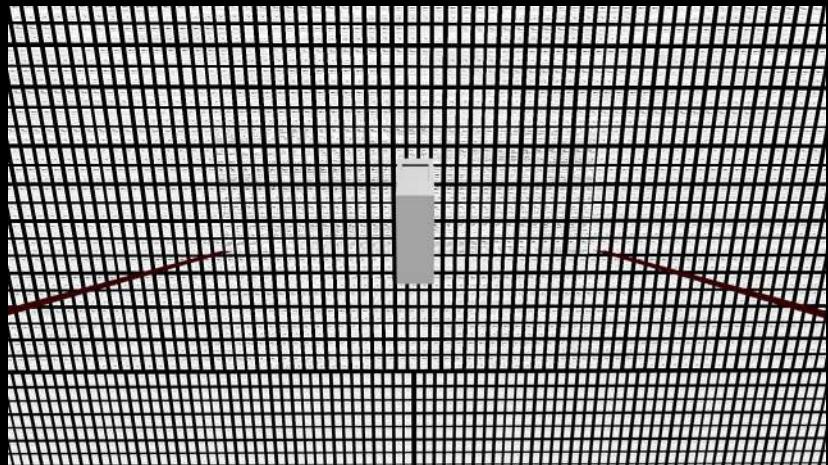
[click to enter room >>>](#)

AMOR MUÑOZ



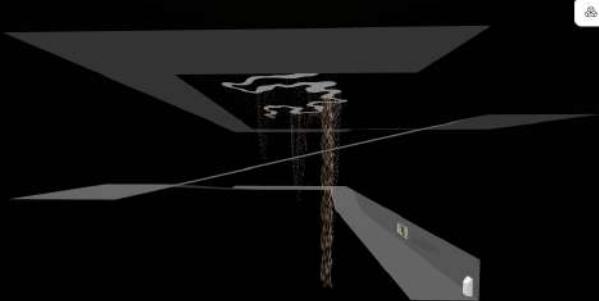
[click to enter room >>>](#)

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.



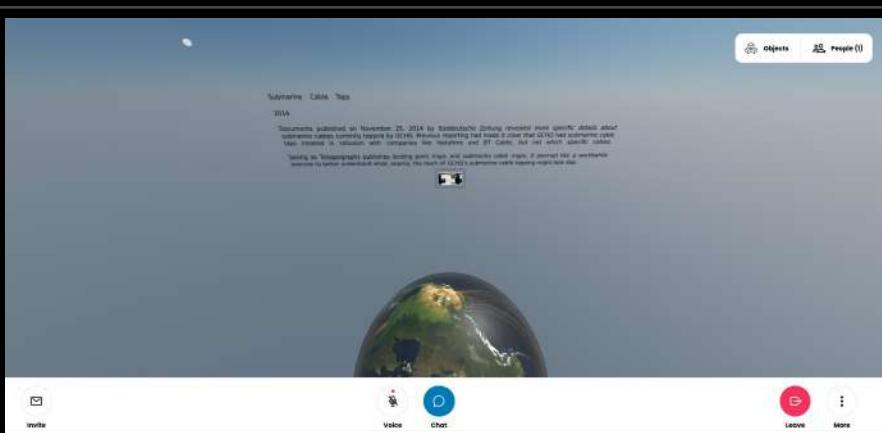
ANA MARIA MONTENEGRO

[click to enter room >>>](#)



ADRIEN SEAGAL

[click to enter room >>>](#)



INGRID BURRINGTON

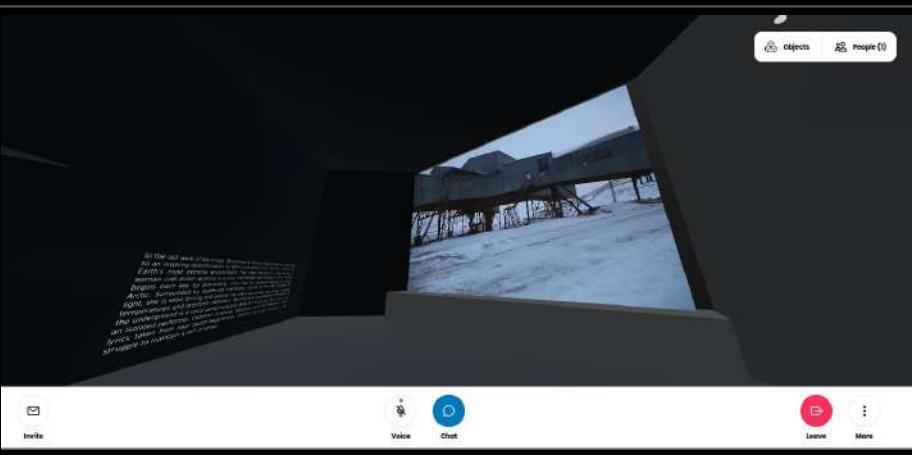
[click to enter room >>>](#)

BARBARA SANTOS



[click to enter room >>>](#)

JANET BIGGS



[click to enter room >>>](#)

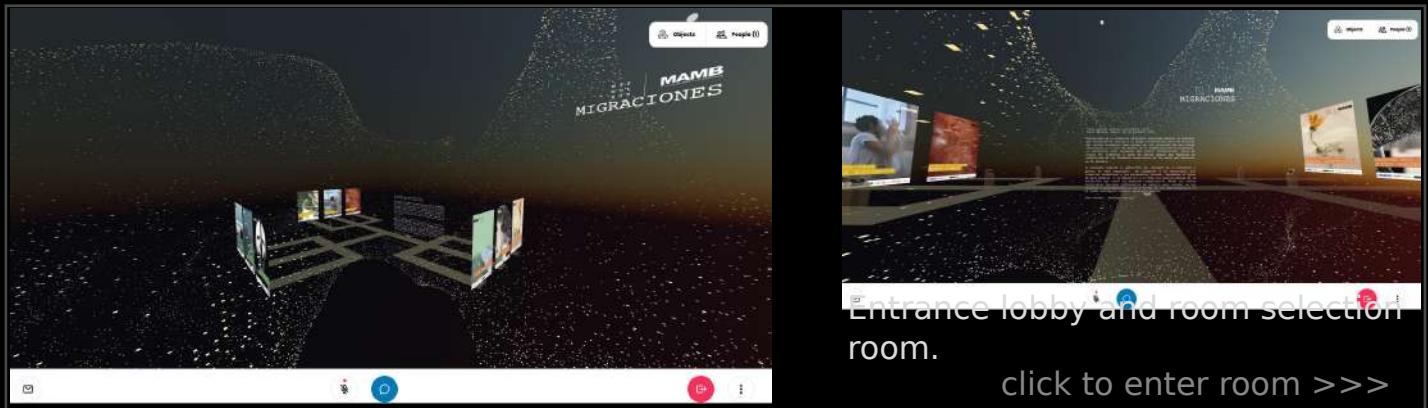
PATRICIA DOMINGUEZ



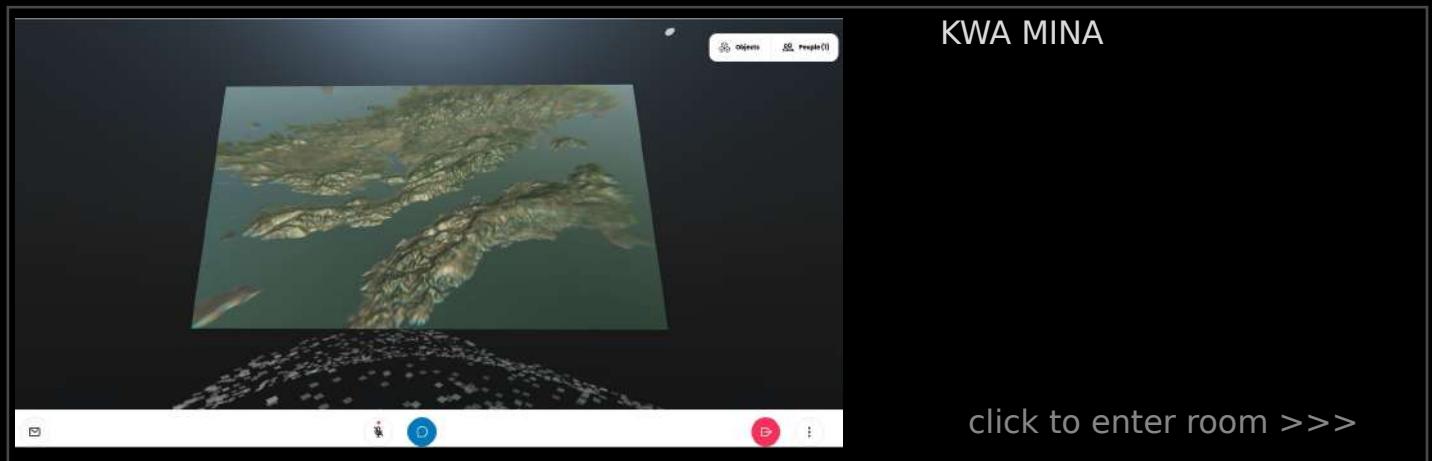
[click to enter room >>>](#)

MIGRACIONES (2021)

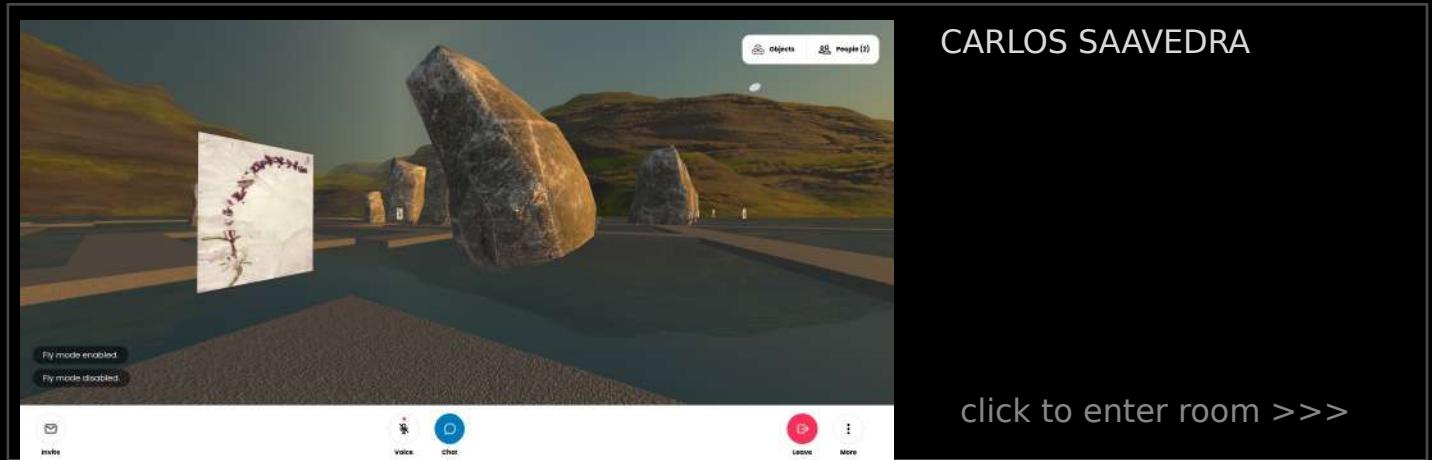
Physical and virtual exhibition that was curated and produced by Atractor Estudio For Bienal Sur and the Modern Art Museum of Barranquilla.



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.

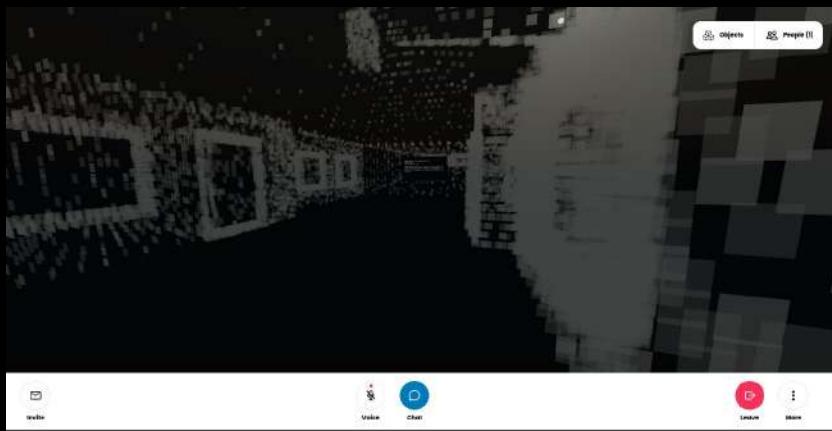


[click to enter room >>>](#)



[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 >>>](#)



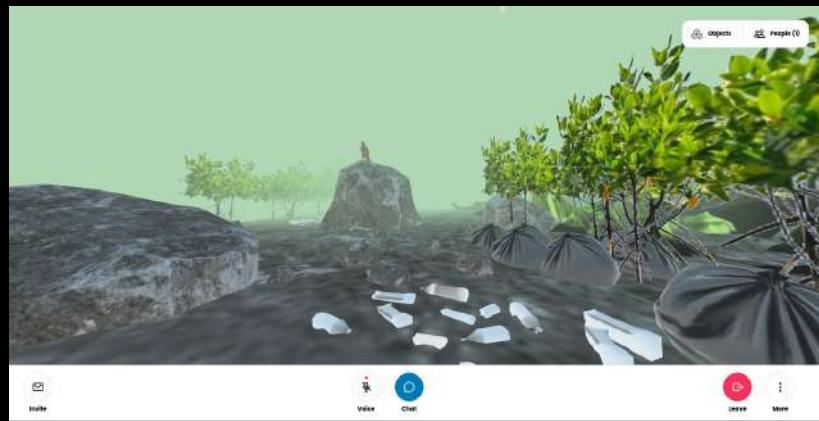
FITO SEGRERA

[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 >>>](#)