

I Know Where Bruce Lee Lives – The Ultrainteractive KungFu-Remixer

Created and designed by skop: Tim Büsing, Gundula Markeffsky, Peter Mühlfriedel
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This webart piece is nominated and selected for the following prizes and festivals :

Streaming Wor(l)ds 2003, Melbourne / Filmwinter – Expanded Media, Stuttgart
International MediaArt Prize 2002 SWR-Arte-ZKM / SONAR, Barcelona
talking pixels, New York / Reich und Berühmt, Berlin / Garage-G, Stralsund
FILE 2002, Sao Paulo / Viper International Video Award, Basel / Vileettes Numérique, Paris
Impakt, Utrecht / Berlinbeta Version 3.0, Berlin / D-Motion, Halle

1. Prize DesignTV Award www.designtv.de
1. Prize Berlinbeta-Flashaward www.flash-award.com
1. Prize Macromedia Academy, Category „Games“ www.flashfilmnacht.de

It was showcased in the following publications:

PAGE , Germany 11/2001, Wall Street Journal:Focus Europe 11/2001, Playboy, USA 02/2002,
Entertainment Weekly, USA 01/2002, Yahoo Internet Life, USA 06/2002, KungFu-Magazine, USA
04/2002, WWW-Magazine, Poland 04/2002, de-bug, Germany 07/2002, SONAR, Spain 06/2002,
Sonntagszeitung, Switzerland 10/2002, Welt am Sonntag, Germany 12/2002

„The Kick is the rhythm that users can create on the fly. Really grand!“
Holger Czukay, Founder of legendary Krautrock-Band CAN

“This is like deconstructing cinema.”
Chris Hales, Multimedia Artist and Author of “Jinxed” and “The Twelve Loveliest Things I Know”

Short Description

“I Know Where Bruce Lee Lives” is an audiovisual Onlineremixer using samples of BruceLee-movies. It portrays the legend of BruceLee, the invincible Asian warrior, who in his popularity has become a cultural icon. The piece utilizes different visual and accoustical elements of KungFu-movies and allows the user to playfully deconstruct the narratives and myths surrounding the MartialArts-legend Bruce Lee.



Different scenes of the KungFu-master and his film-opponents can be triggered, scratched and remixed via mouse and keyboard. Several music-tracks can be chosen as an audio-background while typographic animations support the frantic fight sequences. These animations are actual transcriptions of the various sounds into equivalent chinese characters.

The iconography of these characters fuses with the crude charm of MartialArts-movies and their dodgy gangstertalk-dialogues.

Users can interact thereby with movie-elements in an experimental way, become a Flash-movie director and create their own KungFu-Clip!

The Design Process

Creating a webartpiece with Hongkong's culture in mind triggered a quick response: we wanted to portray a cultural icon that all Westerners know, Bruce Lee. After some research into the topic it became clear that we had to create something very interactive, something that would draw users into this realm of heavy physical action, massive 70ies soundtracks and bizarrely dubbed dialogues, all that displayed in cheap video quality.

Finding VHS copies of original BruceLee-movies was a feat, hardly a videoplace was able to conserve any, having been watched for so many times over the years had proved too much for the material. Finally, we were successful at "Hardy's Videothek" in our favorite part of town "Wedding", we grabbed sequences with an old TV-Card, adding digital glitches to the dodgy original quality. All sequences were converted to pict, masked and put together in Flash again. A very laborious process in which lots of loops were discarded. The sound aspect was treated in similar ways, mixing, rearranging and adding of other sound sources to make the action more drastic or comprehensible.

Finally, all major sounds were handed over to a chinese linguistical professor who was able to send us the equivalents of sound bits in chinese characters which we transformed graphically and incorporated into our work.

This remixer is more a take on the mediaview on Bruce Lee than anything else, it is of course not an accurate description of Bruce Lee's philosophy nor an insight into the chinese soul.



Interface

The remixer features a central stage and an array of buttons which – when pressed via the mouse or the keyboard - control the action. Four different music tracks can be selected as background sounds: "Suspense", "Mystery", "Fight" and "Victory" are taken from original Soundtracks depicting typical moods of MartialArts-movies

A sequencer allows users to record, playback and even loop any mix they created. Buttons like "Record", "Stop" and "Play" function similar to a HiFi-recorder. The "Overdub"-function lets them trigger additional elements while playing back a KungFu-remix. Skop is currently working on a database to offer a storage opportunity and to give users the chance of experiencing other people's creations.



Technical Requirements:

PC/Macintosh Computer
Pentium/G3-Processor with at least 333 MHz Clockspeed
IE / Netscape Version 4 and up
Flash5-Plugin
Soundcard and speakers

Biographies of the makers:

Peter Muehlriedel

- 1964 born in Freiberg, East Germany
 - apprenticeship as metal type setter
 - 1993 - 1999 studies Visual Communication at Hochschule der Kuenste, Berlin
 - 1996 - 1997 BA in Graphic Design at the California Institute of the Arts
 - 1999 finds »skop«, studio for experimental design projects
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Tim Buesing

- 1971 born in Hamburg, West Germany
 - 1993 – 1998 studies Social & Business Communication at Hochschule der Kuenste, Berlin
 - 1997 – 1998 studies New Media Design at University of Industrial Arts Helsinki, Finland
 - 1998 - 1999 works as Art Director at iXL, international Multimedia-Agency
 - 2000 joins »skop«, studio for experimental design projects
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skop exhibitions/festivals:

- 1999 »NetCondition« ZKM, Karlsruhe, Germany
 - 2000 »transmediale« Media Art Festival, Berlin
 - 2000 »(d)vision« Vienna, Austria
 - 2000 »re_present! Berlin« at »SONAR oo« Festival, Barcelona, Spain
 - 2000 »ars electronica« new media festival, Linz, Austria
 - 2000 »festival of vision«, Haus der Kulturen der Welt, Berlin
 - 2001 »Berlinbeta 3.0«, media and culture festival, Berlin
 - 2001 »d-motion« media festival, Halle, Germany
 - 2002 »Reich und Beruehmt« drama festival, Berlin, Germany
 - 2002 »Sonarama« at »SONAR 02« media festival, Barcelona, Spain
 - 2002 »Playground« at »GARAGE 02« Festival, Stralsund, Germany
 - 2002 »FILE 2002« media festival Sao Paolo, Brazil
 - 2002 »Sonic Processes« Centre Pompidou, Paris, France
 - 2002 »Impakt 02« Festival, Utrecht, Netherlands
 - 2002 »Vilettes Numérique«, Grande Halle de la Villette, Paris, France
 - 2003 »Filmwinter« Festival for Expanded Media, Stuttgart, Germany
 - 2003 »Streaming Wor(l)ds« Melbourne, Australia
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skop prizes:

- 1999 Mecon New Talent Award, Cologne, Germany
- 2000 »ars electronica« honorable mention, Linz, Austria
- 2001 1st place, Berlinbeta-Flashward
- 2002 1st place, DesignTV-Award
- 2002 1st place, „Games“ and "Best Interactivity", Macromedia Academy
- 2002 nominated for International Media Art Award SWR-Arte-ZKM