Douglas Bagnall

- Artist and programmer
- Currently working for FLOSS Manuals

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- I live 2.5 km south of here



Relevant projects

- 2004 Filmmaking Robot.
- 2006 Mimetic Television
- 2007 Te Tuhi Video Game Machine
- 2010 Untitled [self generating video, due June]

- Mostly machines that learn to generate video
- For the art world.



Recent activity

None

- Well, procrastination, child care, fiddly paid tasks
- Toying with video ideas



Challenges

 I am mostly here to learn what is going on and see where I can help

- I suspect could make better use of existing code (e.g. for motion vectors)
- I am interested in finding new approaches to video analysis and processing