SHAMAN

We are a software **development company, specialized** in web and mobile apps, videogames, new media art, and **hardware prototyping.**

SIMPLE
CREATIVE
SMART
MODERN
TECH SAVVY
FAST
EFFICIENT

STUDIO.

We are a software development studio based in Montevideo, Uruguay.
We are commited to making top notch applications for our clients through an excellent team of specialized professionals and agile development processes.

We offer consultory services, IT Partnerships, and tailored software and hardware development.

We are experts in making interactive applications, computer graphics, and interaction design.

This is our technology stack:

.NET C#

C++

OpenFrameworks

Unity3D

Web HTML5, Django, CSS, Javascript

PORTFOLIO.

Shaman has participated in the development of applications
for these selected projects.

VODAFONE

On this project we worked on providing all the applications used in an exhibition facility called Bussines Experience Center, aimed at high excecutives from Vodafone's clients.

We created two Android apps, one used by the tour guide enables him or her to control every aspect of the museum's tour (start and end scenes, lighting, control projections, etc), and the one used by the attendees that allows them to take notes, photos, make drawings and share them with each other and on social networks, or publish them on a brainstorming application that we developed.

We have also provided applications for doing videomapping, video projector blending, 3D immersive projections, and multichannel sound player with video synchronization, plus several Arduino based electronics to control various domotic requirements throughout the facility.

Technologies: Unity3d | OpenFrameworks | .NET C#


Setup
Áreas
A01
A02
A03
A04
A05
A07
Default
Participantes
Alberto Gandolfi
Julio Albornoz
Alberto Bruno
Ver acciones avanzadas


Centro de control
A03
A04
E05
E07
E08
Alberto Gandolfi
Julio Albornoz
Alberto Bruno

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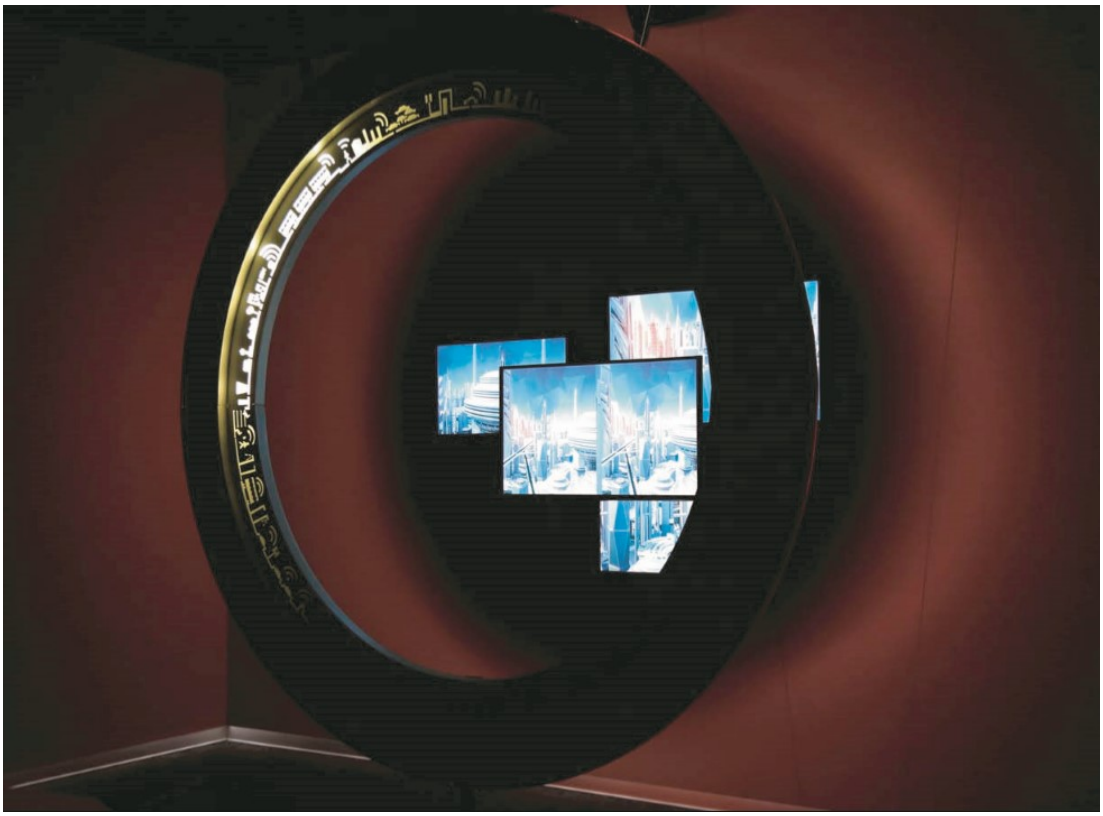


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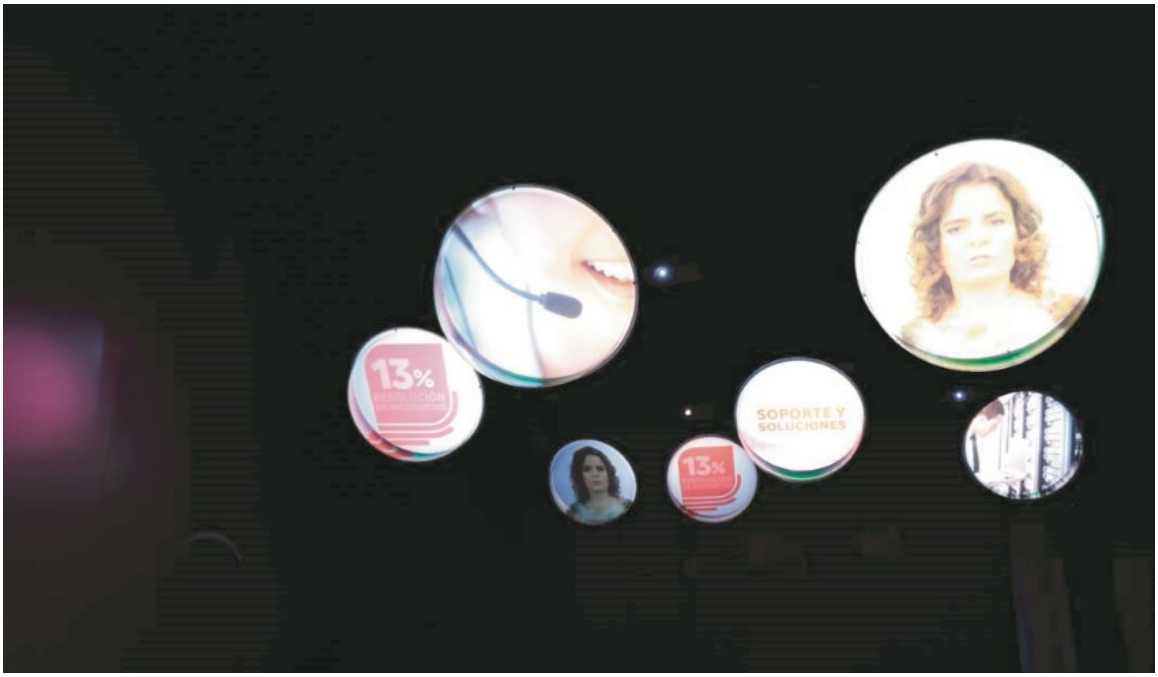
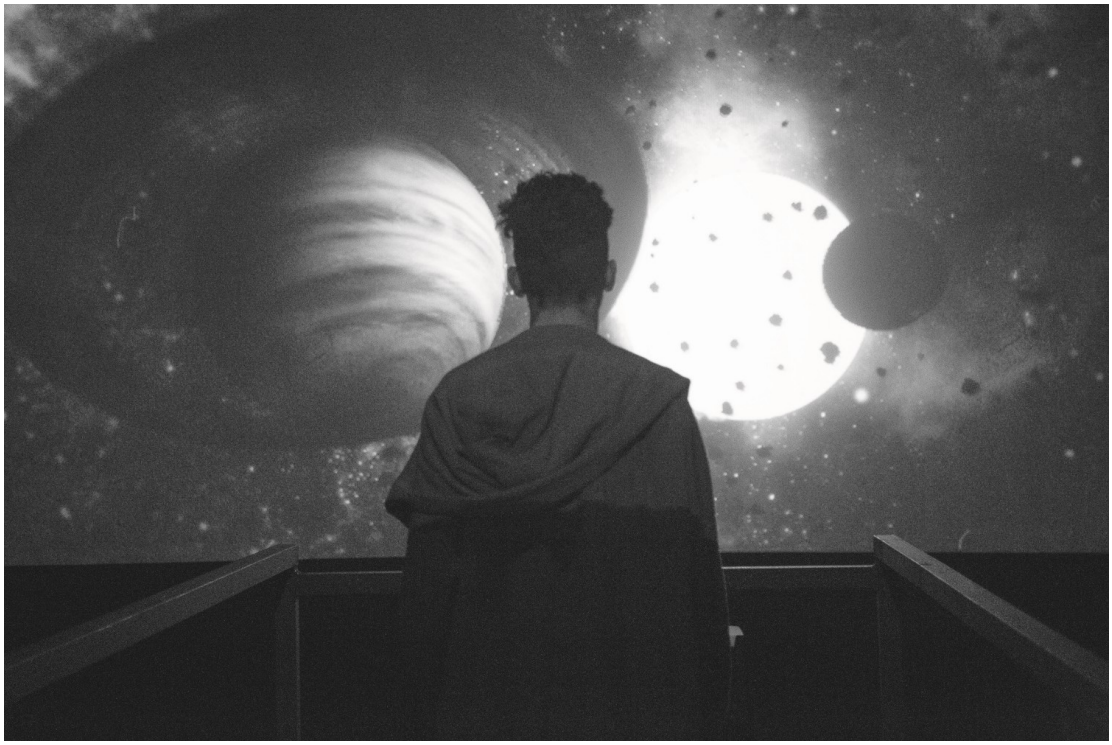


INFINITO

"Infinito" is an art piece by Juan Pablo Colasso where spatial dimensions are made explicit through the spectator's interaction.

For this art exhibit we were in charge of directing and coding the user interaction system with the help of Agustín Colasso, and we were joined a great team of artists, modelers, and sound engineers. The system was created using OpenFrameworks to process the input of three PSEye cameras, and all image acquisition was made using infrared lighting and proper filtering. We also used Unity3D to process the user tracking data, control the camera movements, render the final projection, and to send some object information to an audio-synthesizing application developed in Max.

Technologies: OpenFrameworks PSEye Unity3D



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SIMON

Taking advantage of a multicolored glass wall located in the collaborative space "SinergiaTech", Simon is an augmented game where users collaborate and compete between each other to get to the highest number of sequences played. We've created a Unity3D mobile app for tablets that the players use to play the game by touching the colored buttons, and it connects to a server made using OpenFrameworks, which generates the sequences to be played and lights up the different colors of the glass wall to demostrate the sequence and based on player input.

Technologies: OpenFrameworks Unity3D

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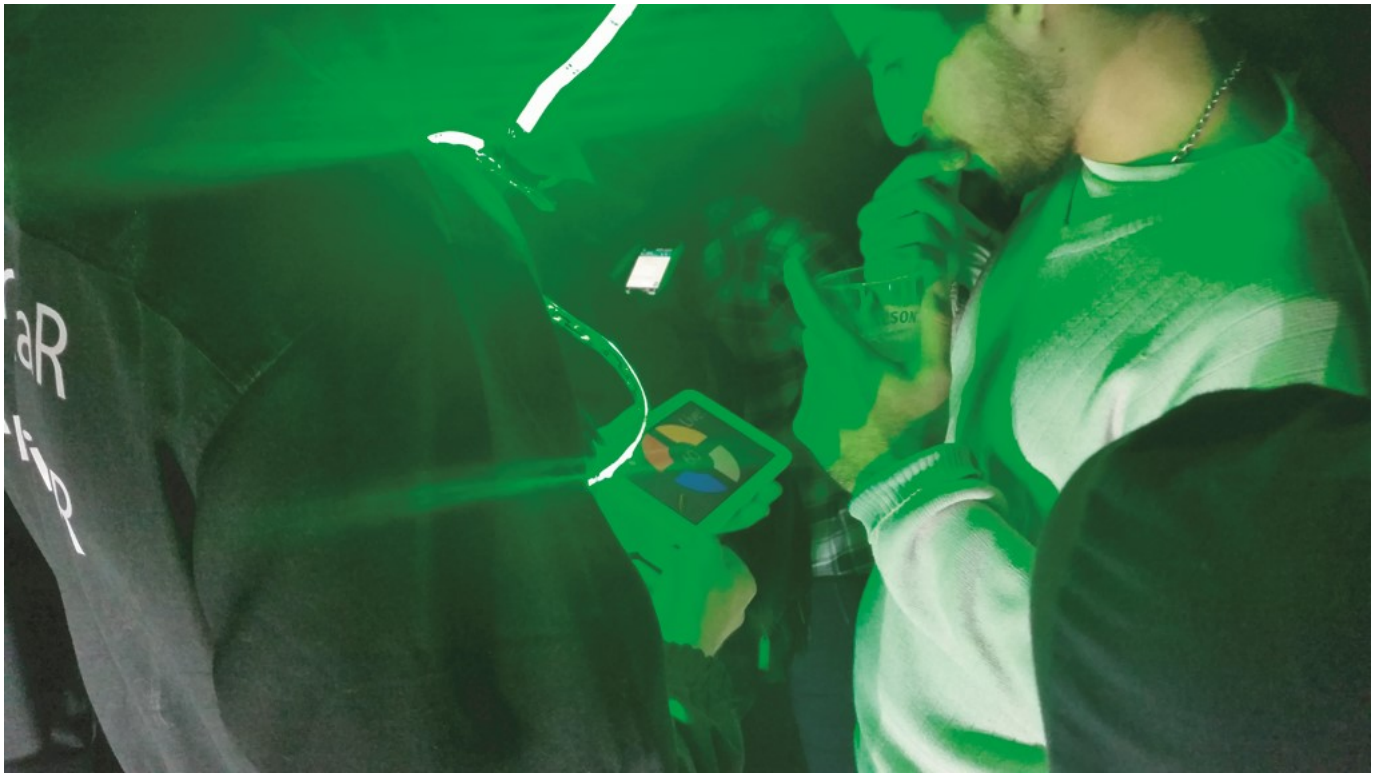
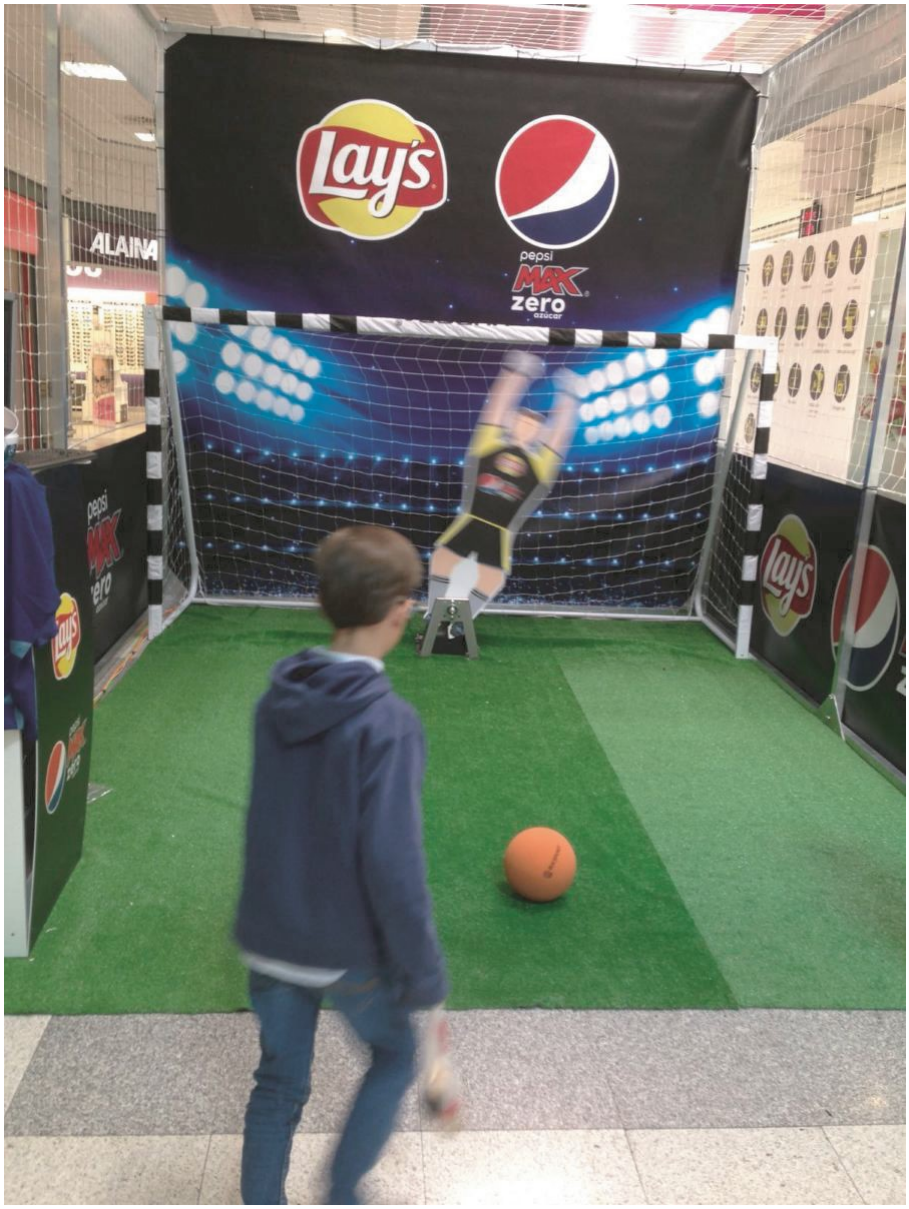


GOLERO

A game were kids face a moving goalkeeper and have to score goals to win prizes.
Vector001 entrusted us with this project, which required us to develop a configurable application that uses a PixyCam to track the ball's position, processes the data, and then sends the appropiate commands to the servo that moves the goalie.

Technologies: OpenFrameworks | PixyCam | Networking



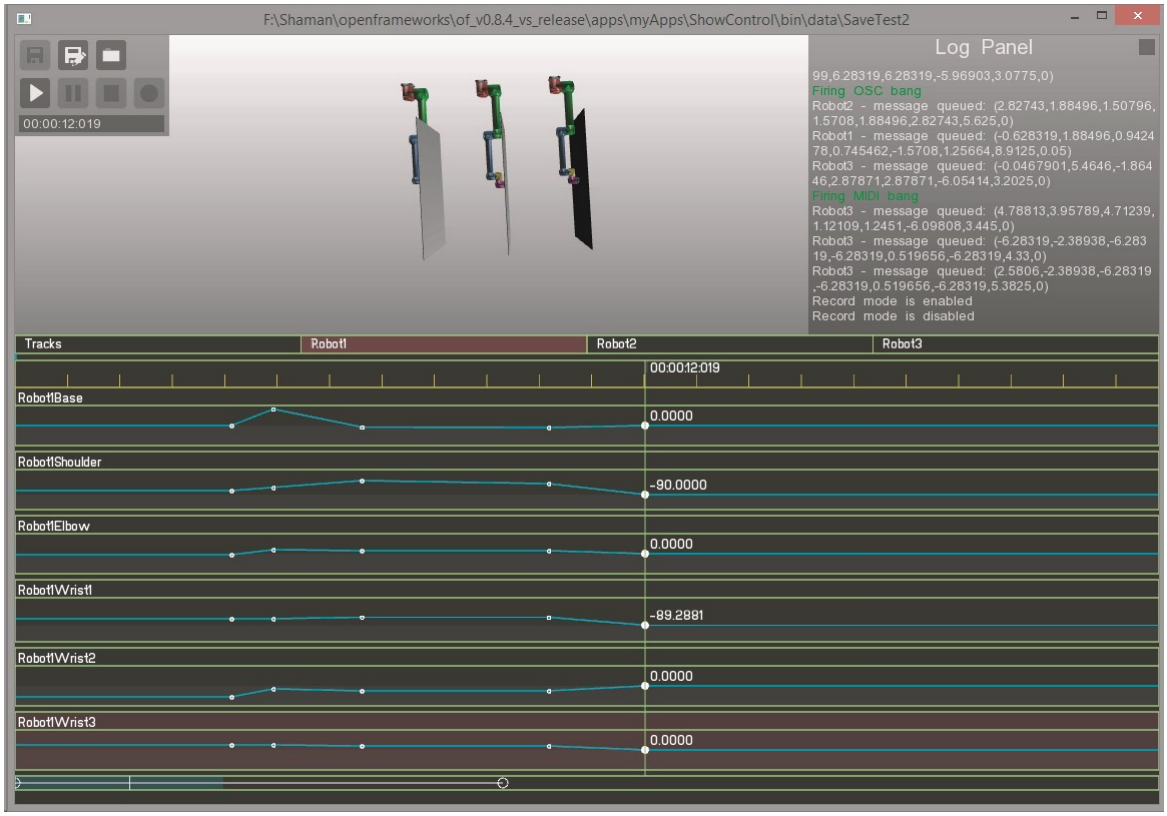
EXPO MILAN 2015 - SHOW CONTROL

In this awesome project we got to control three industrial robots holding projection screens, synchronized videomapping projections, and a bunch of lighting effects.

For all of this we developed Show Control, a timeline based application made in Openframeworks that handles the robot synchronization, postion broadcast, and manages all lighting events.

All of our software was used in the Uruguayan pavilion's permanent show, it operated during the Expo's whole extent, and was visited by 450K+ visitors.

Technologies: C++ | OpenFrameworks | UR10 Robot scripting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Log Panel
99,6.28319,6.28319,-5.96903,3.0775,0)
Firing OSC bang
Robot2 - message queued: (2.82743,1.88496,1.50796,1.5708,1.88496,2.82743,5.625,0)
Robot1 - message queued: (-0.628319,1.88496,0.942478,0.745462,-1.5708,1.25664,8.9125,0.05)
Robot3 - message queued: (-0.0467901,5.4646,-1.86446,2.87871,2.87871,-6.05414,3.2025,0)
Firing MIDI bang
Robot3 - message queued: (4.78813,3.95789,4.71239,1.12109,1.2451,-6.09808,3.445,0)
Robot3 - message queued: (-6.28319,-2.38938,-6.28319,-6.28319,0.519656,-6.28319,4.33,0)
Robot3 - message queued: (2.5806,-2.38938,-6.28319,-6.28319,0.519656,-6.28319,5.3825,0)
Record mode is enabled
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Tracks
Robot1
Robot2
Robot3
00:00:12:019
Robot1Base
0.0000
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-90.0000
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-89.2891
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MADU - SAN JOSÉ

MADU stands for Augmented Museums of Uruguay, it is an effort to create new museum experiences in Uruguay using videomapping, real time generated graphics, and augmented reality.

The setup is comprised of a 300 degree projection that uses the spectator's point of view to create immersive visual effects, and a series of Android tablets to unlock some augmented reality content.

Technologies: Unity3D OpenFrameworks

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CELEBRA

Celebra is an interactive installation commissioned by the Uruguayan government.

Celebra comprises a suspended network of two hundred balloons. The balloons have a diameter of one-meter and are lit from the inside by LEDs.

Celebra embraces two aesthetics that are frequently seen as contradictory: on one hand, much effort has been put into the design and construction of its very re-fined control interfaces, interaction schemes, and visual output; on the other, it embraces a rough aspect that arises from its components and their interconnection, and lends it the grunge appearance of many DIY projects.

The artwork reacts to sound, presence, and also allows spectators to consume the piece through mobile apps.

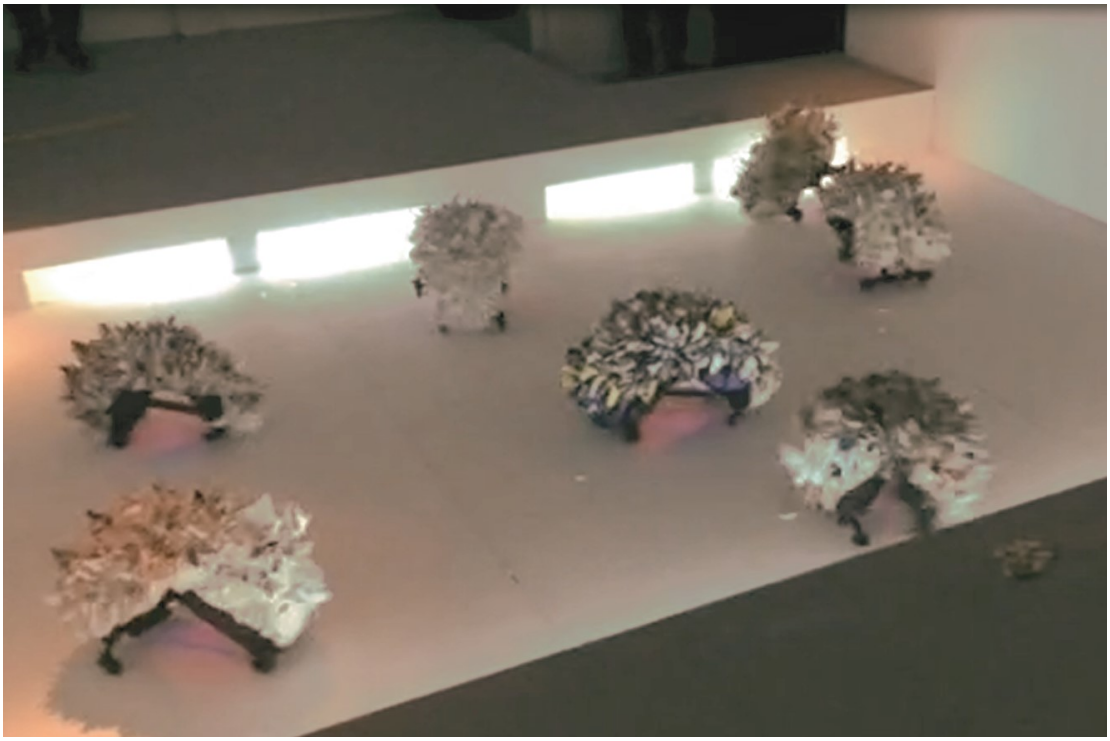
Technologies: Javascript | Arduino | mBed | OpenFrameworks Processing | iOS | WebSockets | custom made hardware | ArtNet DMX | lots of wires

CONTIENDA: 2nd ROUND

We developed a central control system for this awesome artwork by artist Guadalupe Ayala.

We created a low-power, robust wireless control system based in the Arduino platform that activates these fierce contendants, and controls room lighting, along with an Openframeworks application that monitors the artwork's status and reproduces and blends different soundtracks accordingly.

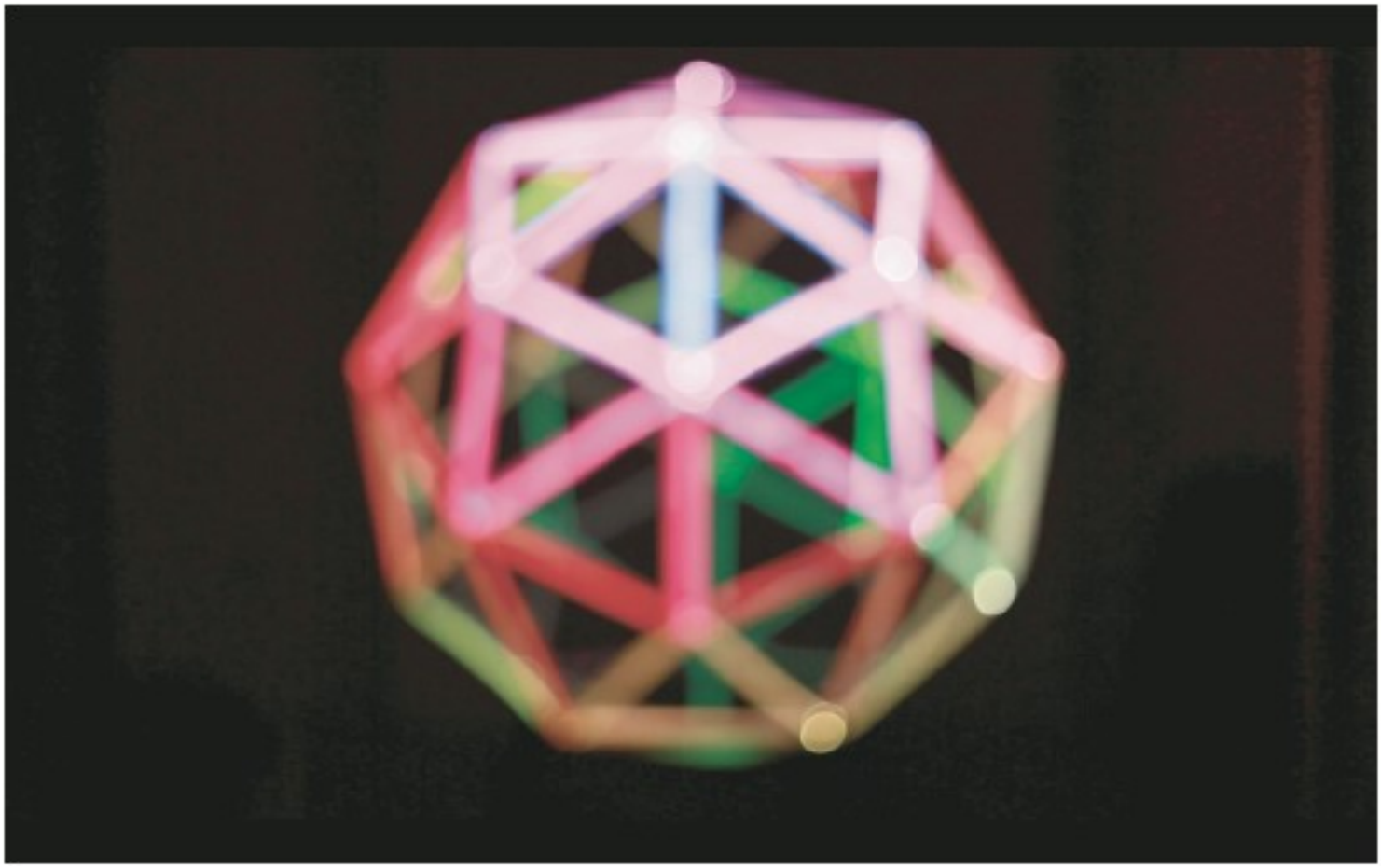
Technologies: Arduino | OpenFrameworks | psychedelic "Critter" like monsters



BARCELONA

Barcelona is a commission by Uruguay Encendido. In it, we leveraged the technology we created for Celebra using our newly designed hardware.
Barcelona consists of a two-meter tall Pentakis Dodecahedron, with independently lit edges.

Technologies: Sendero | mBed | ArtNet DMX | OpenFrameworks | iOS | Android | custom made hardware.



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SON

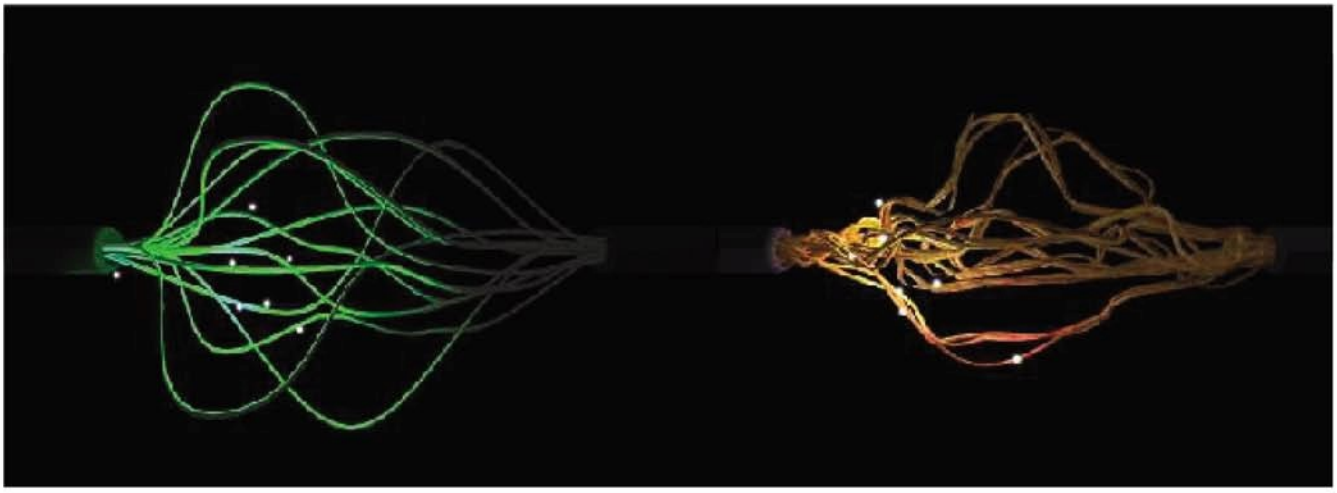
Son is an interactive installation very much like a magical mirror. In it, spectators reflection is comprised by a particle system interacting with attracting forces directed to the user's tracked joints.

Technologies: Kinect sensor | Processing | Java | OpenNI.

FIBER OPTICS

This is a Kinect game we developed for a science museum in Montevideo where visitors try to catch packets flowing through a segment of copper cable and fiber optics in order to get the transmitted message or file.

Technologies: OpenFrameworks | OpenNI | Kinect | GLSL



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