The logo consists of the name 'Federico Petter' in a bold, stylized, blocky font. The letters are white with a thick black outline. The 'F' is particularly large and stylized, with a horizontal bar that extends to the right. The 'e' and 't' are also stylized, with the 't' having a thick vertical stem. The overall style is reminiscent of early digital art or a specific typeface like 'Eurostile'.

multimedia artist and interactive designer

Federico studied Media Arts in Venice and graduated in Interactive design at Middlesex University, London in 2011. In 2008 he founded “Deltaprocess” media art and vj-ing collective and which works mainly on audiovisual performances, projection mapping and interactive installations around Italy and Europe. His artistic production is focused on the possibility of driving through interactivity a deep and lost connection with technology as an extended part of human’s body and mind.

Federico lives and works in Udine, Italy.

STUDIES:

- J.Stellini classical High School, Udine, Italy, graduated in 2007;
- New Technologies for Arts, Accademy of Fine Arts in Venice (2007 - 2009);
- MA Design For Interactive Media, Middlesex University, graduated in 2011;

EXHIBITED WORKS AT:

- PREMIERE: PALAGIO FIORENTINO, AREZZO, 03 August 2013 // **Amleto Damma Musicale**
- FLUSSI 2012, ROBOT05 2012, Italy (September, November 2012) // **2XΔ**
- OLD TRUMAN BREWERY, London (June 2012) // **Literal Lines**
- RUSSET GALLERY, London (April 2012) // **Closer Circuit**
- EVENT PRODUCTION SHOW, London, (February 2012) // **Connective**
- TRANSART FESTIVAL, Bolzano, Italy (October 2011) // **Videomapping**
- KERNEL FESTIVAL 2011, Desio, Milano (July 2011) // **Videomapping and VJ-Mapping**
- ODDSTREAM FESTIVAL, Nijmegen, Netherlands (June 2011) // **Connective**
- FLUSSI 2011, Avellino, Italy (August 2011) // **Methylzoan**
- E-ARTQUAKE, Avellino, Italy (December 2010) // **Reload**
- ART/LANGUAGE, London (October 2010) // **Connective, Synesthesia, Protection**
- FLUSSI 2010, Avellino, Italy (August 2010) // **Connective**
- STAZIONE DI TOPOLO' FESTIVAL 2009, Udine, Italy (July 2010) // **Natura VI**
- NU-DESIGNERS, London (July 2010) // **Connective**
- CERSAIE 2009, Bologna, Italy (September 2009) // **Shooting for the Future**

SOFTWARE KNOWLEDGE

Programming:

- Max/MSP/Jitter: Advanced knowledge for both Video and Audio, Interaction within the software and with other softwares and devices (OSC and MIDI communication, Syphon Communication, Arduino communication).
- Isadora: intermediate knowledge, specifically for VJing and Videomapping.
- Quartz Composer: intermediate knowledge, specifically for VJing and Videomapping.
- Arduino: good knowledge of the computing board and communication with other devices.
- Processing: basic knowledge.

Animation and 3D Animation:

- AfterEffects: Intermediate
- Apple Motion: Advanced
- Maxon Cinema 4D: Intermediate

Video and Audio Editing:

- FinalCut Pro: Intermediate
- Adobe Premiere: Intermediate
- Logic Pro: Intermediate

Graphic design:

- Photoshop: Intermediate
- Illustrator: Intermediate
- InDesign: Basic

VJing:

- Modul8: Intermediate
- MadMapper: Advanced

Staff International Xmas party (<https://vimeo.com/117129096>)

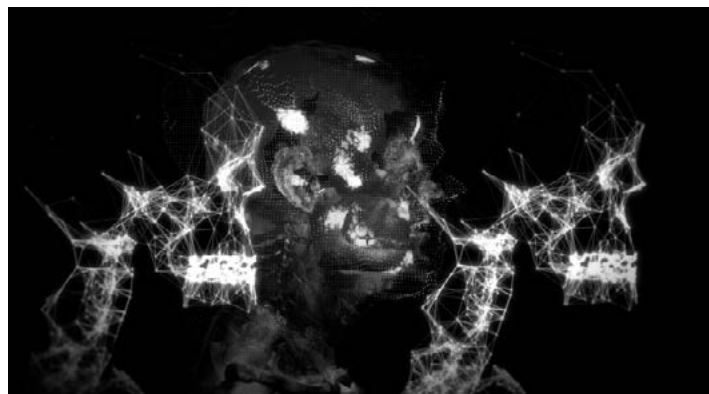
Each year since 2014, The team has been called to work for the Christmas event organized by Staff International (Diesel group), for its employees. The events had different themes each year - “Roaring 20’s / Great Gatsby” in 2014, “Western / Django Unchained” in 2015. In both editions Delta Process produced a special “Trompe l’oeil - effect” projection mapping, to suggest to the diners the presence of an illusional three dimensional space beyond the upper floor’s wall of the villa. A special illusory frame, composed with 3D graphics, has been mapped to the architectural elements of the space, while cuts of theme movies were scrolling in the background

Software used: Cinema4D, Adobe After Effects, VDMX, Madmapper



Amleto Damma Musicale. (<http://www.amletodrammamusicale.com> - <https://drive.google.com/file/d/0B3-wqz4O4yoCcElkcENkUGt1QzA/view?usp=sharing>)

Amleto is a musical theater piece, based on Shakespeare's "Hamlet", directed by Daniele Martini and produced by Pier Cardin. Federico and Deltaprocess produced over two hours of 3D and 2D animations for the video-scenographies of the piece, synchronized with the songs of the actors. With a dark and introspective image style, floating in a time set between past and a dreamy future, this work could be seen as well as a complex AV composition or as a stand-alone video-art piece. The premiere has been performed on July 3rd 2013 in Arezzo.



Natura VI. (<https://vimeo.com/23318734>)

Natura VI is a project made for the Stazione di Topolò art festival in Udine, July 2010. This piece has been performed live after one weeks of preparation, being in the nature of all of its aspects a fusion between body and technological interferences in the time of improvisation. Everything has occurred in the moment of its creation and its endlessness, through a synergic connection between the different parts: music, expressed as a meditative vibration generating dance, which was directly generating video, which was again producing feedback in the sonic signal through motion detection. The dancers were equipped with a Wii Remote which was sending the dancer's movement momentum and position to control rithmical patterns of analog synthetizers via MIDI, as well as filtering their voice and "puffing" through wireless microphones.

Software: Max/MSP, Processing
Hardware: Camera, Speakers, Laptop



Connective. (<https://vimeo.com/21419179>)

Connective detects your movements from a camera located in front of the projection. The shape of your body is returned on the screen and some neural generative 3d-structures are connecting and growing gently from your body and your hands. During the growth of the shapes, the soundscape is captured by a microphone which delays every tap, shifting the pitch according again to the position of each movement.

Connective gives the user the pleasing awareness of having the complete control over his actions in the space, through engaging games of colors, lights and ambient sounds. The presence of the 3d organic shapes gives then the proper link between the perception of being a single body, in this digital reproduction, and the creation of links with a more wide but less conscious perception of ourselves. The growth of this structure can be associated to the growth of our body over the limits of our perceptions, as an expanding net of neuronal structures that leads to a wider connectivity. The word "Interaction" itself, as a synonym of connectivness and sharing, is here self-referential.

Software: Max/MSP

Hardware: IR Camera, IR Projectors, Video-projector, Laptop, 3 Speakers, Microphone

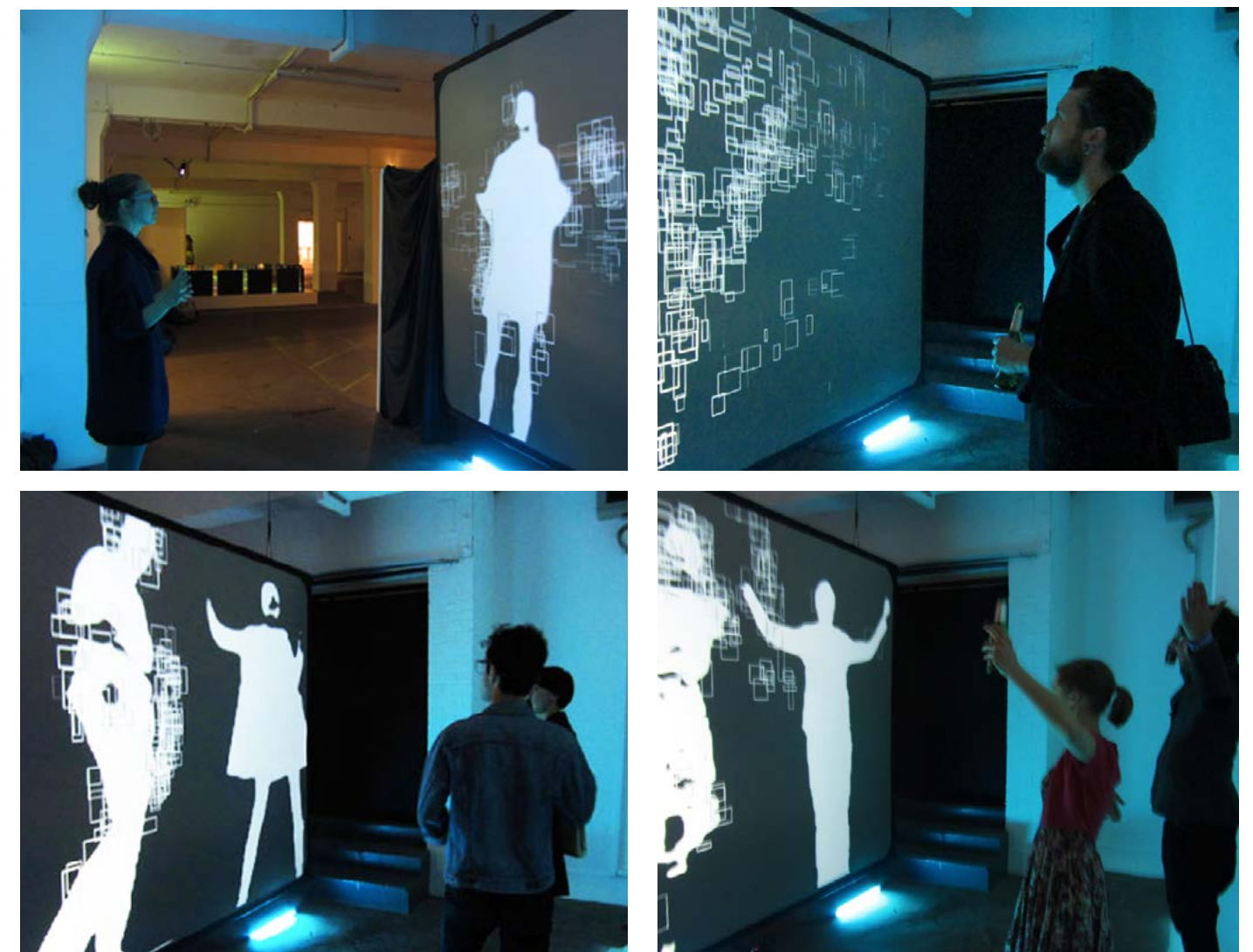


Literal Lines. (<https://vimeo.com/46551533>)

This interactive video-projection is a project made with Aphra Shemza, artist which work is based on the relationship between human body and geometry. Literal Lines reacts to people's movement visualizing it with squares patterns on the projection, mirroring and following the detected body. Once the figure stands still for a few seconds, the squares fade away while a soft silhouette of the user fades in. This virtual body is slowly disappearing and morphing, fading back to squares, as soon as the movement starts again, driving the base concept of a constant transformation of ourselves into geometry through our will. The frenetic and fast movement in our society is visualized through discreet and modular shapes, while the calm and reflective staticity is returning a clearer image of the human being, referring to a more meditative state.

Software: Max/MSP

Hardware: Kinect, Video-projector, Screen, Computer



Methylzoan (<https://vimeo.com/30432695>).

Methylzoan has been built with discard materials of perspex's laser cutting (acrylic). Despite the synthetic composition of this matter, millions of years ago the origin of its molecules was plant itself, transmuted by time to petrol, by man to plastic, and finally recycled from a London's workshop skip, to show the constant transformation of matter in time. The feature of being inextinguishable but mutant might then be show with its most profound alchemic result: the return of its feeling through the interactive experience with the audience. Methylzoan is sensing human presence and responding by lighting up one or more of its branches according to the position and movement. Drone sounds are emitted from the base of the sculpture with a surround system which follows the movements of the passers-by, together with the light.

Software: Max/MSP, Aruino

Hardware: IR Camera, Laptop, Arduino, LEDs, Acrylic, Microphone, 4 Speakers



2XΔ. (<http://youtu.be/R4IkihPvd3g>)

2xδ is a digital formula that stands for “expand”. It is a connective process where the perception of the body unifies with the discrete calculation. The biological extension that comes from it, is made to break the boundaries between the two entities so to create a new organic fusion through a net-working synesthesia. 2xδ is an interactive video mapping, reactive at the detection of human body through a Kinect sensor. It allows people to dynamically interact with an atomic structure which is expanding from their mirrored image to the architectural elements of the facade.

For the show made in Flussi some graphics were controlled by an audio detection system, instead for Robot05, the full concept installation has been shown. Raoul Battilani, member of Deltapro-cess, along with Davide Turci, performed a live electronic set, interactive to the visual system of the installation. Each movement detected by the Kinect was transformed into sound as well, adding synthetizers and controlling other musical elements of the live, while the graphics were moving respectively on the facade of the beautiful Palazzo Re Enzo, Piazza Maggiore, Bologna.

Software: Max/MSP, Ableton LIVE

Hardware: Kinect, Video-projector, 2 Computers.

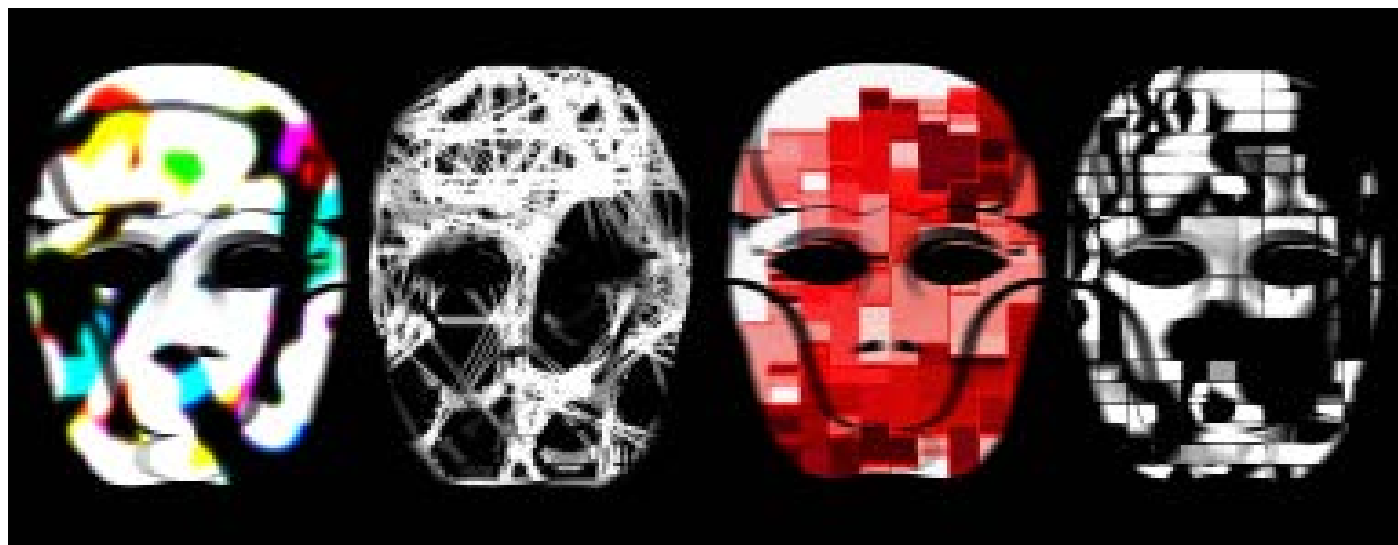
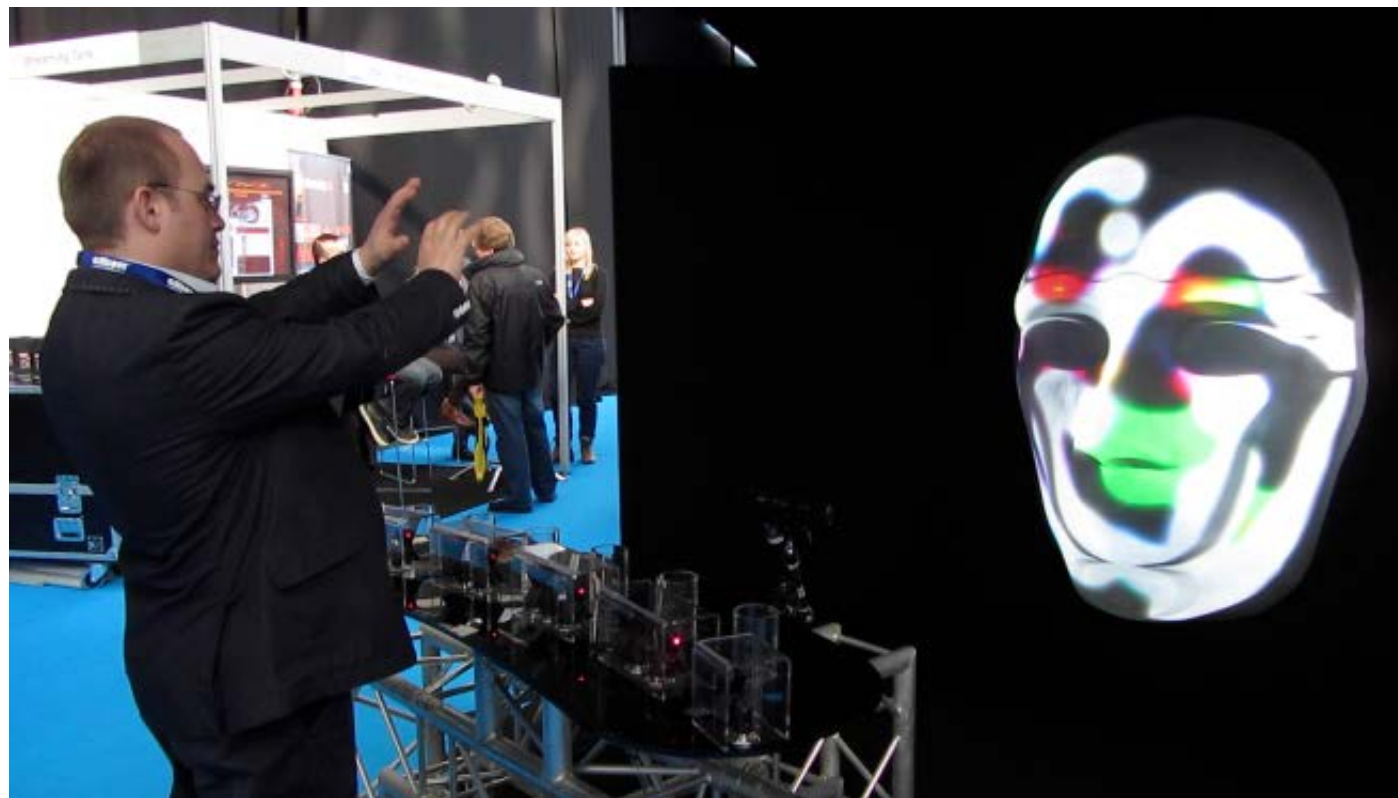


Face:On. (<https://vimeo.com/36157267>)

Face:On is an interactive video mapping originally made with Hear Colours (www.hearcolours.com). In this very specific projection surface Federico had implemented the interactivity of the installation with a kinect-based tracking system, which allows users to create their own digitally painted faces, choosing from one of the many presets of graphics and colors. With the interactive table the user was able to change the paintbrushes and affect the evolution of the drawing mode. The application has been shown for the first time at the Event Production Show in Olympia (London) in February 2012. The installation has been shown previously in festivals as Glastonbury and Glade, artists as Duran Duran and Aphex Twin are using it during their 2011/2012 tours for live visuals.

Software: Max5 / Jitter.

Hardware: Barco 10K projector, Laser and IR-sensors table, Kinect, Laptop



VJ-Set per Chemical Brothers e Trentmoller. (<https://vimeo.com/116922137>)

In summer 2014, Delta Process has been recruited to play visuals for Chemical Brothers and Trentmoller in Gallipoli (Lecce - ITA). For the main act - 25.000 people assisting, the visuals have been displayed behind Chemicals on a large LED wall, while for Trentmoller has been created a custom set up of hanging hexagons, with a stage design and special 3D contents.

Software: VDMX, Madmapper, Cynda

Hardware: LED Wall, Proiettori 6.5k lumens



Stage Design & Live visuals (<https://vimeo.com/79154129>).

From 2012 new year's eve, Federico has been working in designing, realising and projecting scenographies for events such as club parties and festivals all over the world. Live visuals and mappings have been performed in Uk (Glastombudy festival 2011), Ireland (Life Festival 2013), India (HillTop Festival 2013), Qatar (Doha, Grand Hyatt Hotel, April 2013), Swisserland (Summer Never Ends Festival 2013), Hungary (Ozora 2013), Israel (Doof Festival 2013), Croatia (Mo:dem Festival 2012 and 2013), South Africa (Vortex 2013) and all over Italy. The stage design concepts are integrating Live visuals with pre-produced customized 3D animations and contents. The live-show technologies allows also new interactive solutions with the DMX-controlled Lighting systems, such as the one performed at Mo:dem Festival 2013, where decorative LED lights have been used as a Video-Matrix, working in synergy with the Video show.

Softwares: Cinema4D, AE, VDMX, Madmapper

