

Project Information:  
Title of Project: **Cortex**

Brief, Non-Technical Summary/Abstract of the Project:

Cortex is the next iteration of interactive technology/art installations by Harrison Daniels (me) and Zane Cochran (a previous Berry student and current graduate student at Georgia Tech). Contained within a large sphere, it is an exploration of digital environments that allow users to isolate themselves from external distractions and enter an immersive world that heightens their senses through brilliant visualizations and novel interactions as they explore the variety of experiences within the expanse of the installation.

When one Cortex module is networked with another the experience is multiplied as users can then communicate with one another through

stylized 3D projections of each other, or even compete with one another in a game that uses each player's body as control input.

Furthermore, Cortex challenges users understanding of traditional linear visualizations. Because the interactive projections inside the Cortex module are projected on the interior surface of a sphere, a foreign, yet compelling interface allows users to explore a curvilinear design space.