PULSE

An audio-visual interactive installation



Concept

Pulse is a digital interactive installation that playfully explores the **physics of time** and the deep connection between **movement**, **sound**, **and light**.

The audience is invited into an immersive environment where **reality and imagination collide**. Using only their own bodies, participants become **co-creators** of a living audiovisual composition.

Every step on the floor triggers sound and light: pressure sensors embedded in the surface transform the space into a giant musical instrument. Together, visitors build a **collective performance** that evolves in real time—each movement contributing to the artwork's rhythm and energy.

Step in, move, and become part of the artwork.

Watch demo here.

Experience

The interaction is intuitive and immediate—no buttons, no screens. Just movement, rhythm, and light.

Pulse encourages play, collaboration, and curiosity. Participants experiment, synchronize, and connect, creating a shared experience that is never the same twice.

- Collective and intuitive interaction
- Accessible to all ages
- Suitable for museums, public spaces, or outdoor festivals

Technical Features

- Up to 14 simultaneous participants
- Custom-made pressure sensors integrated into the floor
- Real-time projection and synchronized audio feedback
- Configurable surface: from 10 to 15 meters wide
- Adaptable for indoor or outdoor setup

Technical requirements

- 4 Video projectors for floor, 2 video projectors for wall
- · White or grey matte
- White screen
- Four speakers and subwoofer
- Area between 10 to 15 meters wide, 7 to 10 meters depth, 5 meters high

Target Venues

- · Digital-art and new-media festivals
- Contemporary art museums and interactive exhibitions
- Public or corporate events

About Video Phase

Video Phase is a Montreal-based company that merges music and digital art to create immersive and interactive experiences. Since 2018, their hybrid performances and installations have been presented in Canada, the United States, South Korea, China, and Hong Kong.

Their mission is to bridge the gap between contemporary digital practices and a broad audience, making technology-driven art playful, accessible, and emotionally engaging.

https://videophase.net

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