

# Experience nature's Primary Forms in this large-scale interactive installation

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**Primary Forms** is the latest interactive artwork by audio-visual artist [Mark Eats](#) (aka Mark Wheeler). The piece is a graphic study of some of nature's beautiful, dramatic and recurring forms. Twists of smoke. Swimming fish. Rotating galaxies. Collapsing stars. Storm winds. It asks if we can capture the essence of these forms in simple maths, or if we just strive to see the familiar.

**Primary Forms video** <https://vimeo.com/166769852>

**High res images** <http://markeats.com/extra/primary-forms-pr-images.zip>

*"At its core, Primary Forms is an abstracted rule-driven world that includes many random variables. I have an idea of the basic results it will usually generate, but the concept allows lots of scope for the unexpected. Even after running for hours, it can still create some real surprises."* – Mark Eats

The piece was first shown as a large-scale interactive installation at [Day For Night](#) in Houston, Texas. The festival brought together a lineup of visual artists and musicians under the theme of 'light & sound'.

As an installation, Primary Forms encourages viewers to playfully engage with its projections, pushing and re-shaping them as far as arms can reach. However, the forms' physics and 'weight' pulls them back together over time. Occasionally shapes will deconstruct completely for very rare moments of chaos.

*"Inviting a crowd to have so much control over your work can be somewhat nerve-racking but the element of performance is important to me in pieces like this. People watching each-other and 'acting' for each-other becomes part of the experience."* – Mark Eats

In order to track large groups of people reliably, custom software *Mark Eats Eyes* was developed. This combines depth data from two Kinects in order to do top-down blob tracking and sample-based height detection. A second machine running another custom application generates the projected visuals. All software was built using openFrameworks.

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