

SIXIS: IMAGE GENERATION

By Tite Barbuzza



We are a design studio, specialising in the field of television. We do motion graphics. The videojockey project started, more or less, as a joke. You have the technology, things start to happen, collaborations... and we said: ah!, there hasn't been that much done in this field, it's quite new, you can experiment. Things started off quite simply, but they've become more and more complicated. We took advantage of the infrastructure we have as a studio, to do the sessions a hobby, it's really a hobby.

Live Sessions. For the veejay sessions we rely on pre-recorded material: most of it is already prepared, both the videos and the static images. We prepare all of this material ourselves. We don't take a film or piece of tape and remix it. We work with our own stuff. We create things live, mixing the material we have already created. Each session is different. Although the basic image may be repeated-especially in Supermercat every Saturday-the outcome is always different, unpredictable. Generating it every week is madness. We record: we always have cameras with us to take photos and, starting off with this raw material, we process the image in the computer, generating graphics with the classic design programmes... we're graphic designers and our visuals are very graphic.

Just Be Yourself. We work like authors: if you do something it should be yours, original. Doing a videojockey session, mixing two or three pieces of film, might be OK, but it's not really what interests us. We don't believe that it's a question of ripping off images and using external material. If you take Abeja Maya and Mazingher Zeta and start taking pics to do a mix, it might look good, but it's boring. It's already been seen. In our work, be it commercial or not, there is always something experimental. Trying to do something original, that we like, which hasn't been copied, and having fun... is what we are all about. We really like our images to have light and depth, which inspire movement.

Savoir Faire. We use software downloaded from internet, which can be used to programme images or films, pre-assigning them to different keys to start them off. We want to stop doing it because it gets boring. We are developing our own software, in collaboration with a programmer, It's a long, hard task. We hope to be able to do the first trial run in Supermercat in May. It's the magic of the real thing, of working out your own tools programming sequences of images in real time, creating films that have a loop, synchronised with the music, introducing the live sound of the discjockey, to generate a graphic 3D reaction.

Music. Ideally one should have the music before generating the images. Either we choose the musicians who give us good feedback or Sergi (Sixis 50%) does the music, with its own particular style. The music and image are linked, they're inseparable. One feeds the other. Some music gives you ideas graphically. Some images suggest their own music. Our work is completely synchronised with the audio. We really love music. We always work with it. If something didn't have to have music you'd appreciate the absence of sound and the result would be different.

LYDIA CAZORLA AND SERGI CARBONELL ARE SIXIS. IN THEIR WORK AS VIDEOJOCKEYS, THEY SHOW PROJECTIONS AND VISUALS IN SUPERMERCAT, MERCAT DE LES FLORS OF BARCELONA.