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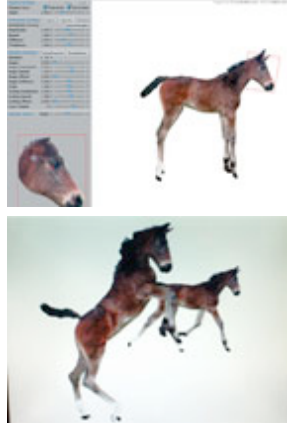
PuppetTool

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Play a trick on Mother Nature! "PuppetTool" makes available animal models with which the user can try out body movements that are not subject to the constraints of anatomy and physics.

In order to implement their own conceptions of motion on the part of members of the animal kingdom, users first select a model and a basis-animation. They can then use the mouse to mark joints on these figures and trigger all conceivable movements. The results of this interaction can approximate reality or they can lie totally within the realm of the absurd and the fantastic—flying penguins, dancing horses, anything goes!

"PuppetTool" was awarded an Honorable Mention in the 2003 Prix Ars Electronica's Net Vision / Net Excellence category.