KLANGKÖRPER
Kinetic Sound Matter
MOTIVATION
MOTIVATION
MOTIVATION

1. Speak into the cup shape
2. Flex the curve the other way to replay.
   Push out the sound.
MOTIVATION
EXPLORATIONS

sphere
inform

inform & audio

Data like snake eating
EXPLORATIONS

Philipp Schößler
KLANGKÖRPER

actuating ribs

cap
cap

hands
sound travels through
KLANGKÖRPER

trapping sound
trapping and modifying
gradual release
KLANGKÖRPER

tilt release
KLANGKÖRPER

over-filling
TECHNOLOGY
TECHNOLOGY

```
Applet started.

if (arduino.analogRead() > 800){
  state = "recording";
  startRecording();
} else {
  state = "normal";
  endRecording();
}
```

```
KlangKoerper [Java Applet] /System/Library/Java/JavaVirtualMachines/1.6.0.jdk/Contents/Home/bin/java (Dec 11, 2013, 12:33:12 PM)
Input Device #1: Built-in Microph has 2 channels
Input Device #0: Java Sound Audio Engine has 2 channels
Output buffer size = 7056 bytes.
Output Latency = 40.0 msec the number of frames in the sample is:40960
Setup complete
recording
recording stopped
```
FUTURE WORK