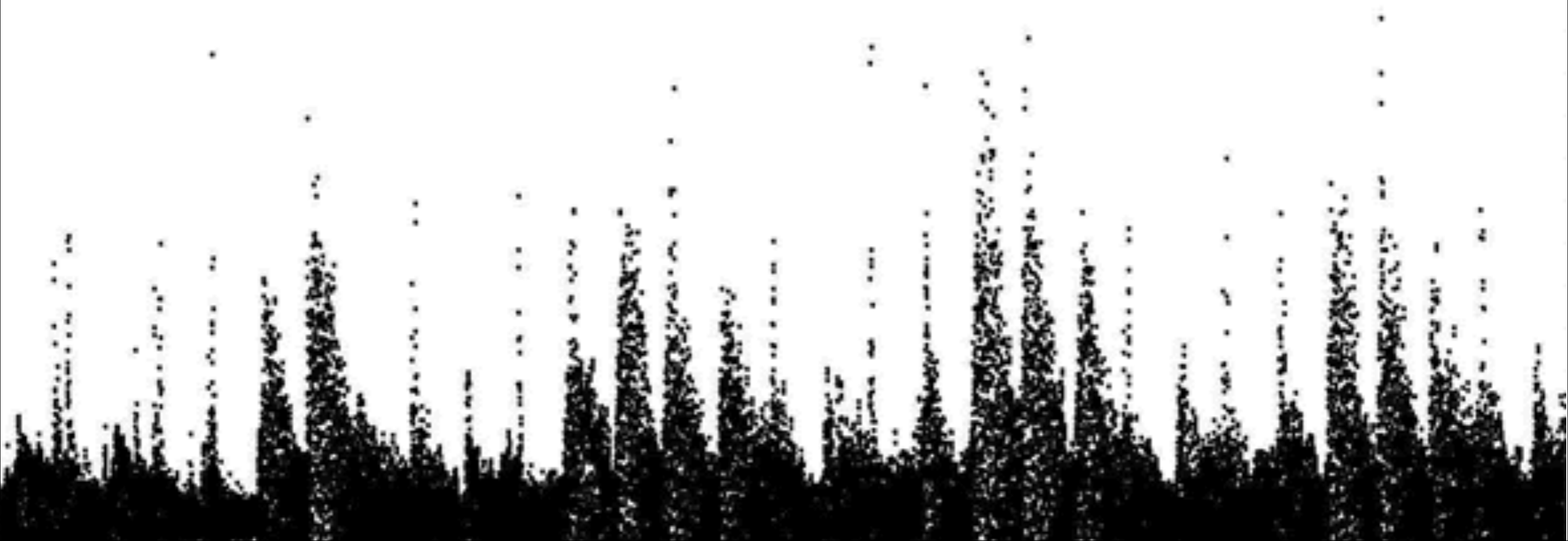
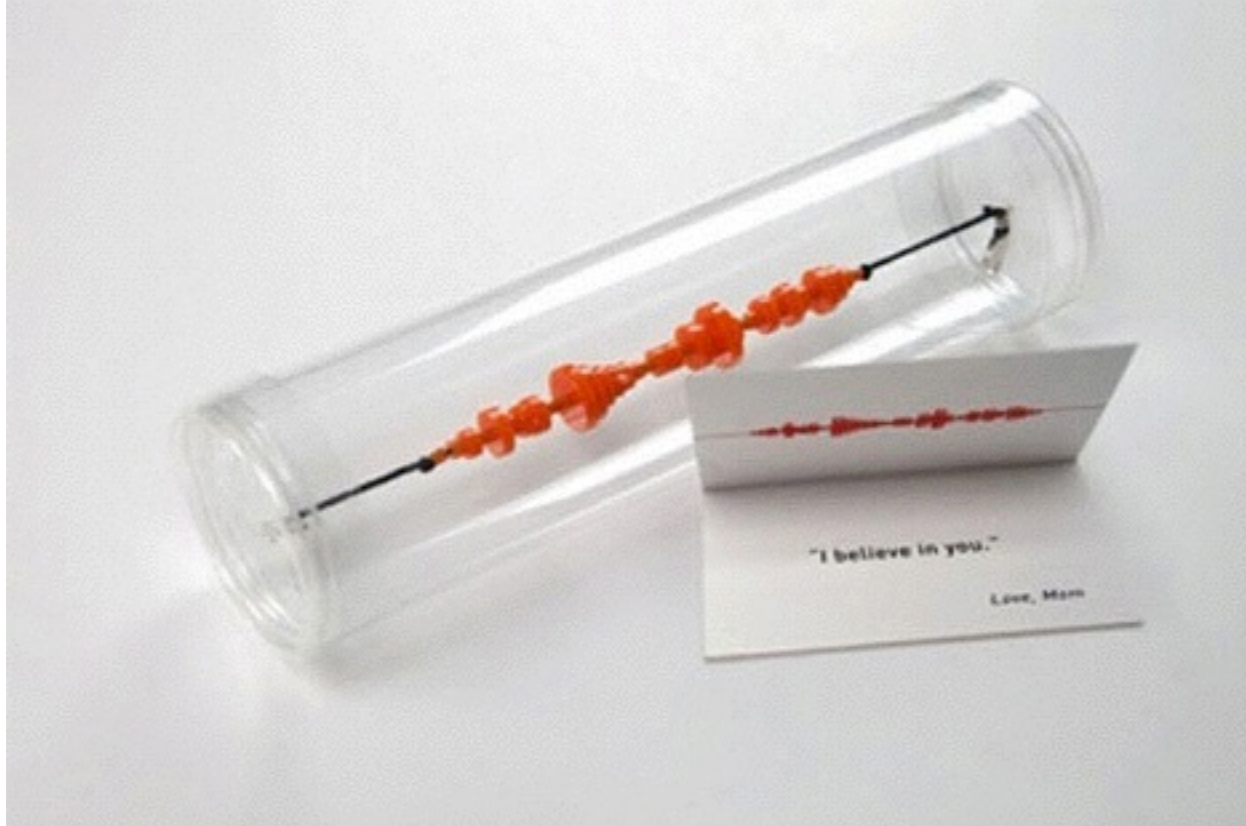
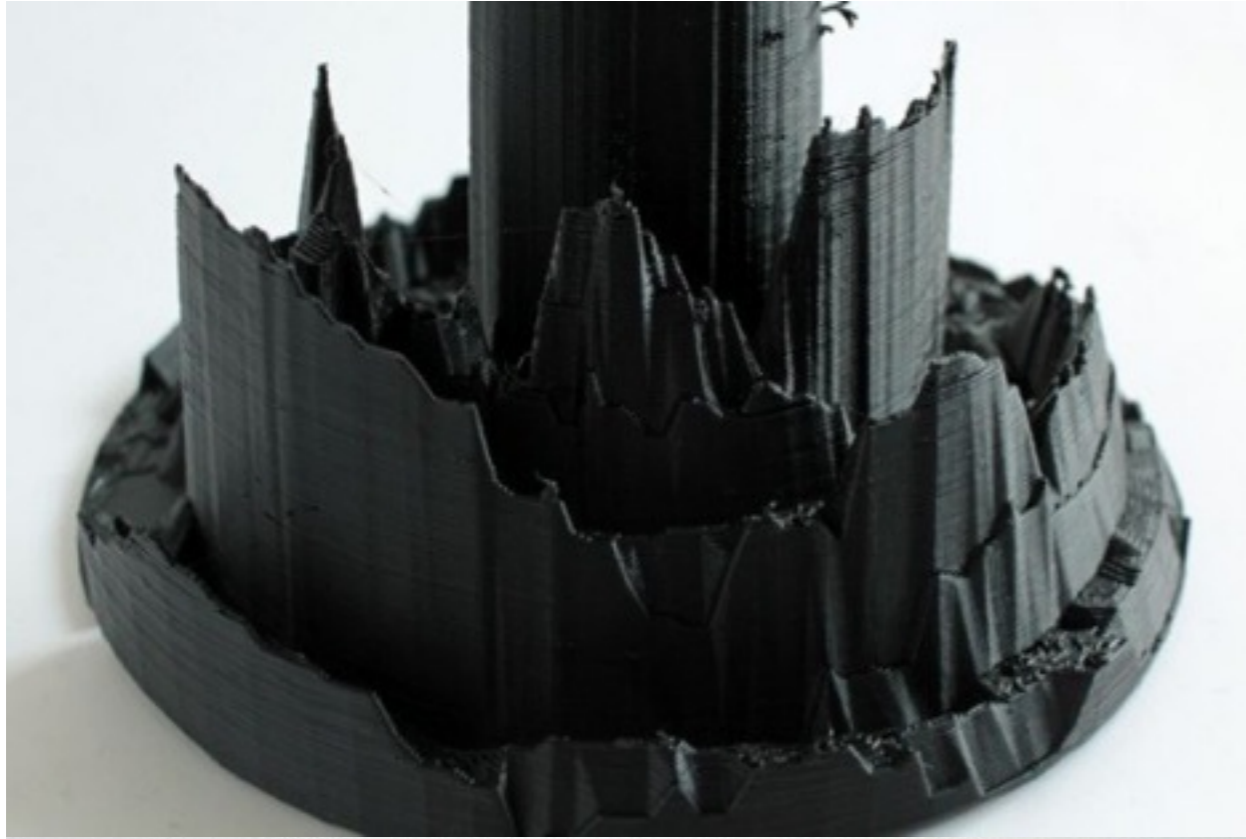


# KLANGKÖRPER

Kinetic Sound Matter



# MOTIVATION

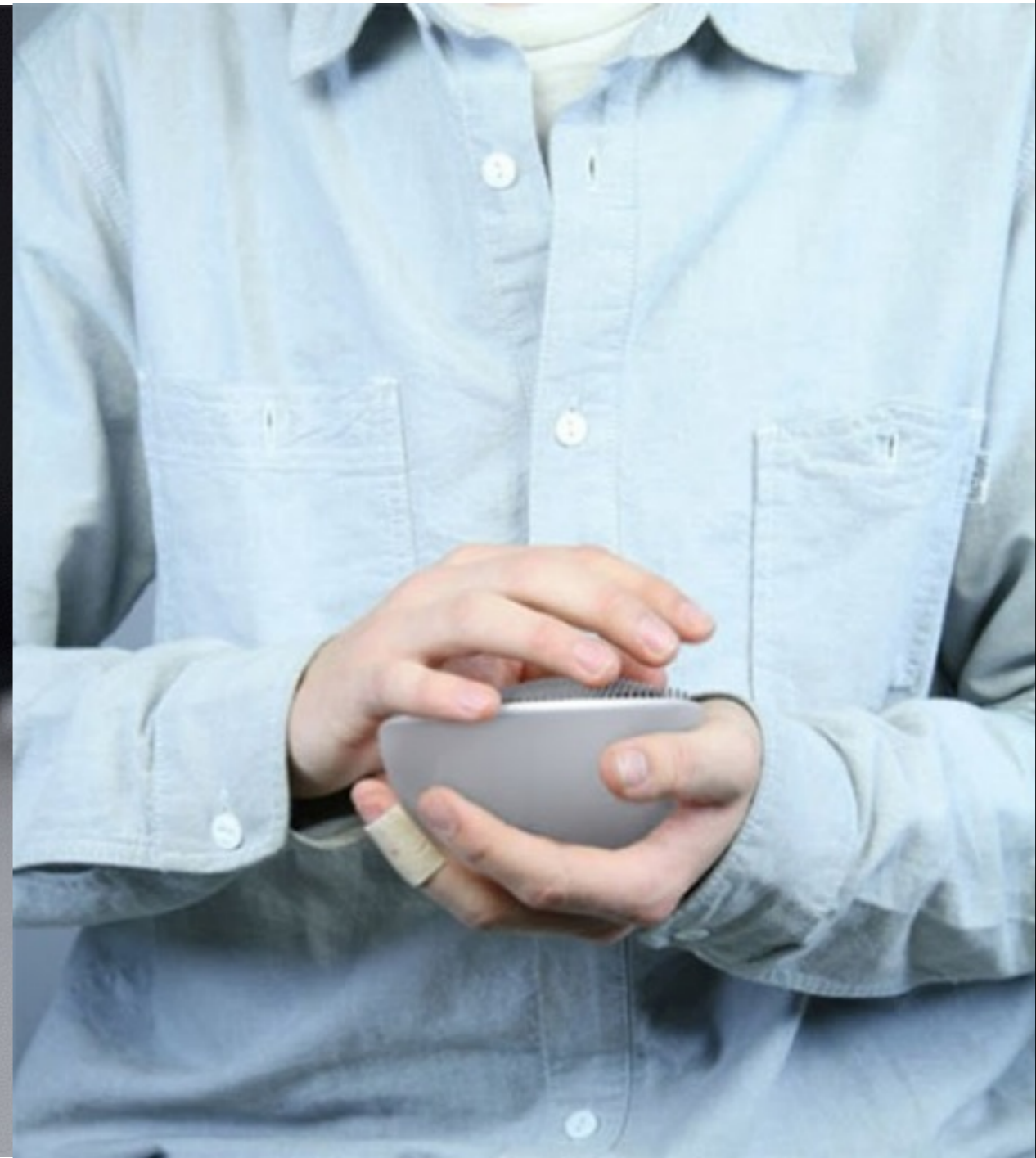
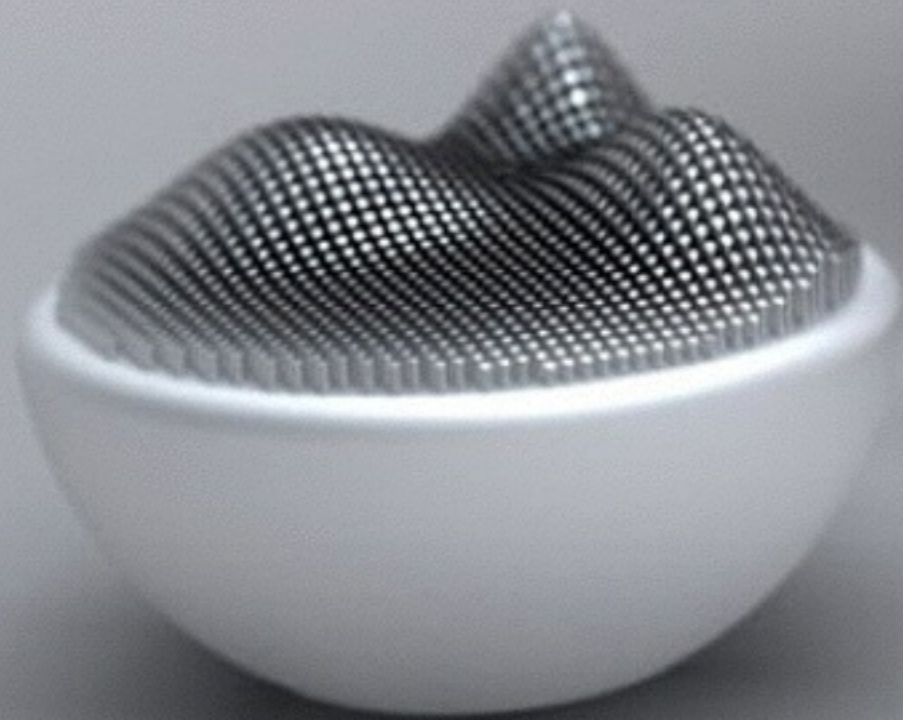


# MOTIVATION

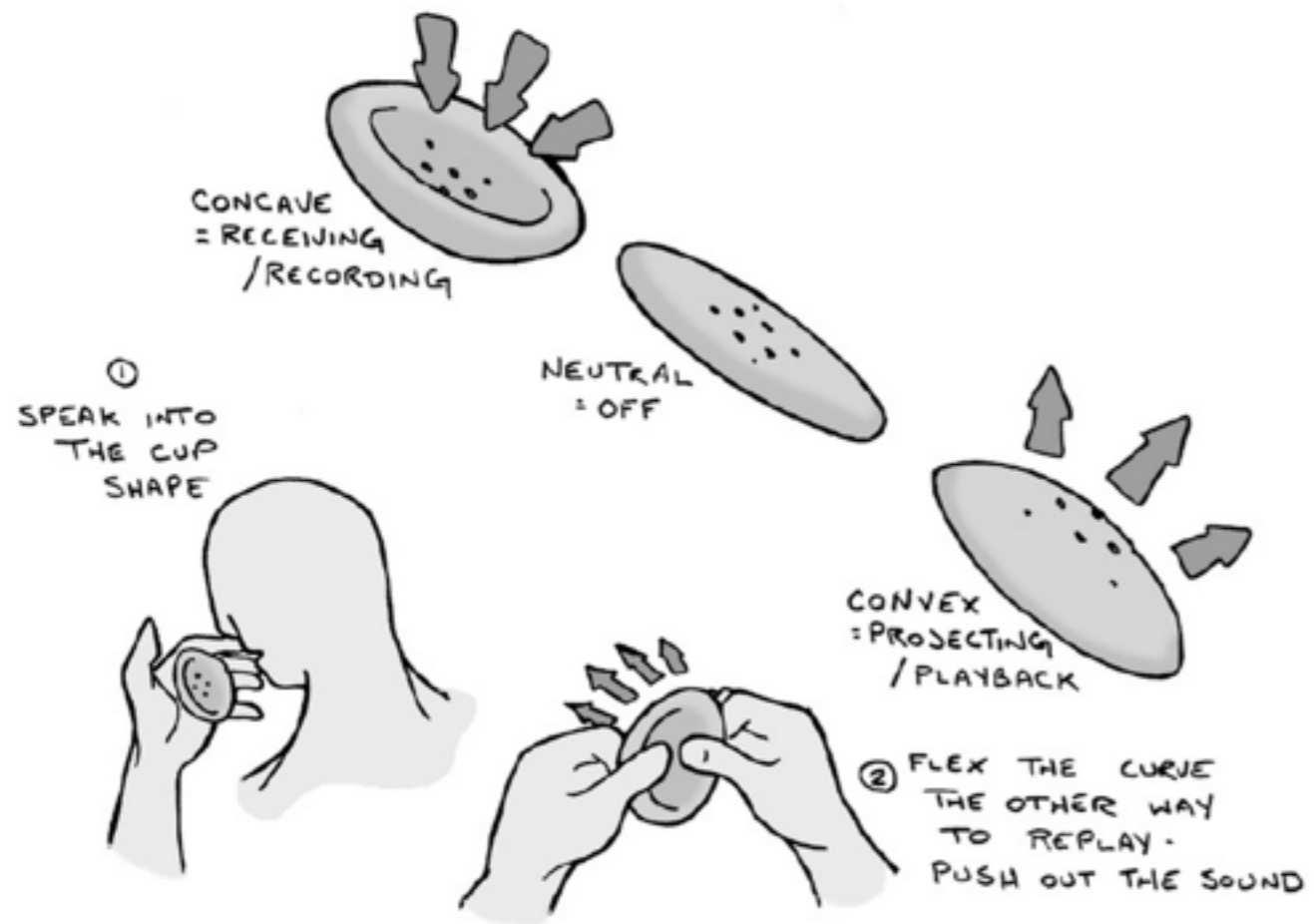
VA~SE



# MOTIVATION



# MOTIVATION



# MOTIVATION

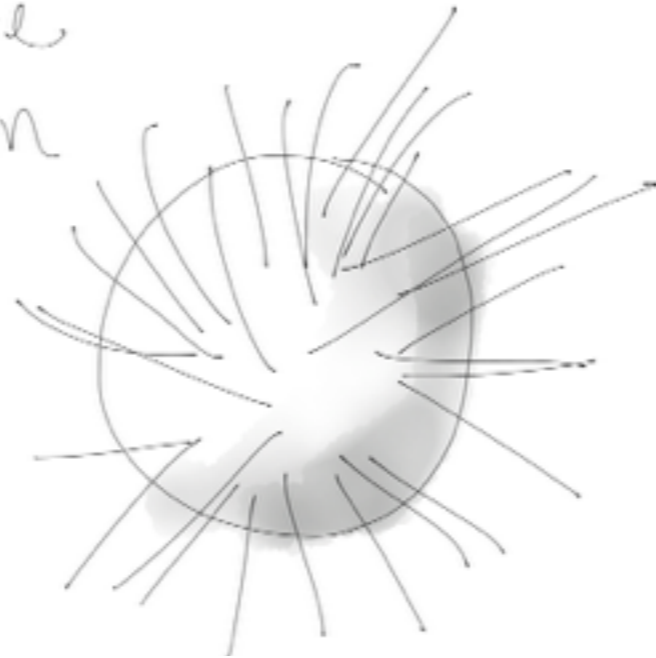


# MOTIVATION

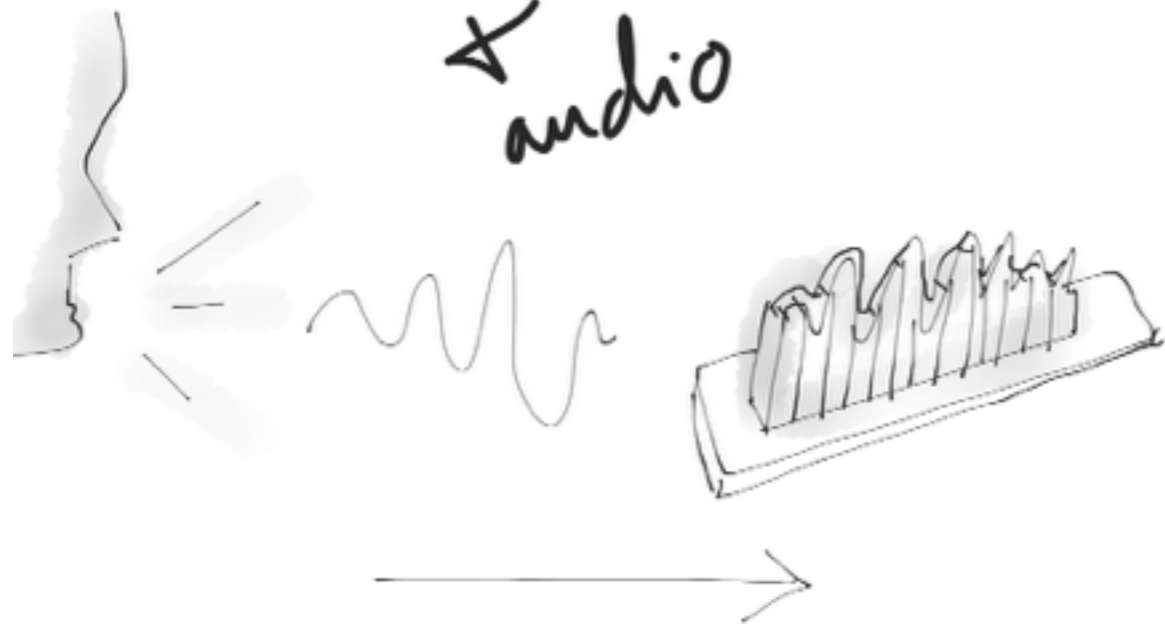


# EXPLORATIONS

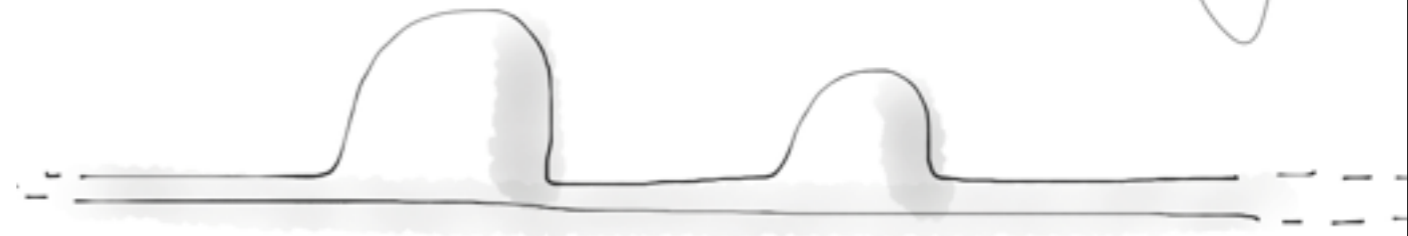
sphere  
inform



inform  
↓  
audio



Data like  
snake eating

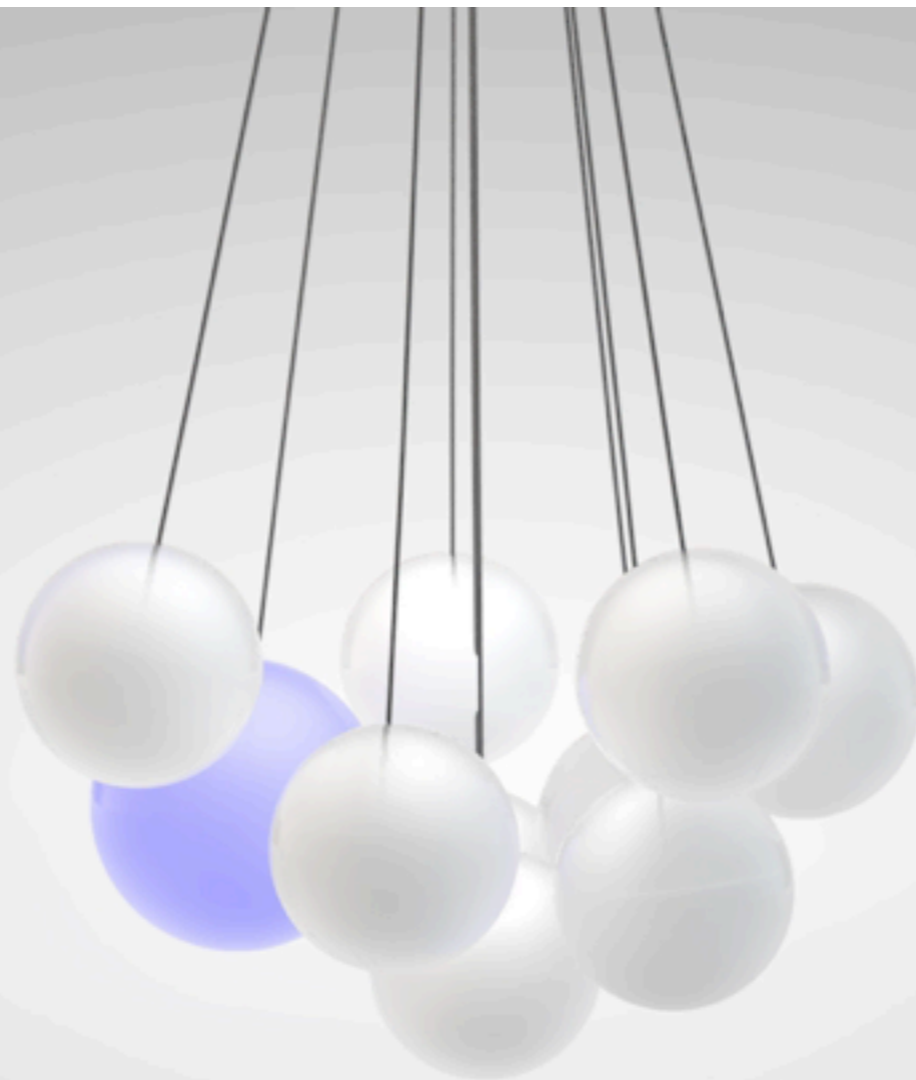




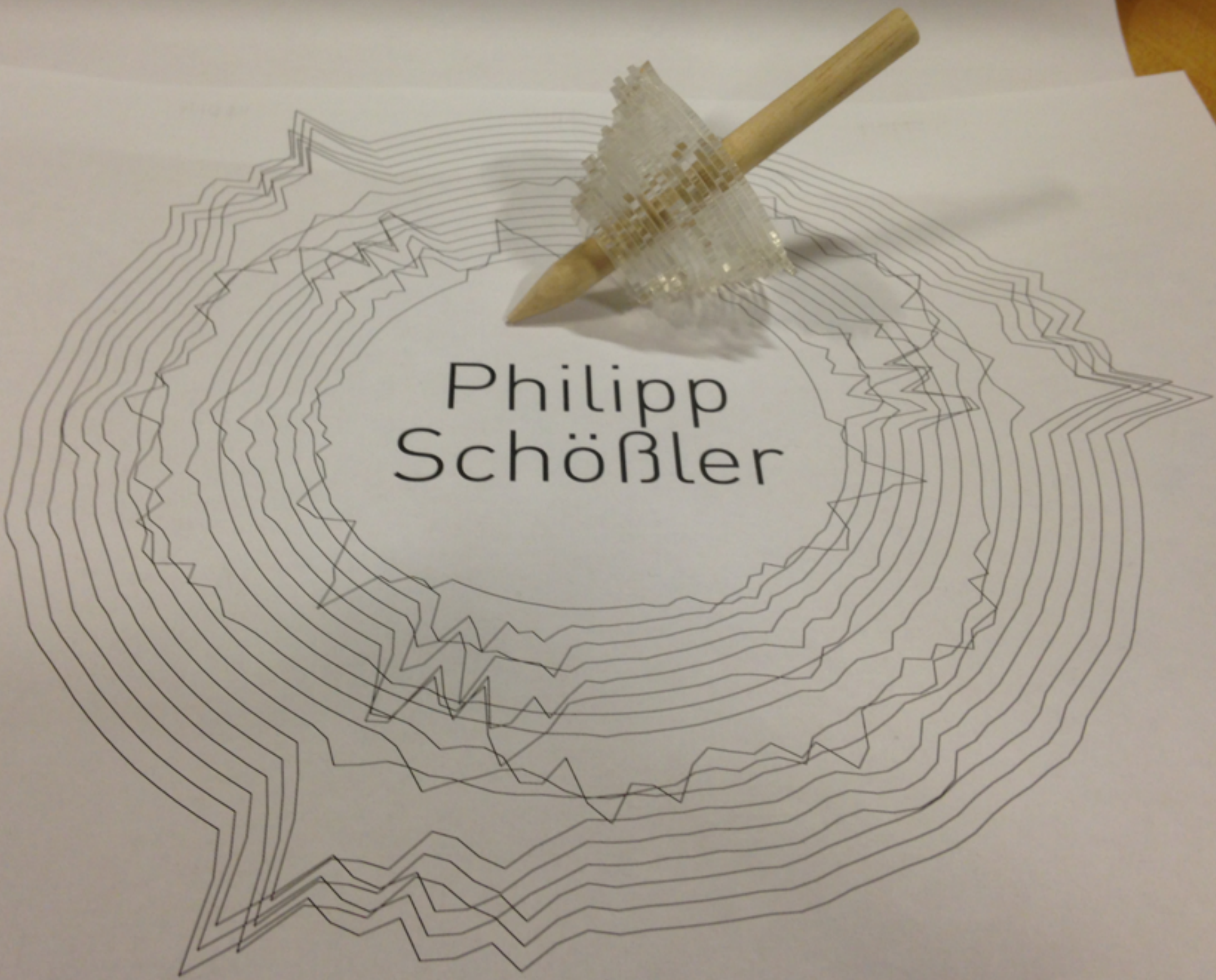
# EXPLORATIONS



# EXPLORATIONS



# EXPLORATIONS

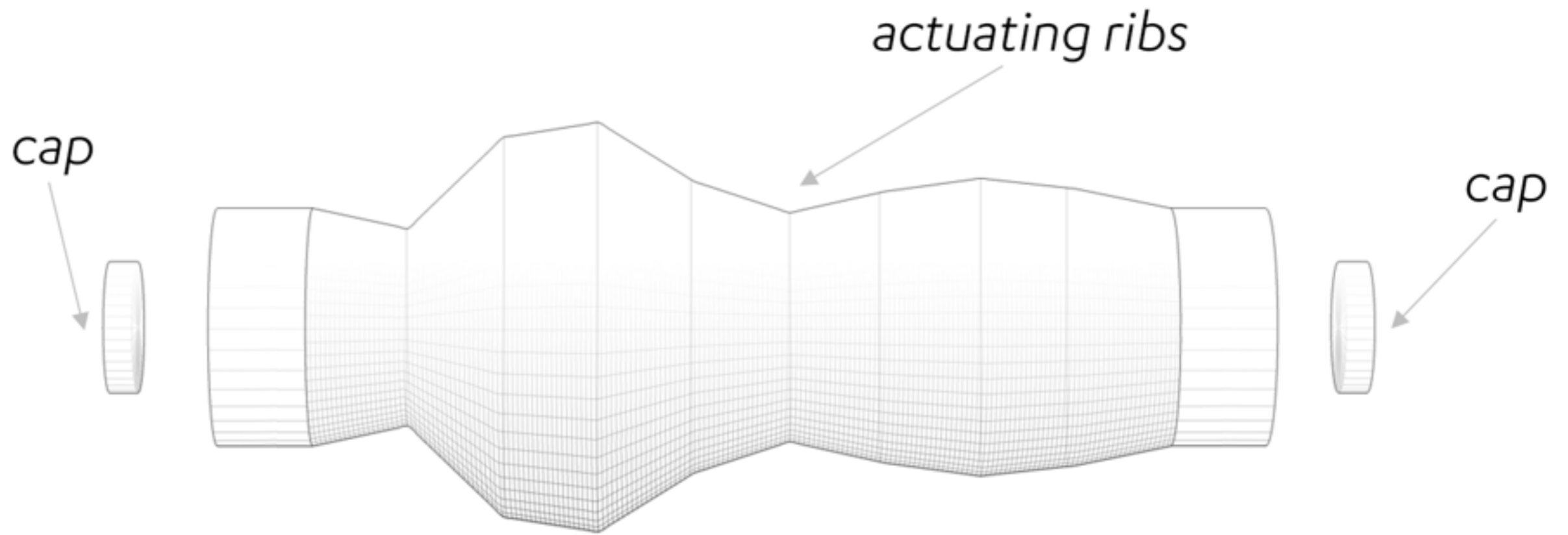


Philipp  
Schöbner

# EXPLORATIONS



# KLANGKÖRPER



# KLANGKÖRPER



sound travels through

# KLANGKÖRPER



trapping sound

# KLANGKÖRPER



trapping and modifying



# KLANGKÖRPER



gradual release

# KLANGKÖRPER



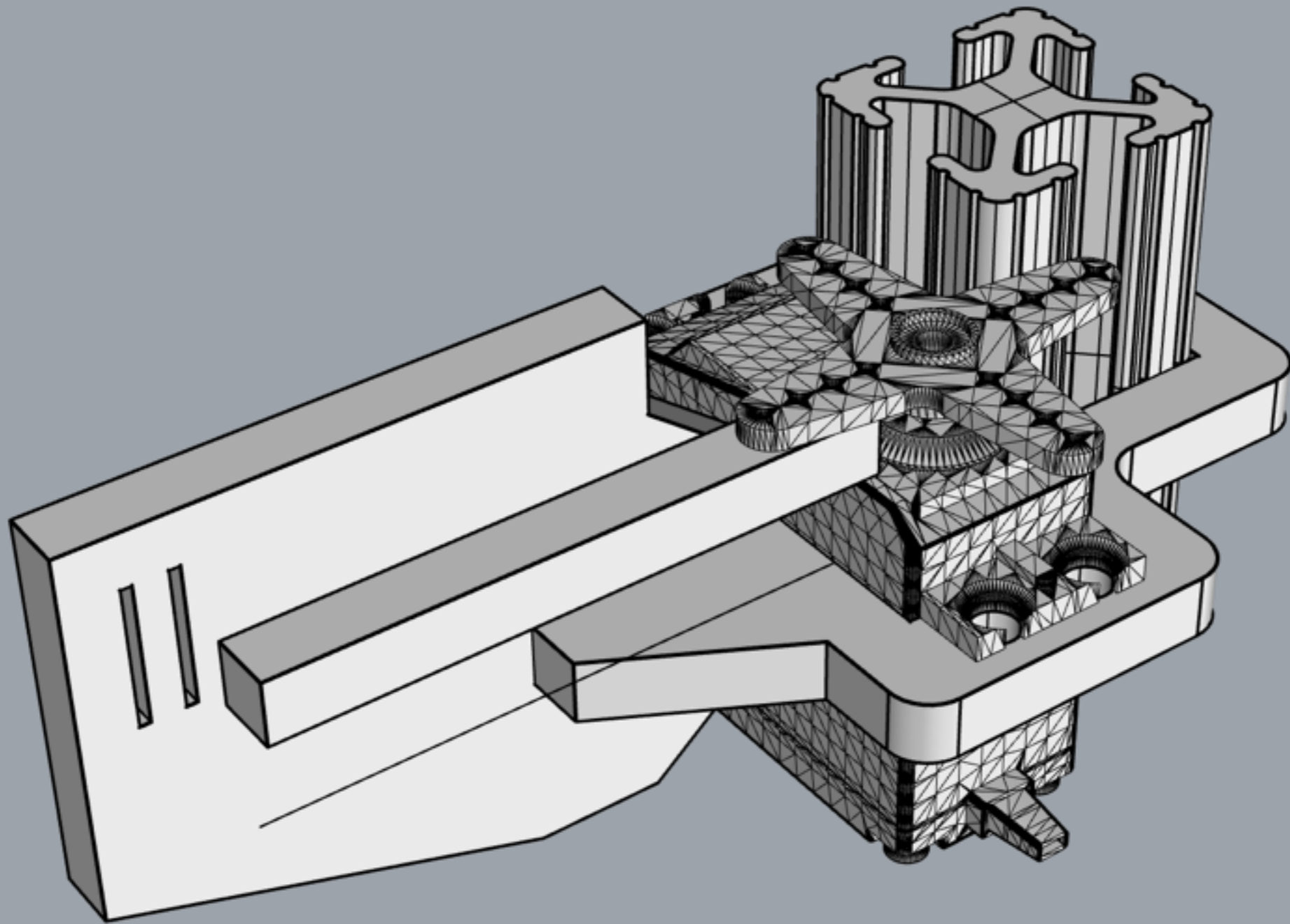
tilt release

# KLANGKÖRPER

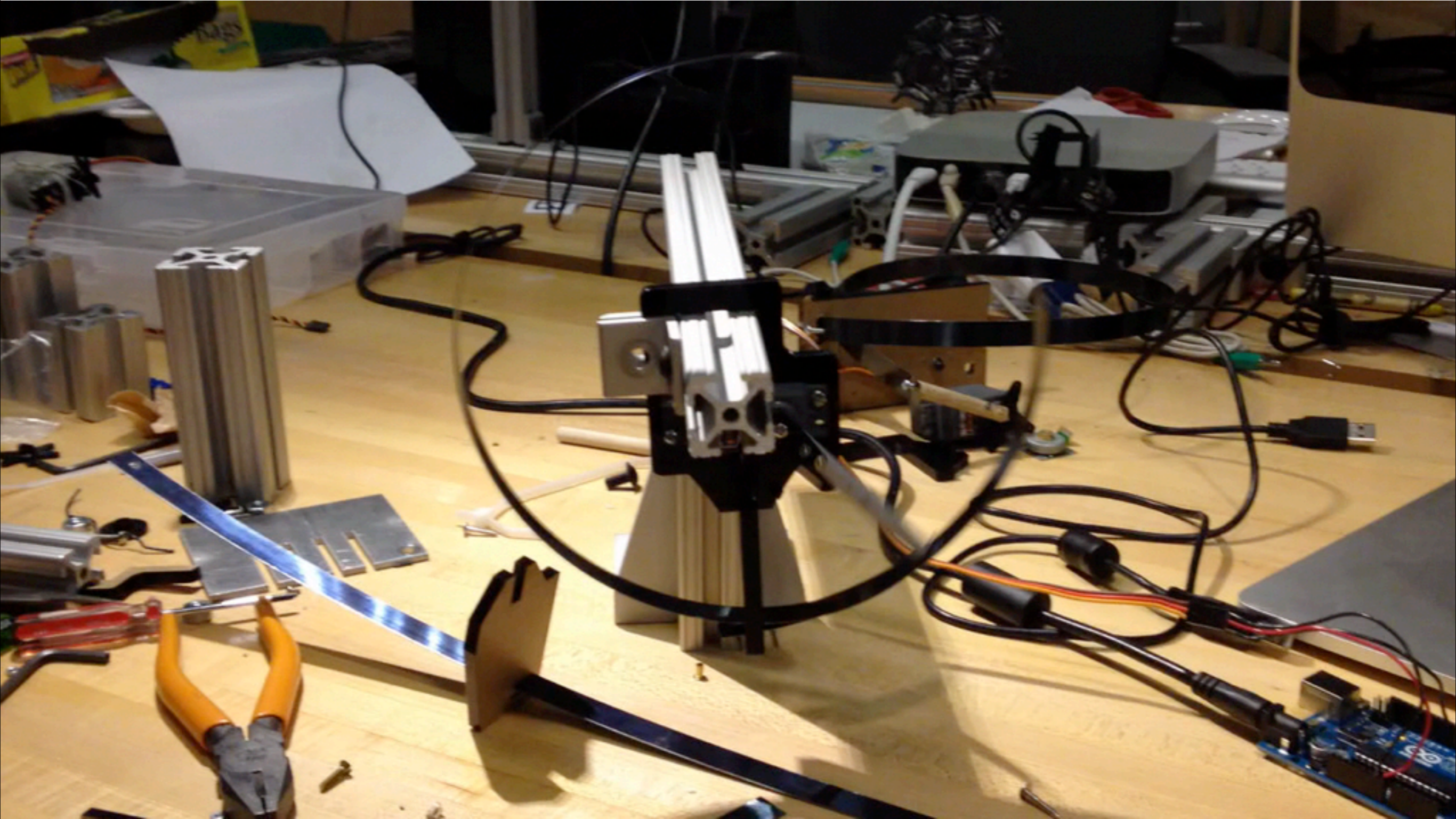


over-filling

# TECHNOLOGY



# TECHNOLOGY



# TECHNOLOGY

The screenshot displays a Java IDE window titled "sun.applet.AppletViewer Applet". The main area shows a visualization of audio levels over time, with a red bar chart overlaid on a grey waveform. The red bars represent the amplitude of the audio signal, showing several peaks of varying heights. Below the visualization, a console window displays the following text:

```
Applet started.
225     if (arduino.analogRead(3) > 800){
226         state = "recording";
227         startRecording();
228     } else {
229         state = "normal";
230         endRecording();
231     }

```

The console also shows the following output:

```
KlangKoerper [Java Applet] /System/Library/Java/JavaVirtualMachines/1.6.0.jdk/Contents/Home/bin/java (Dec 11, 2013, 12:33:12 PM)
---- Pure Java JSyn www.softsynth.com - rate = 44100, RT, V16.5.14 (build 448, 2012-12-10)
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

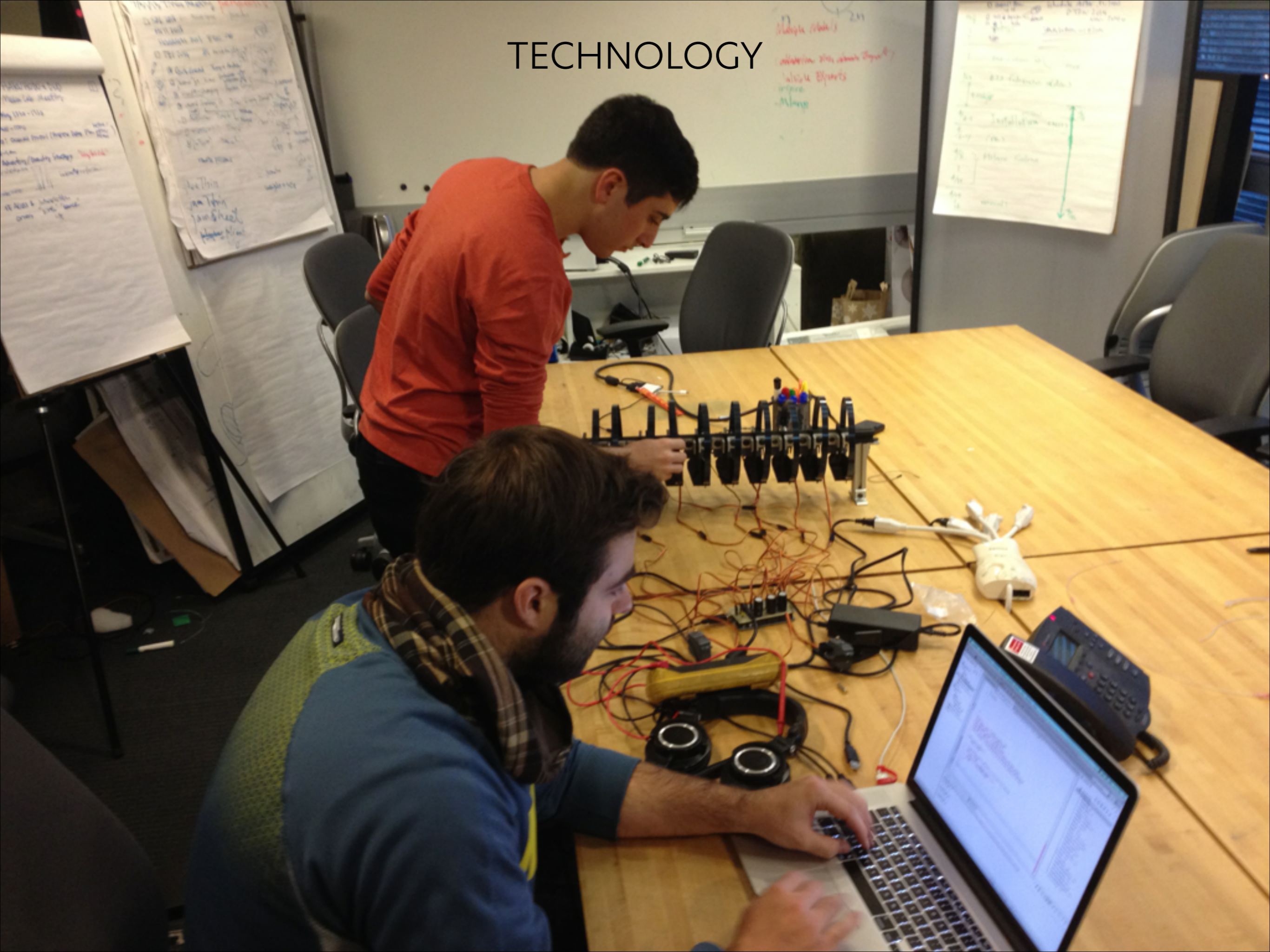
```

On the right side of the IDE, an "Outline" panel lists the following methods and variables:

- averageLevels : float[]
- playBackRate : float
- isPlaying : boolean
- levelsToSample : float
- currentFrame : int
- currentLevelsFrame : int
- hasBeenPlayed : boolean
- state : String
- w : int
- waveLength : int
- xspacing : int
- theta : float
- period : float
- dx : float
- yvalues : float[]
- setup() : void
- draw() : void
- checkSensors() : void
- recordAudio() : void
- drawBackgroundPattern() : void
- drawCurrentLevel() : void
- drawLevelsPolygon() : void
- averageLevels(boolean) : void
- drawInterpolatedAverages() : void
- arduinoDisplay() : void
- sineWave(int) : void
- sweep(int) : void
- startRecording() : void
- endRecording() : void
- keyPressed() : void
- keyReleased() : void

At the bottom of the IDE, the status bar shows "Writable", "Smart Insert", and "205 : 15".

# TECHNOLOGY



# TECHNOLOGY





# FUTURE WORK

