Soundscape

Project 2: Programmable Materiality
MAS.834 Tangible Interfaces

Mohammad Hadhrawi, Dave Miranowski, Vasant Ram, Douglas Sanchez
Inspiration
Inspiration enabled sound to become a physical embodiment.
Related Work
Dance Touch Meet

Built-in microphone
Listens to your music
Invisible touch sensors
Powered by Batteries or Adapter
Craves attention
Speaks its own language
Multi-axis movement

Me, my Guitars, and Keepon
Background
440 Hz  Lower Frequency

880 Hz  Higher Frequency
X-Axis Modulation
Example
Y-Axis Amplitude Modulation
Concept

Sound <-> Shape
Usage/Input
Usage/Manipulation
Vocabulary
Selection
Copy Paste
Pitch Shift
Amplitude Scaling
Amplitude Scaling
Time Reversal
Future Work

• What are other physical interactions of sound that can be intuitively mapped?
  - Twisting as a form of mixing or convolution?
  - Addition / subtraction by joining segments?
  - Physical co-location of RadicalSound to define interplay?
Thank You