TEMPLATE
COMP 471 / CART 498 C Final Project

Name of Project (+ URL):

People and Roles (Indicate concept lead, Jitter programming, maths, sound programming, set construction, etc.):

What is it:

Include diagrams of installation,
optionally: software architecture (extra credit).
examples (patches and / or video) showing the proposed effect.

What is the project asking or exploring? (Why is it an interesting COMP 471 project?)

What is the technical interest? Explain in mathematical terms, the techniques of digital image / video processing that are being exercised in your application.

What is the functional, aesthetic, or symbolic significance of your application? How does it engage the human participant in live interaction?

Milestones / Timetable:

Deliverable:

Resources needed:

References:

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EXAMPLE (see next page for blank)

Name of Project: WYSIWYG
URL: http://www.topologicalmedialab.net/fields/tml/field.php?n=Projects.WYSIWYG

People (Advisor): **Roles**

Freida Abtan (SXW):Concept / research
David Gaultier (Doug Van Nort): Gesture analysis
Freida, David Bingham: Sound design, Real-time Sound synthesis
Elliot Sinyor, Erik Conrad, (Rodolphe): Fabric and active textiles

What is it:

A gestural instrument based on soft fabric controllers, mapping free, improvised gesture to real-time sound synthesis software instruments. The wearable instrument works entirely on the body, but also can play/sing antiphonally with fixed computer-based instruments and speakers to in ambient sound environments as well.

What is the project asking or exploring?

WYSIWYG aims to explore how games do not have to be played according to fixed a priori rules. We explore, in fact how practices of play, of technique, emerge in the course of play, and more generally how rules or codes of conduct sediment in collective, repeated play. The phenomenological context is games of sound and bodily movement as in "unstructured" games like Hide and Seek, or Blind Man's Bluff.

Technically, we seek features that can be extracted in real-time from physical sensor data from cloth-like controllers. These features should be correlated with degrees of intentionality. We will start with "individual" gestures but aim to track collective gesture using these cloth-like manipulables.

Milestones / Timetable:

Sep	Build complete processing - sound loop with version 1 parts
Oct 31	Halloween demo of prototype
Dec 15	Spec and acquire components for version 2
Jan 15	Demo version 2 platform
Jan -Mar	Scenario design, Hw development gesture anaylsis, sound synthesis
Mar 1	Create at least 3 wearable platforms
Mar 15	Use version 2, rehearse meta-play scenarios
April	Final Presentation
May	Write-up, edit project video

Deliverable:

April 1	Two (or three) versions of cloth-like, sounding objects, in handkerchief, scarf, and blanket form factors. 2 improvisational play/ performances

Resources needed:

Studio space/time: 4 hours/week x 10 weeks, ____ space
1 VR stamp developmet & electronics
textile supplies
access to TML dev Macs
sound system