

ConDio[©]

Controlling**Audio**

Mario

Goce

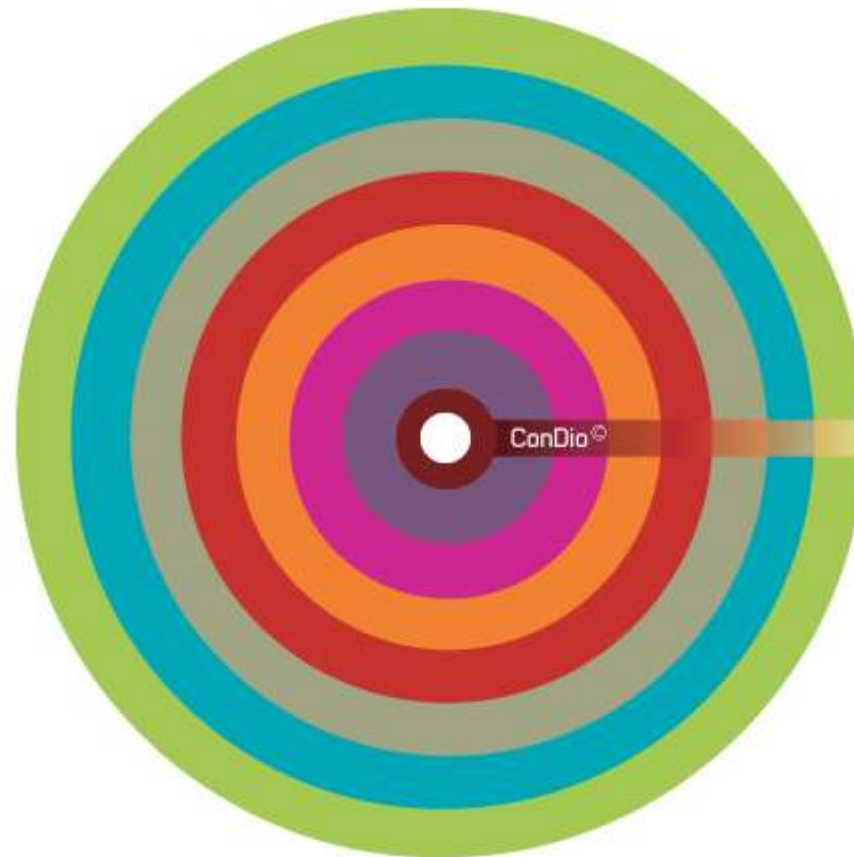
Anders

Jan

Esteban

Anson

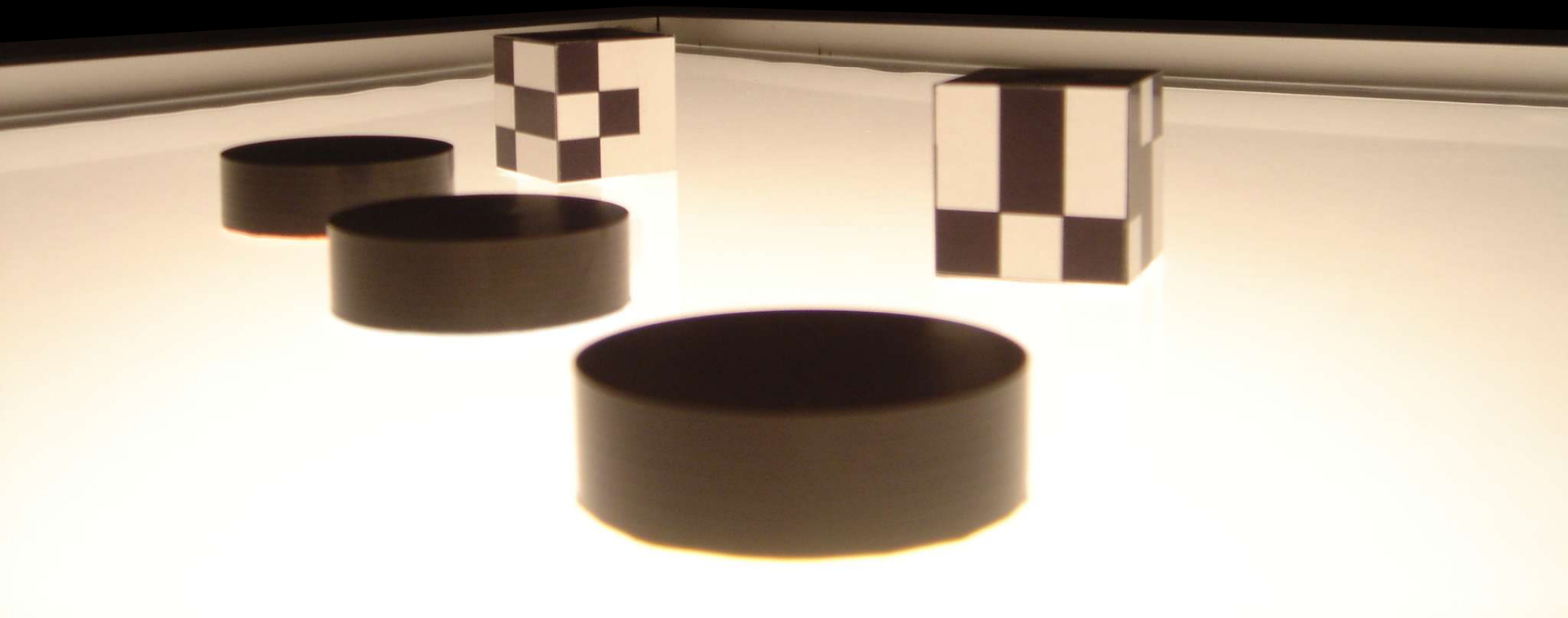
Peter



K383

Controlling**Audio**

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The Setup



IT's a new **T**angible **S**ound **E**xperience

IT's an **I**nteractive **S**ound **E**ffect **M**ixer

IT **T**racks **C**olor & **M**ovevent through **CV***

IT **M**anipulates various **A**udio **S**amples

*computer vision

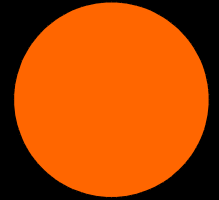
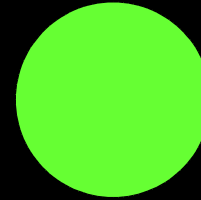
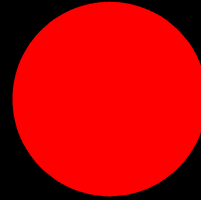
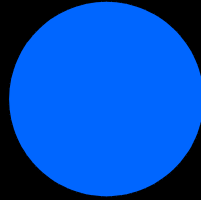
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THE OBJECT'S

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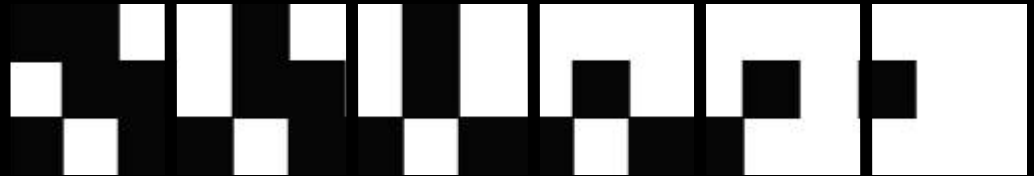
PUCKs



Applying Sound Effects to the Samples

Tracking Color

CUBEs



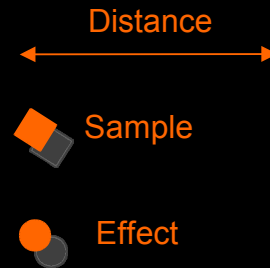
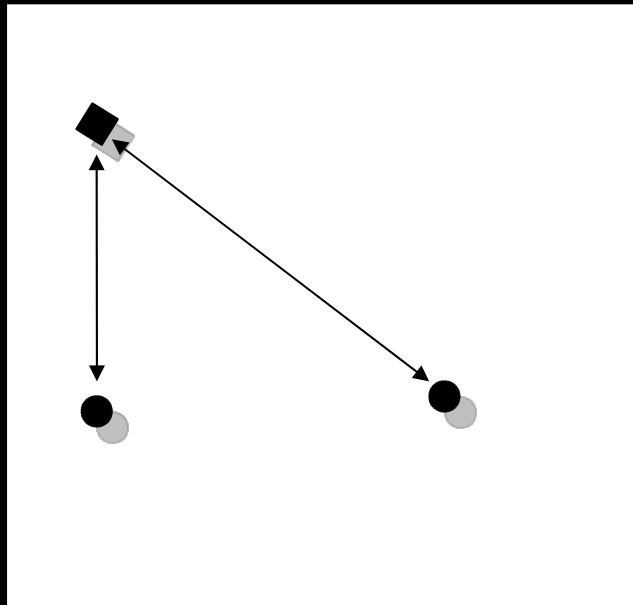
Sample Libraries

Every side of the cube corresponds to a sample

By calculating the white shape perimeter of each side

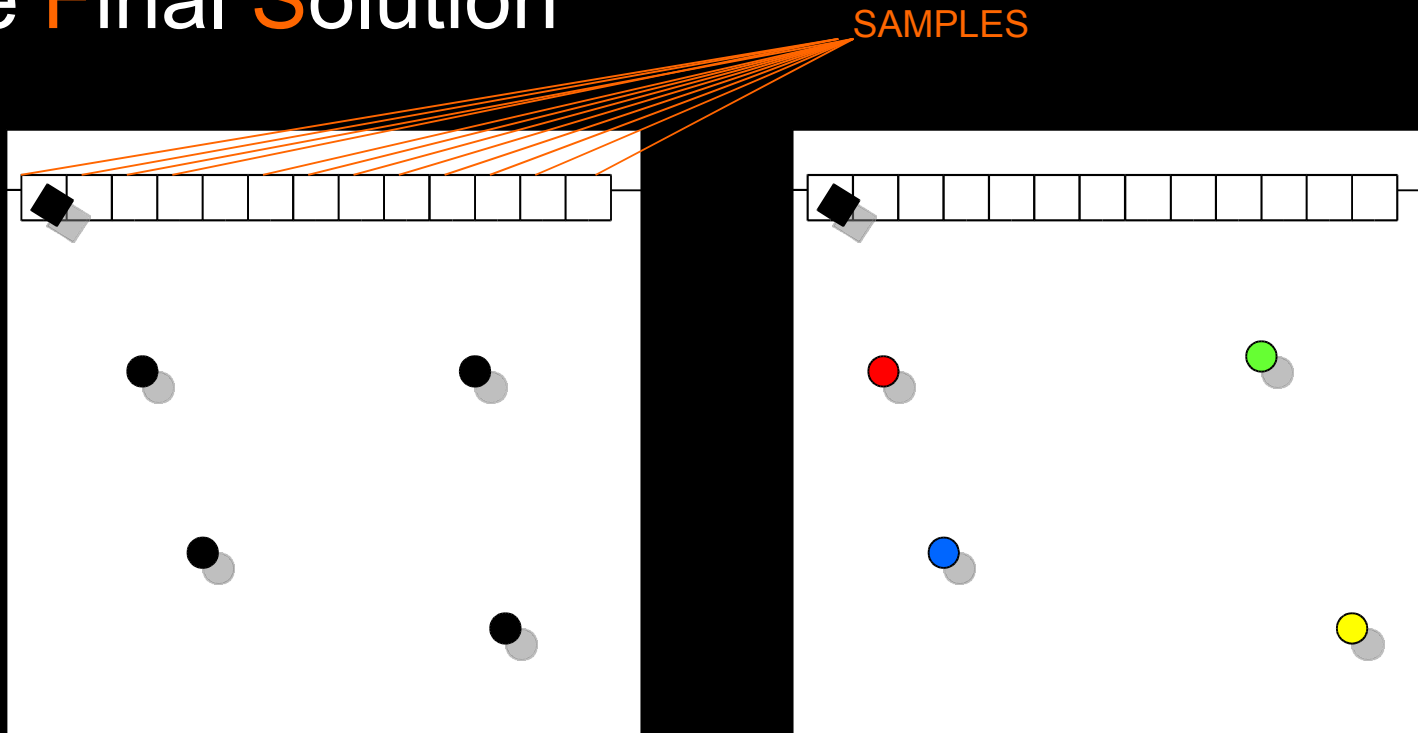
Usable But Too Slow (test show up to 5 sec of calculation delay)

Mapping Vision To Sound The Distance



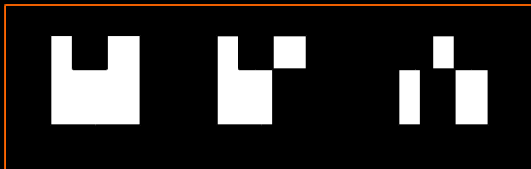
More Distance Less Effect

The Final Solution



ConDio[®] seen from above

ConDio[®] seen from below

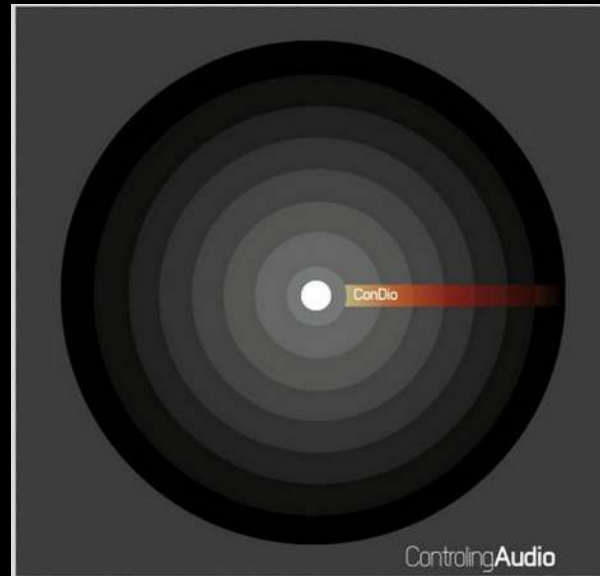


The various values of the perimeter of each side can be used to trigger various sample libraries!

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The Video



Homepage: <http://media.aau.dk/~gtal05/labsessions.html>