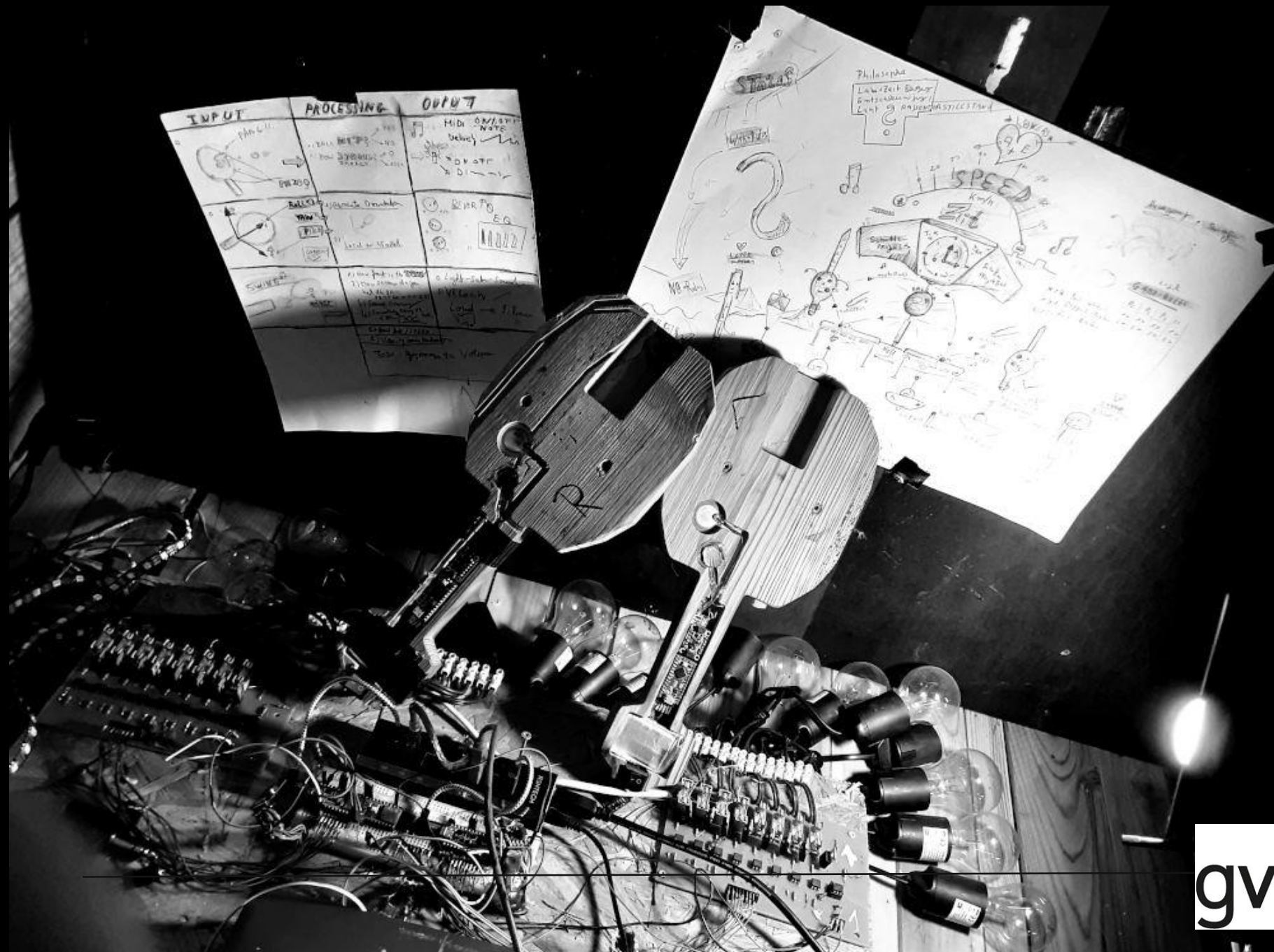


#ponG pinG

Audiovisuelle interaktive Performance fuer zwei Spieler



STATES

Philosophie
Liebe, Zeit, Bewegung
Entschleunigung!
Licht ?
RAISEN DER STILLSTAND

With-Puls

LOVER
marker

NO P.W.s

FLOW

LOVERS
A + E

SPEED
Km/h

Zeit

Schritte
Projekt

Schritte
Projektion

BALL

NETZ

PIANO

Bewegung = Swing

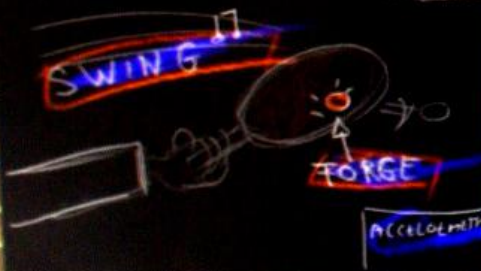
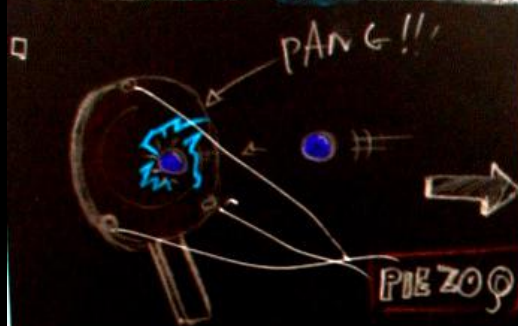
Log 2
GAME-RULES

P_1, P_2, P_3, P_4
 $x=4$ Ball-Wechsel $1x, 1x, 1x, 1x$
 $x>1$ Doppel-Fehler $2x, 2x, 2x, 2x$
 $L>5$ Zeit-Fehler

LOVER
PLAYER 1

Dynamic Note
[MPE + MIDI] PROTOKOLLE
STATISTICS

INPUT



PROCESSING

- 1) BALL HIT?
 - 2) How STRONG?
- YES
NO
0
1024

- 1) Absolute Orientation
- 2) Local or World

- 1) How fast is the SWING
 - 2) How strong do you hit the BALL
 - 3) Sound Score
 - 4) Smoothing swing velocity
- $sq = (x \cdot x + y \cdot y + z \cdot z)$
CHU XX

5) How fast / SPEED

6) Velocity versus Acceleration

TODO: Gyroscope to Volume

OUTPUT

