



# ankur agrawal

Designer, Technologist and Artist who aims  
to make technology more engaging

# Orchestable

Multi-touch Orchestra (HCI, Computer Graphics, Image & Audio Processing)

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**Design method used:** Secondary Research, Rapid Prototyping

**Software used:** J2SE1.6, MT4J, CCV, JOGL, MinimLibs, Eclipse

**Hardware used:** A wooden table, normal webcam(Converted to IR), ShortThrow Projector, Transparent Glass Sheet, Butter Paper

## What is Orchestable?

Orchestable is a system which provides a digital multi-touch interface to a group of people for playing multiple musical instruments simultaneously on the same multi-touch screen. The user can play more than one musical instrument simultaneously with a more realistic user interface, broader accessibility and flexibility than those already existing. There are 4 different instruments available to choose from: Piano, Octapad, Congos and Drums.

## Final Setup

The hardware of the project was implemented using a simple IR Camera, Plain Glass sheet, Wooden Table and a Short-throw Projector. Later, I had interfaced this project with the project of one of my colleague who had developed a sound processing module using MAX/MSP.



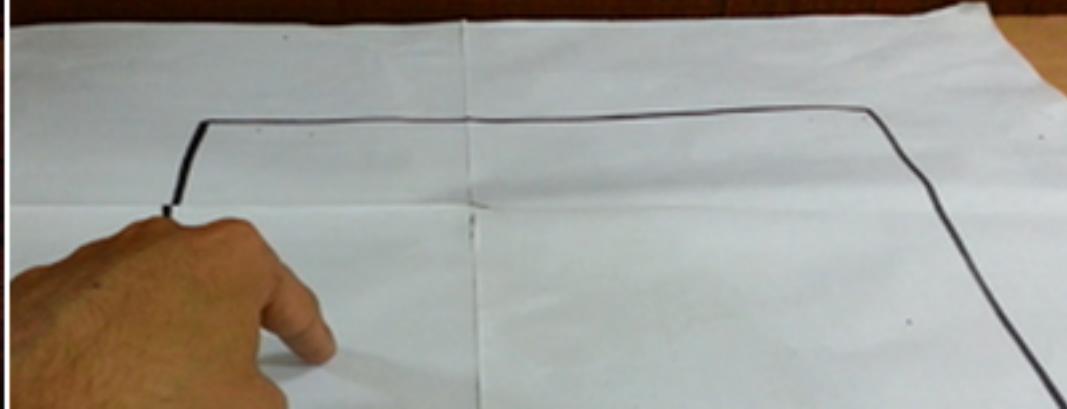
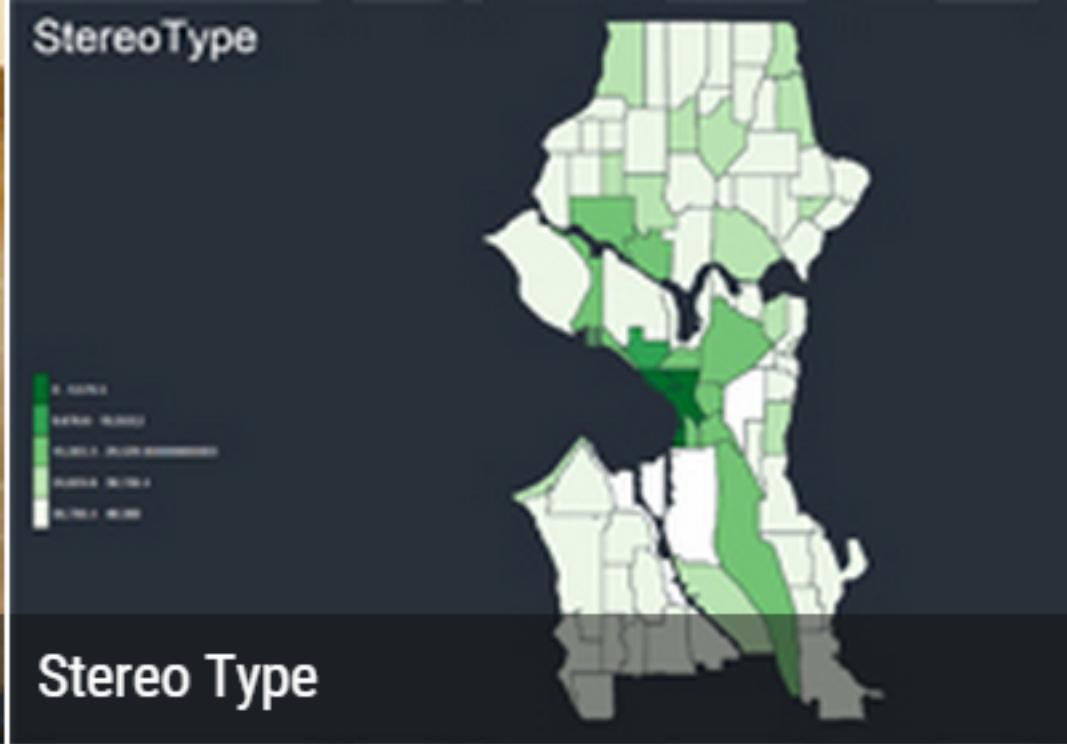
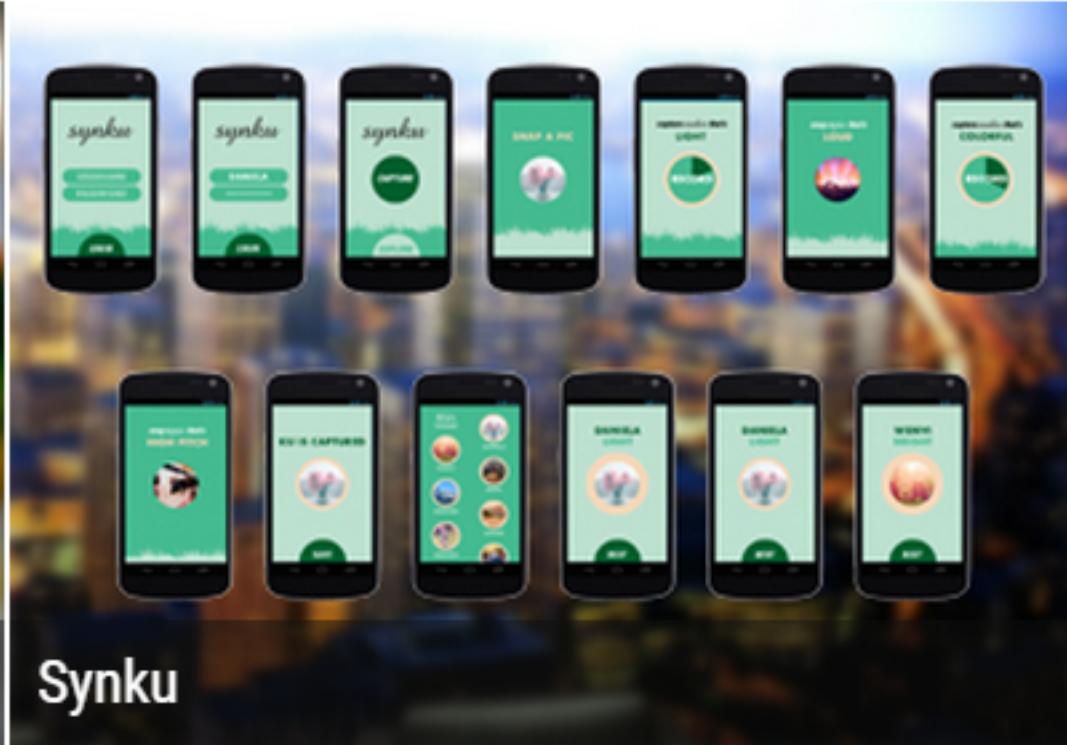
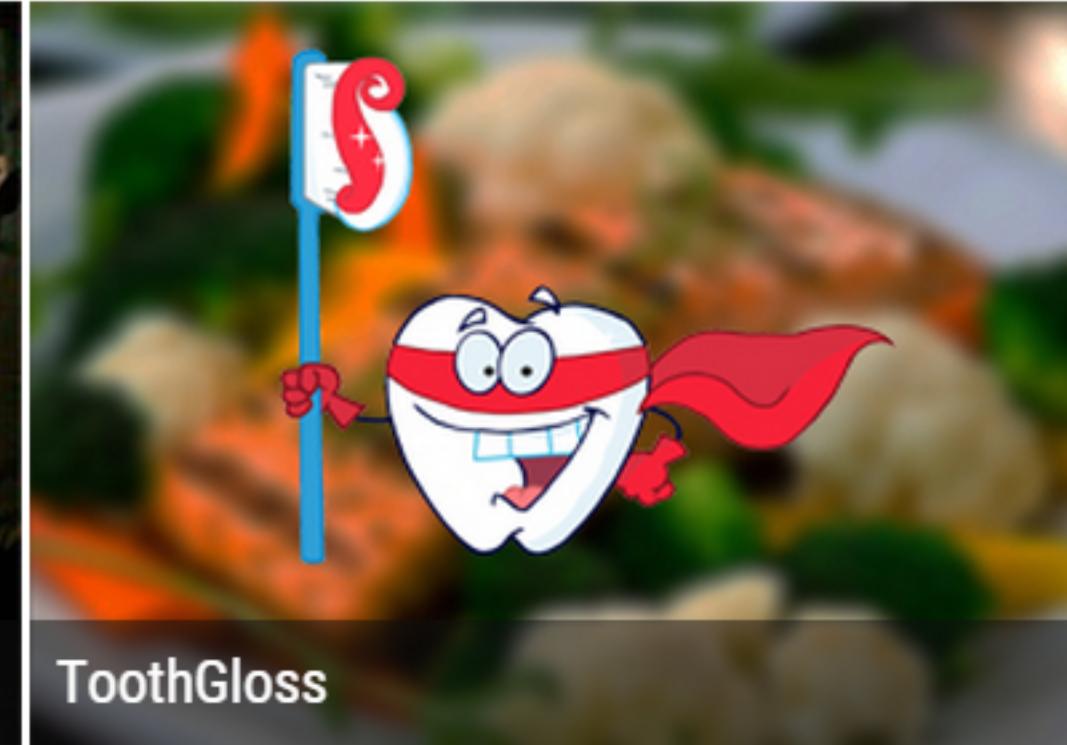
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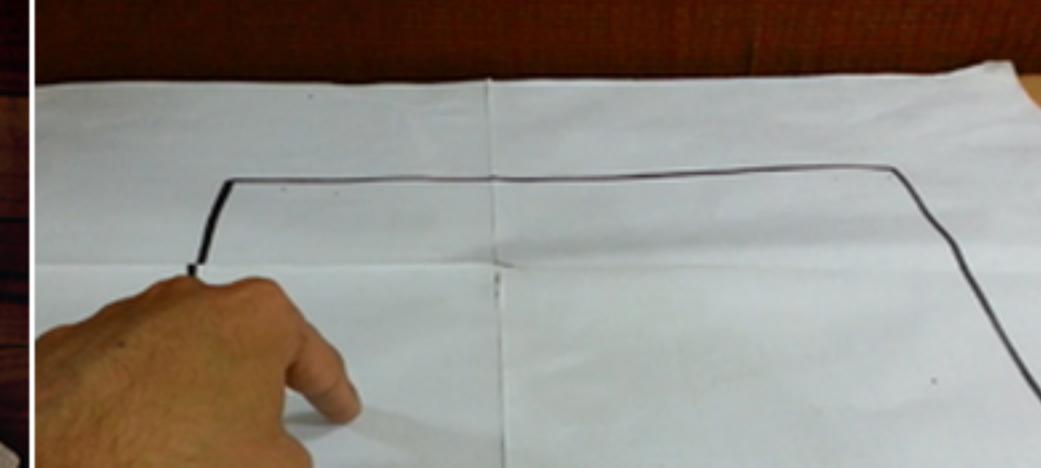
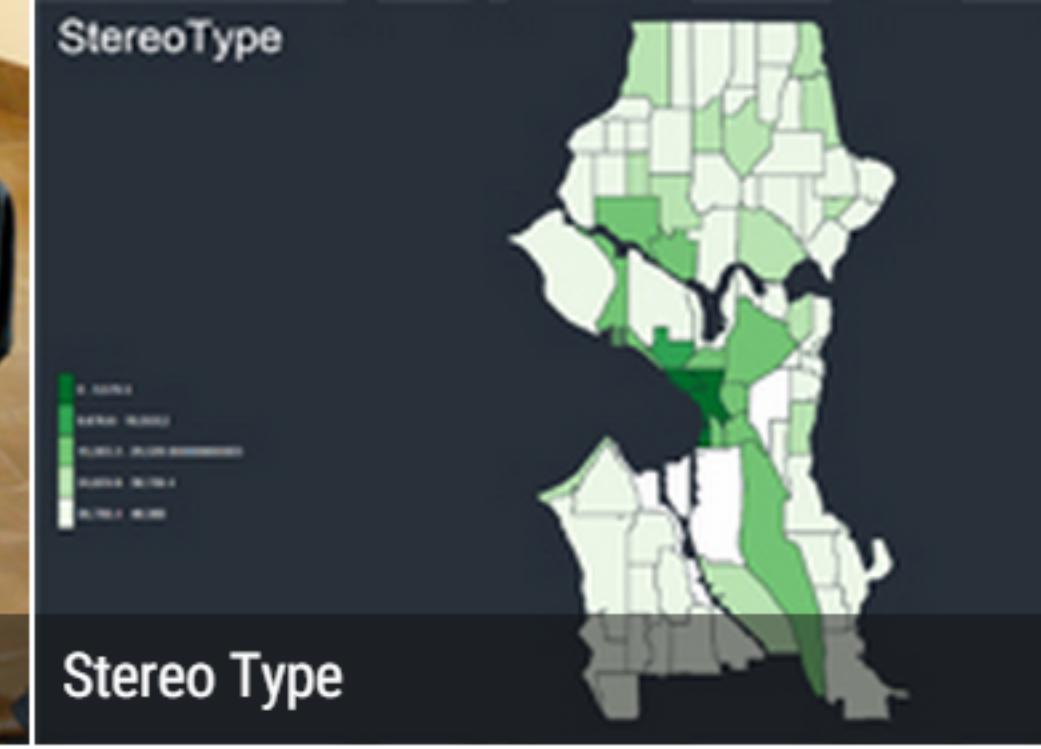
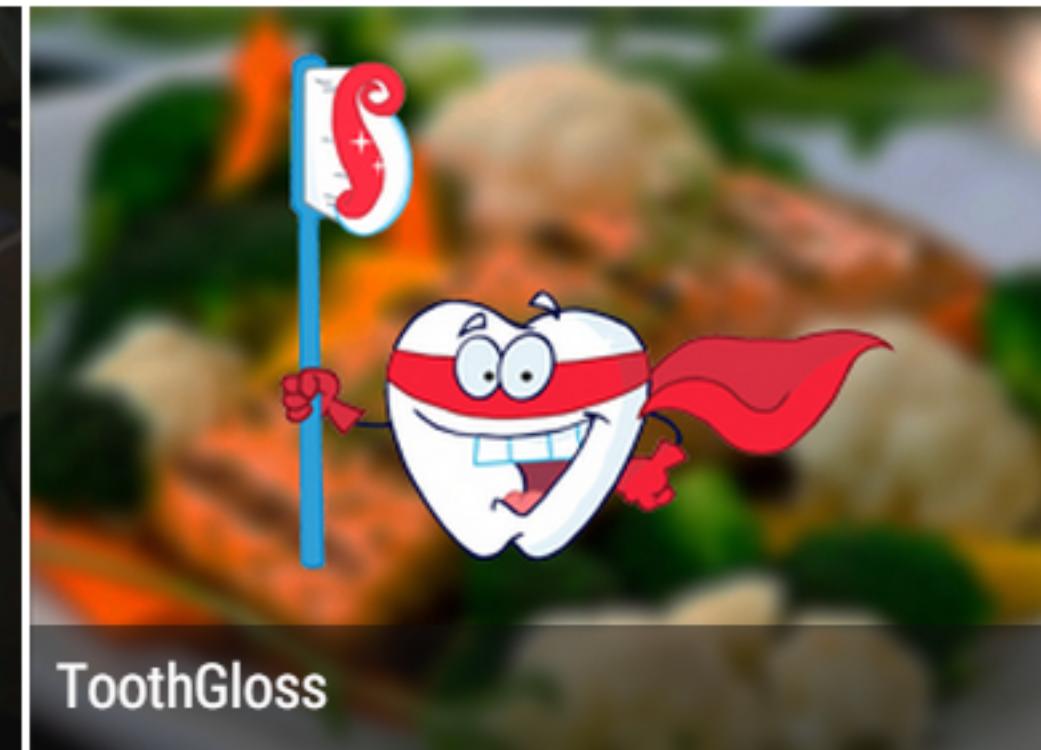
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