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HUMAN SONG MAKER

Interactive design class, IMAC, Université Gustave Eiffel, in partnership with **Design Insitu**

Assignment 4, final project

CONCEPT

Human Song Maker

The Human Song Maker is a collaborative space where anyone can participate in creating a completely original song. As a conductor, an instrument or a mere spectator you can contribute or maybe you are already part of the orchestra! Enter the area to become an instrument, move to change your note, touch the terminal to begin conducting this orchestra.

The conductor can select the beat, assign instruments to the people in the space and choose different rhythms to create a song. He can even record his creation and send it to himself by email! If there is no conductor, the program can automatically choose the parameters in order to generate a song. And because we want it to be even more colorful, the floor is illuminated thanks to video mapping. Colored squares appear where passers-by walk, indicating that a note will be played.

RESEARCH SYNTHESIS



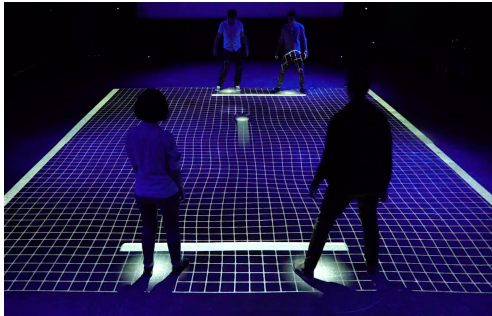
*Piano en gare, SNCF stations
(France), since 2013*



*Music video game Wii Music,
Nintendo, 2008*



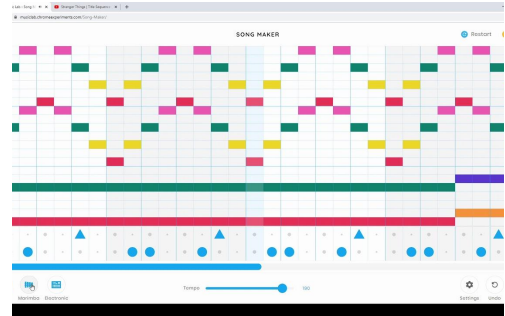
*Cave of Sounds, Tim
Murray-Browne, since 2012*



*GRiD, Moment Factory,
Montréal, 2018*

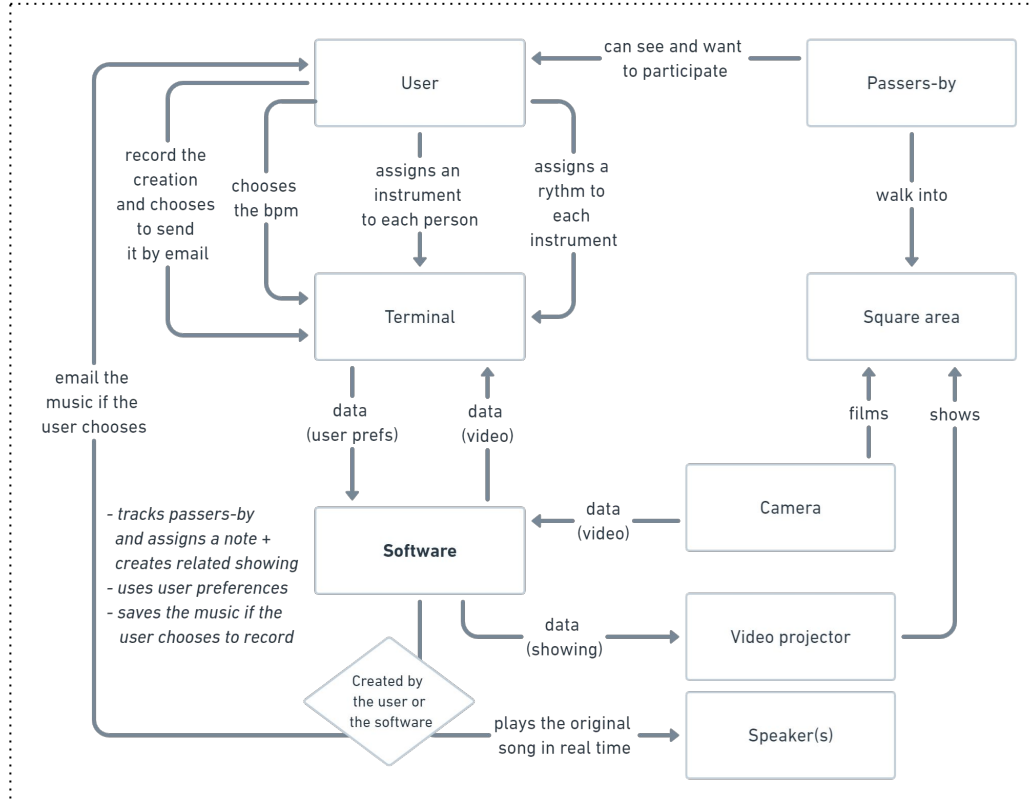


*Interactive Metro Station,
Design Insitu, Frankfurt
(Germany), 2010*



*Chrome Music Lab, Google
Creative Lab + Use All Five,
since 2016*

RESEARCH SYNTHESIS



"Human Song Maker" systemic diagram

Hardware

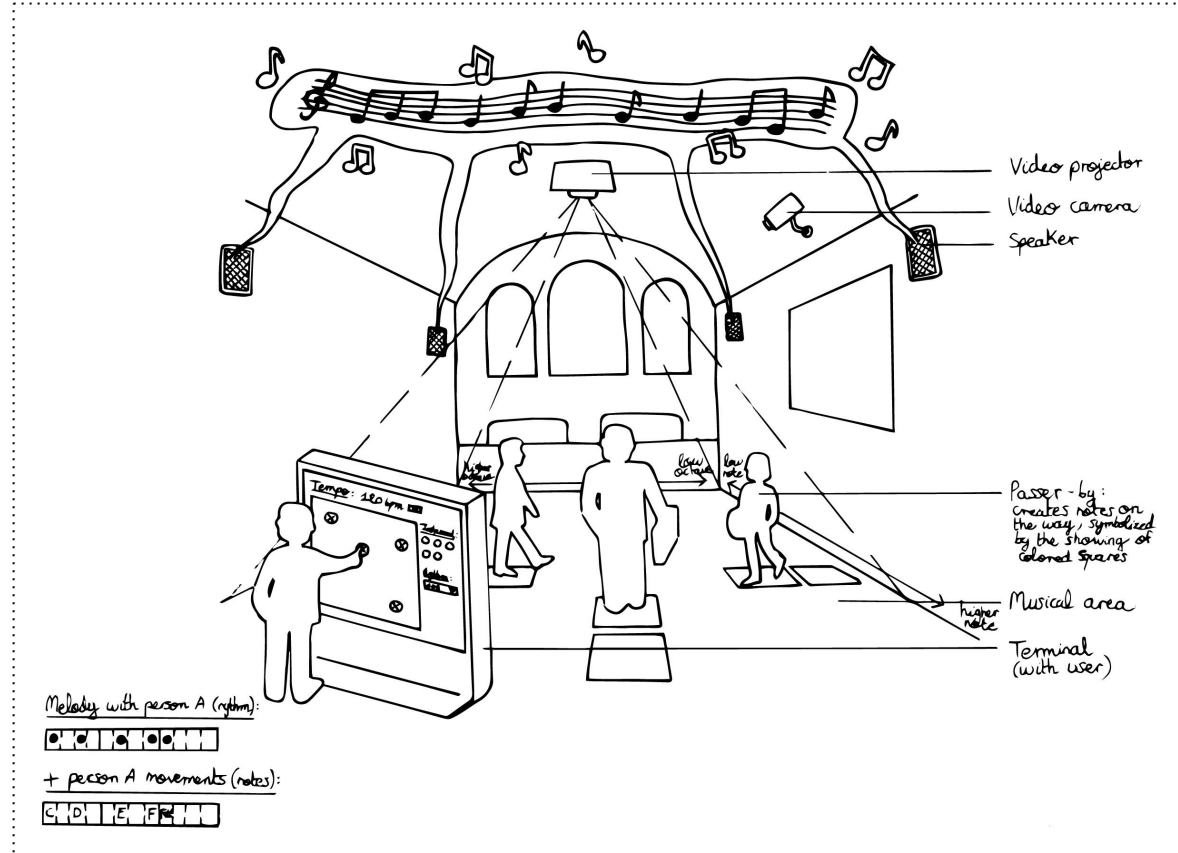
- Video camera
- Video projector
- Speaker(s)
- Terminal with touchscreen

Software

- Multimedia software with video and sound (tracking, score, mapping, etc.) : VVVV, MAX/MSP, etc.

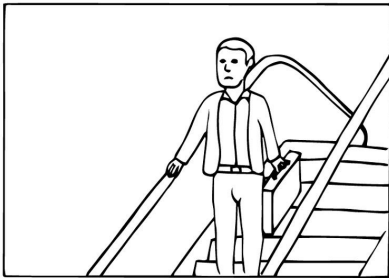
"Human Song Maker" technical details

RESEARCH SYNTHESIS

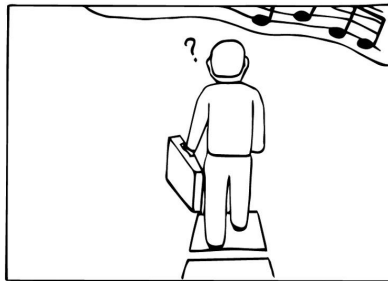


"Human Song Maker" explanatory sketch

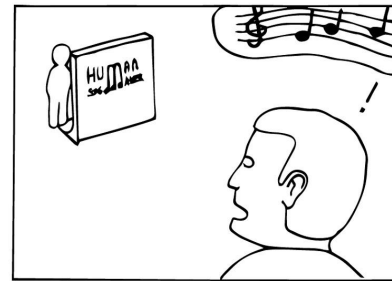
STORYBOARD



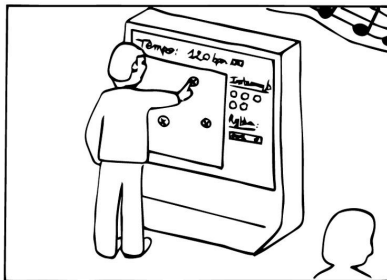
1 Pierre is going home from work by subway. He is a little tired from his day.



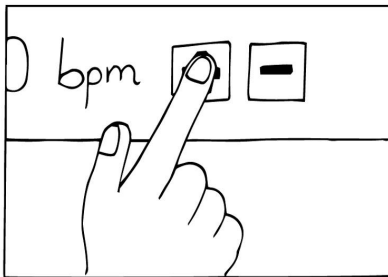
2 While walking, Pierre hears music and notices that colored squares are created on the ground after he walks by. So he wonders what is going on.



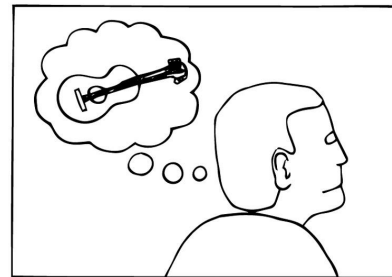
3 Pierre then notices a "Human Song Maker" terminal and someone tapping the touch screen. He is intrigued and comes closer.



4 Pierre understands that he can assign instruments and rhythms to passers-by using the terminal. This creates a melody according to their positions. He tries that.



5 Pierre plays with the different features and possibilities. He understands that he can even increase the tempo of the music he creates and record his song.



6 Pierre had fun creating his melody. He had never been interested in music, but now he thinks he could start learning how to play the guitar. He chooses to send his music by email!

VISUAL ASSETS

Squada One

ABCDEFGHIJKLMNOPQRSTUVWXYZ

Zabcdefghijklmnopqrstuvwxyz

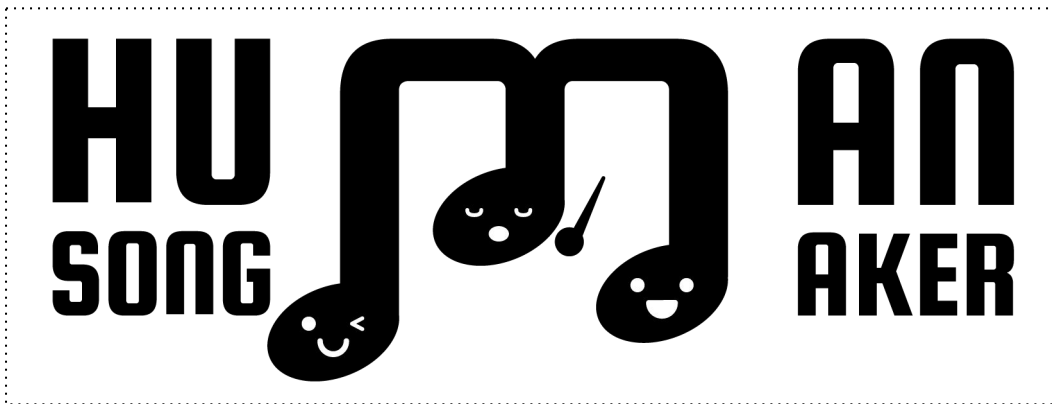
Roboto

ABCDEFGHIJKLMNOPQRSTUVWXYZ

YZabcdefghijklmnopqrstuvwxyz



*Instruments logos (Noun Project -
Carpe Diem / Musical Instruments)*



Logo "Human Song Maker"



The main colors are **black and white**. However, different **colors accents** are applied for each selected passer-by.

INTERFACE

HU
SONG AN
MAKER

Click on a person and choose an instrument!



Tempo

135 bpm - +

Instrument



Rythm

001	▼
002	
003	
004	

Record ☐

Terminal interface mockup, beginning

HU
SONG AN
MAKER



Tempo

135 bpm - +

Instrument



Rythm

002	▼
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Record ☐

Terminal interface mockup, ongoing

INTERACTIVE SKETCH

Link of the interactive sketch in P5 :

<https://baptisteory.github.io/humanSongMaker/>