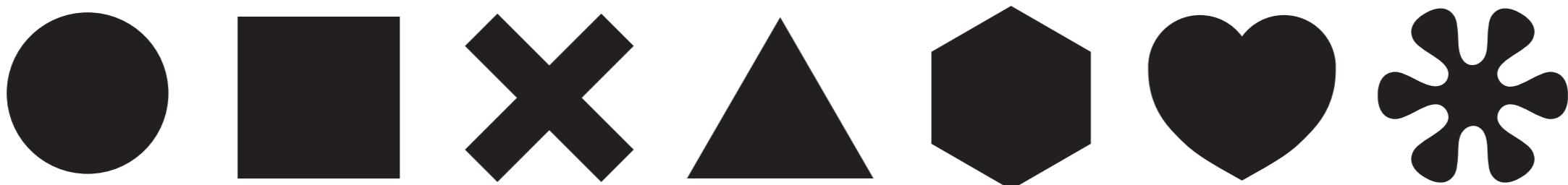
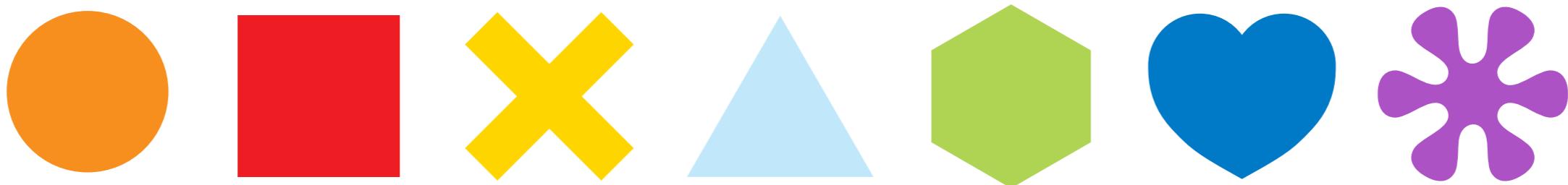


WE USE THE REACTICKLES SHAPES



OUR COLOUR PALET



CAUSE & EFFECT

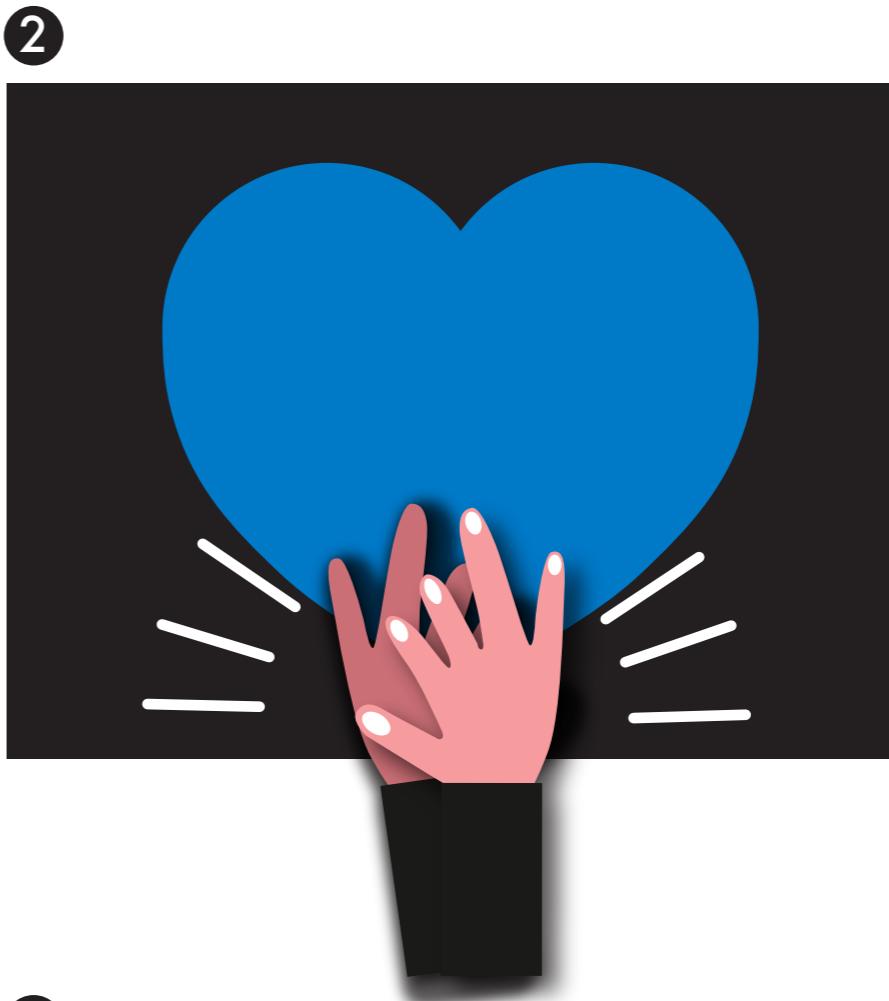
1

Version One



2

→
Percussive
Event



Switches Colour
and shape

1

Version Two



→
Percussive
Event



Switches Shape
and shows live video

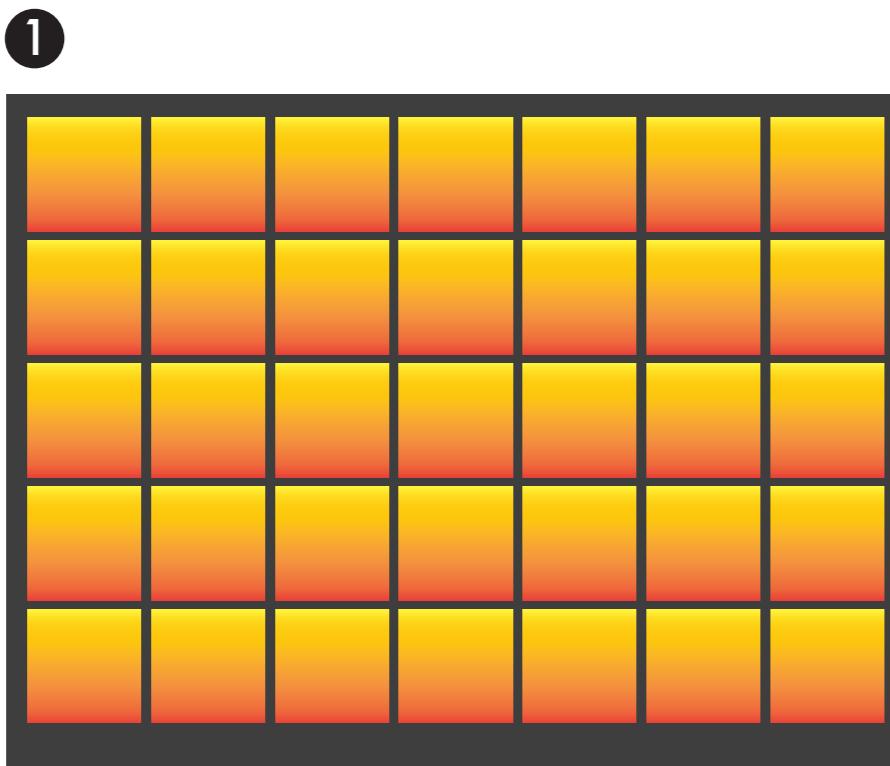
FLOW



System detects silhouette.
Eddies form where the body
breaks the flow. Creating eddies
in areas where the flow is reduced.

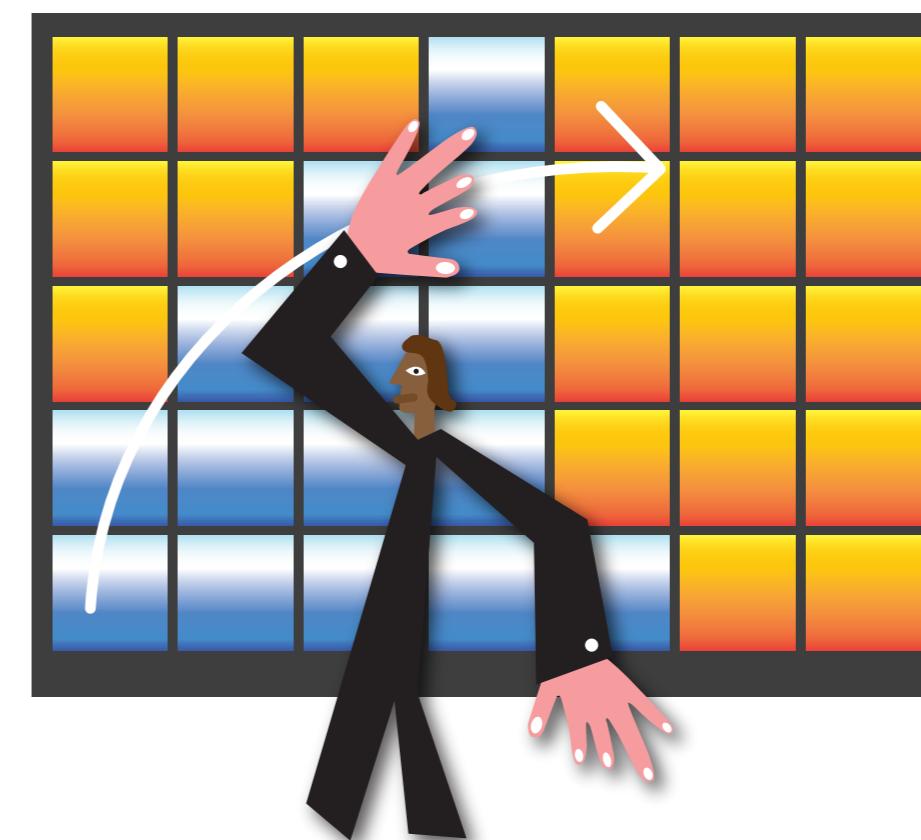
SPACE

Version One

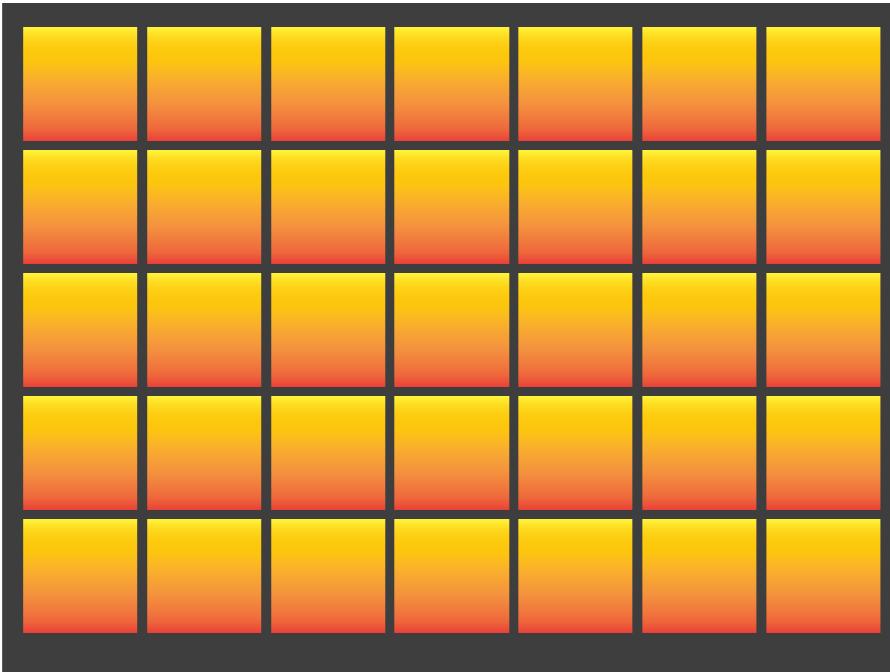


Body Tracking

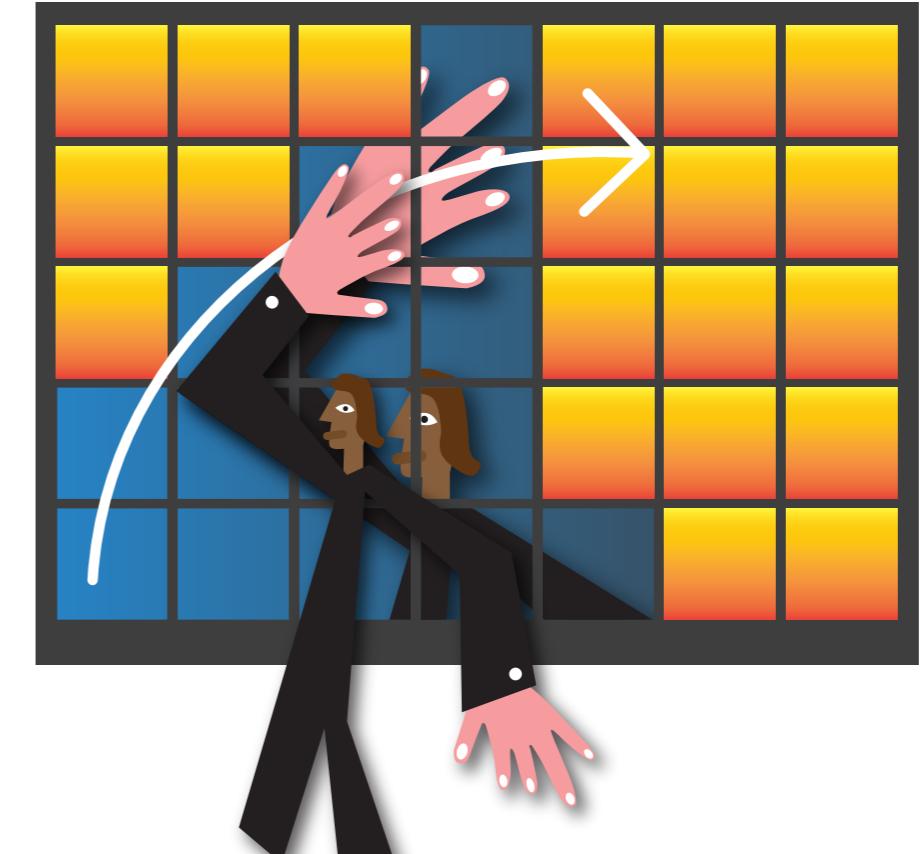
Each screen starts as a set of blocks.
Interaction with screen causes the blocks
to flip and change colour.
When all blocks are flipped
new set of colours is revealed.



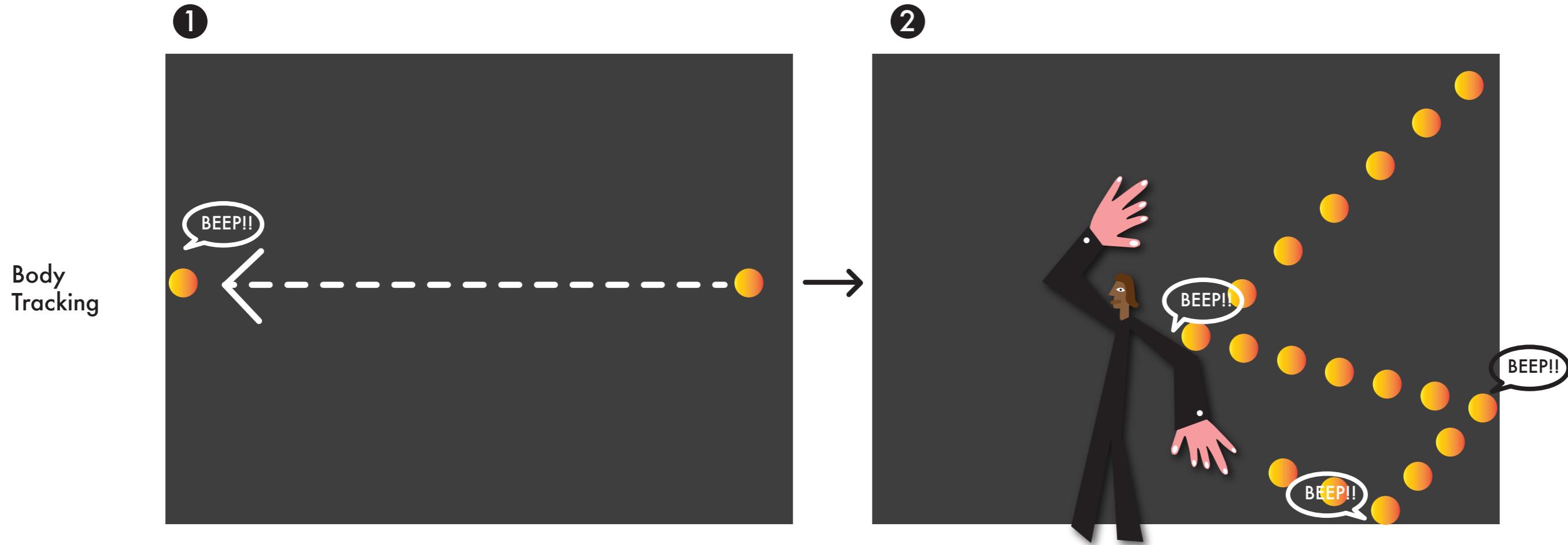
Version Two



Each screen starts as a set of blocks.
Interaction with screen causes the blocks
to flip and change colour.
When all blocks are flipped
live video is revealed.



RHYTHM



Without body in the scene.
Balls shoots through the scene
Emitting a sound when it
bounces off a surface.

With a body in the scene.
Balls shoot through the scene
emitting a sound when they
bounce off a surface or silhouette

RASPBERRY PI - SOMATOPIA

