

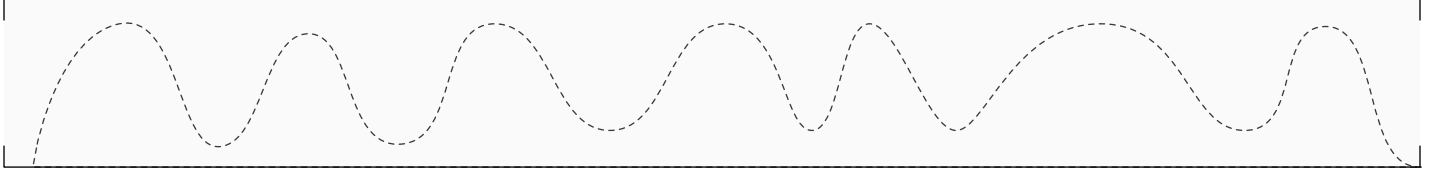
Xylophage Sound Layers

Interactive Layers

Breathing

files: inhale_*.wav, exhale_*.wav

Baseline Loop: Didg/Breathing



Interactivity: Rate controlled by proximity sensors, speeds up when people are closer.

Playback options: 1. Random playlist to select inhale/exhale samples
or 2. Long loop (1-5 minutes, or longer)

Gurgles

files: gurgle_*.wav

Triggered or Random: Drops/Gurgles



Interactivity: Button trigger, or played randomly if no recent events.

Playback options: 1. Random playlist of samples
or 2. Long loop (1-5 minutes, or longer)

Non-Interactive Layers

Accents

file: scrape_loop.wav

Accent Loop: Cymbal/Yawn



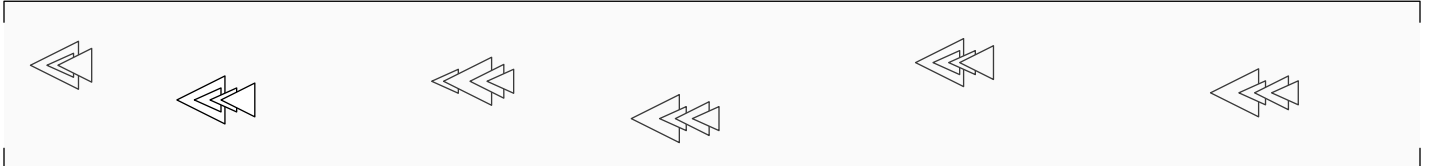
Interactivity: None.

Playback options: Long loop (1-5 minutes, or longer)

Other Accents

file: (tbd)

Triggered or Random: "Coughs"

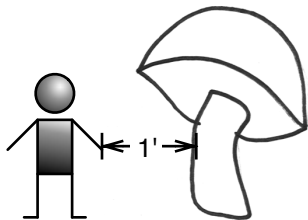
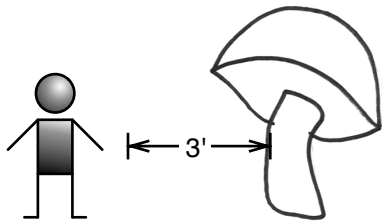
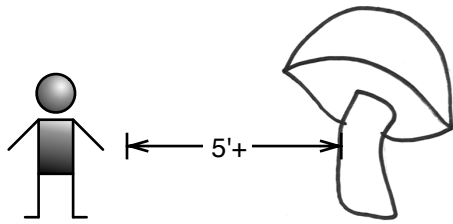


Interactivity: None.

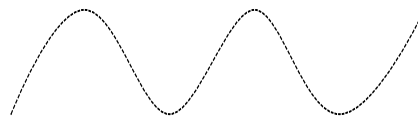
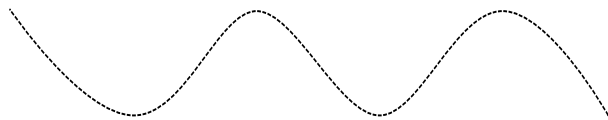
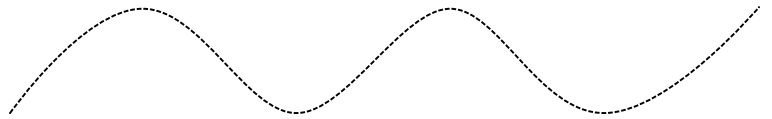
Playback options: Long loop (1-5 minutes, or longer)

Xylophage Sound Interactivity

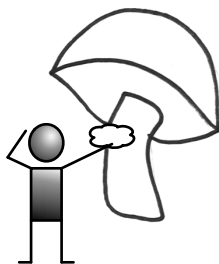
Proximity



Breathing Rate



Touch Sensor



Triggered Playback



or

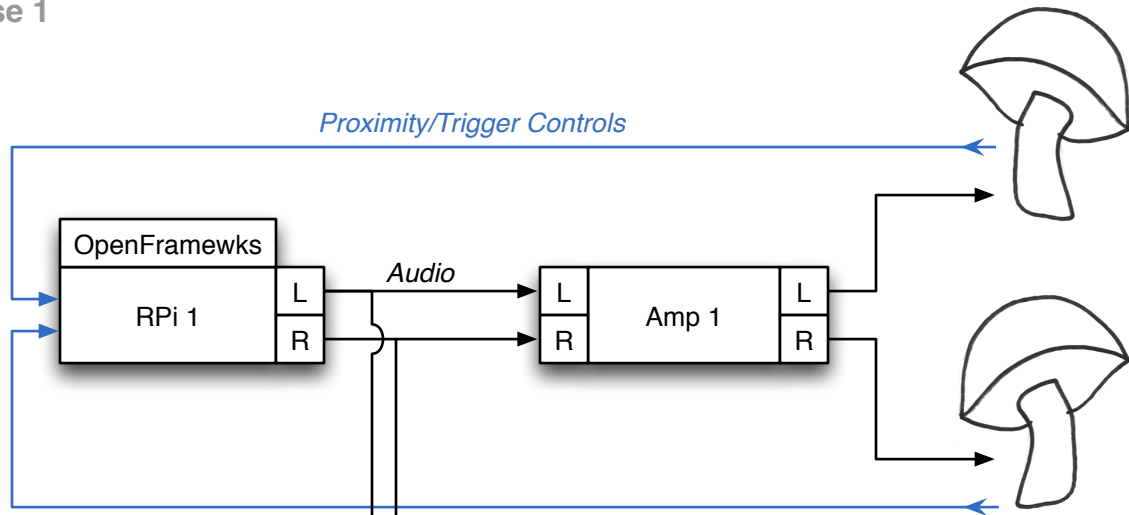


or

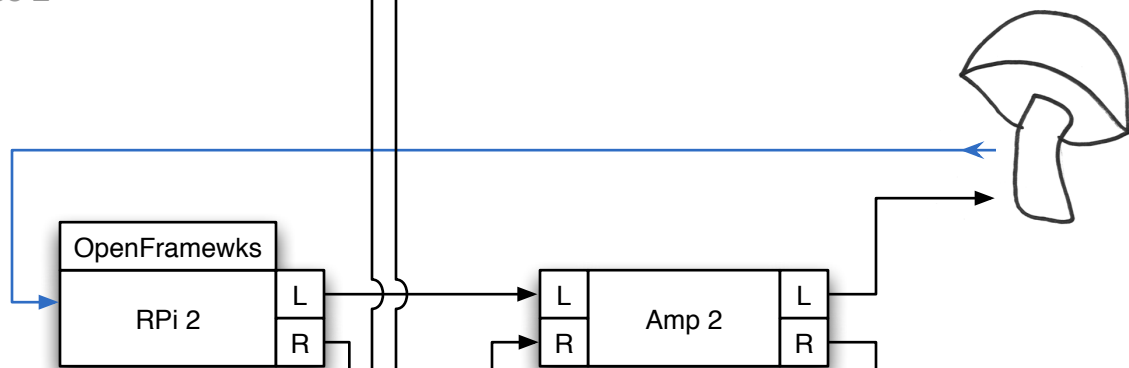


Xylophage Signal Flow

Phase 1



Phase 2



Phase 3

