Titel

Project Report

Group MTA 16440

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Media Technology
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AALBORG UNIVERSITY
STUDENT REPORT

Title:
Hand Recognition Game Control using Image Processing

Theme:
Sound Computing and Sensor Technology

Project Period:
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Project Group:
MTA 16440

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Abstract:

Abstract

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Preface

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1. Introduction

1.1 Initial Problem Statement

1.1.1 Motivation

It is possible to use voice effects while performing. Many effects exist, and it is possible to change the parameters of an effect to one's liking in real time. A problem can be changing an effect and/or effect parameters while performing. This could be because the effect pedal is on the floor, or somewhere else out of reach. Another problem could be the lack of knobs to turn, or buttons to press.

1.1.2 Statement

What existing technologies are there for altering voice effects in real-time, and how do they work?

1.1.3 Target Group

1.1.4 Research Questions

- What are the most common voice effects?
  - What are the limits of the effects
- Does any existing technology use body movement or sensors to apply effects?

2. Research

3. User Needs In Context Study

4. Final Problem Statement

5. Design

6. Implementation

7. Evaluation

8. Discussion

9. Conclusion

A. Appendix