Kevin Ducey

Physical Computing Midterm

For my first project I want to put together some sort of Rumentarium-influenced project. I want to use a midi controller to have components within an enclosure trigger various sound sources, by various means. Traditionally Rumentarium projects are done mostly with motors. However, I’d like to try to incorporate a more spatialized end result. I’d like to include 3 kinds of outputs: surface transducers, speakers, and motors. More specifically, I’d like to have an output to clip in transducers, an 1/8” output which could connect to speakers, and (and I’m not as confident in how possible this part is) an output, to which DC motor(s) could be connected, and their speed controlled. I would like each of these to have an individual digital input, which would ideally be able to be controlled by a midi controller – and maybe I can use Max/MSP to help figure that out.

I’ve been inspired after having class with sound artist/composer Sergei Tcherepnin to include more perceptual layering in my work. By this – and in the context of this specific project proposal – I mean that I’d like to have a simple physical object which is capable of contrasting sounds by multiple means: electricity, percussion, vibration.

Likewise, I’m inspired by Andrea Valle’s Rumentarium instrument, which uses motors to remotely play various objects as percussive instruments.

* Think about what the first step of this is… can probably expand this afterward to finish as the final project.