an INTERACTIVE PROJECTION

geometry that responds to movement and sound

USING AUDIO AND VISUAL IMPUTS WE MANIPULATE THE GRAPHICAL OUTPUT TO RESPOND TO AMBIENT VOLUME OF A ROOM AND THE GENERAL LOCATION OF A GREEN HAT.

WE USED
PYGAME
NUMPY
OPENCV
ALSA

to collect our data

WE USED A PROJECTOR
A WEB CAMERA
AND A MICROPHONE

structure

GENERATE MATRICIES
DETERMINE BEHAVIOR
INFLUENCE BEHAVIOR
RENDER BEHAVIOR
BEGIN AGAIN

audio visual

A PROJECT BY
TEYHA
JOHNATHAN
RACHEL
MIKHAELA