

an INTERACTIVE PROJECTION

geometry that responds to movement and sound

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

WE **PYGAME**
USED **NUMPY**
OPENCV
ALSA

DATA COLLECTION

A WEB CAMERA
AND A MICROPHONE

and we also used
a projector



structure

GENERATE MATRICES
DETERMINE BEHAVIOR
INFLUENCE BEHAVIOR
RENDER BEHAVIOR
BEGIN AGAIN

audio
visual



A
PROJECT
BY
TEHYA
JOHNATHAN
RACHEL
MIKHAELA