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**

DATA COLLECTION

A WEB CAMERA AND A MICROPHONE

and we also used a projector

structure

GENERATE MATRICIES
DETERMINE BEHAVIOR
INFLUENCE BEHAVIOR
RENDER BEHAVIOR
BEGIN AGAIN

audio visual

A PROJECT BY TEHYA JOHNATHAN RACHEL MIKHAELA