

# 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 MATRICIES  
DETERMINE BEHAVIOR  
**INFLUENCE BEHAVIOR**  
RENDER BEHAVIOR  
BEGIN AGAIN

audio  
visual



A  
PROJECT  
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