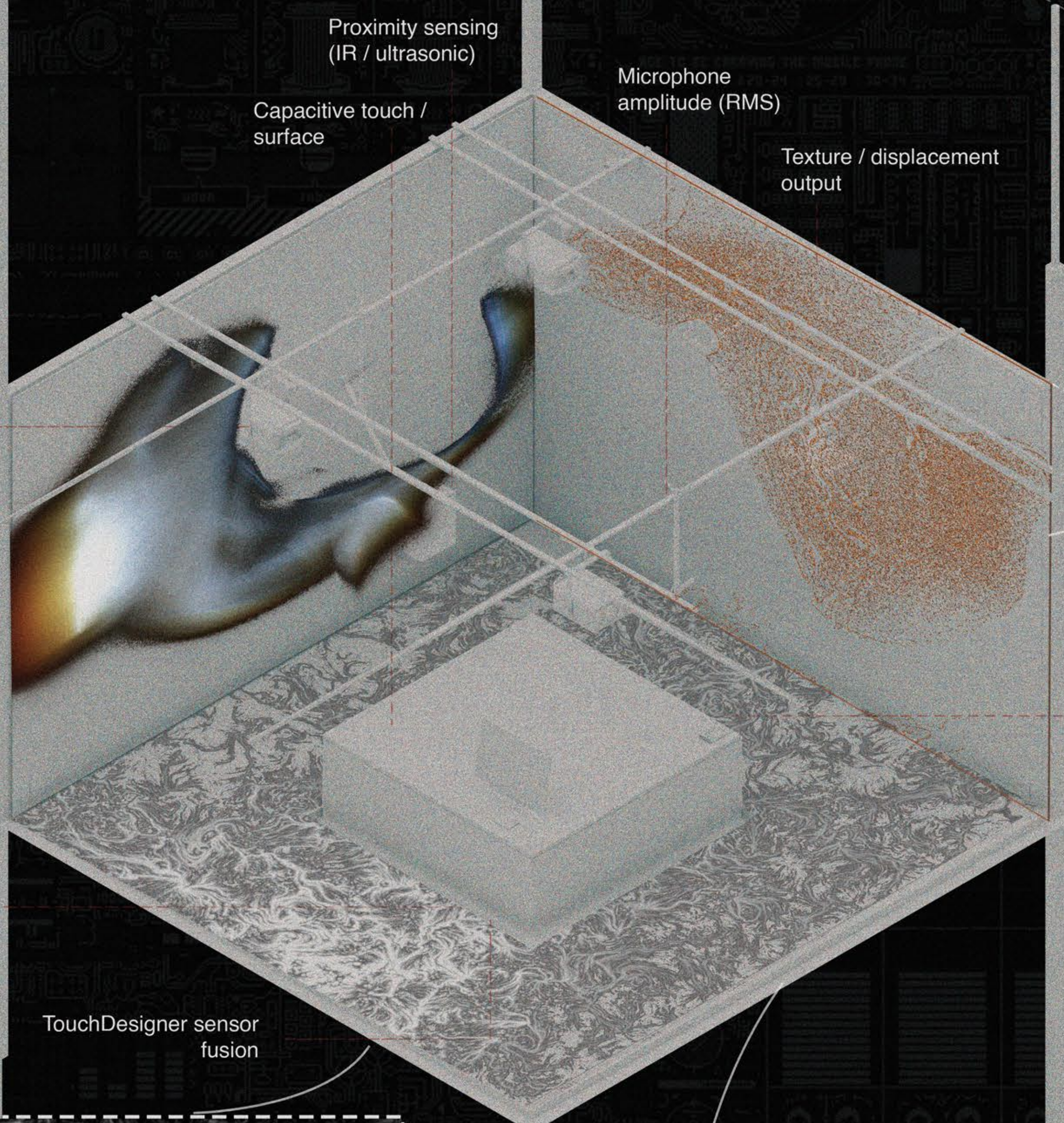# Biological Computation, for/

If we translate the rhythms of living systems into computation, familiar software can unfold into space, letting simple digital actions grow into new, emergent ways of interacting.
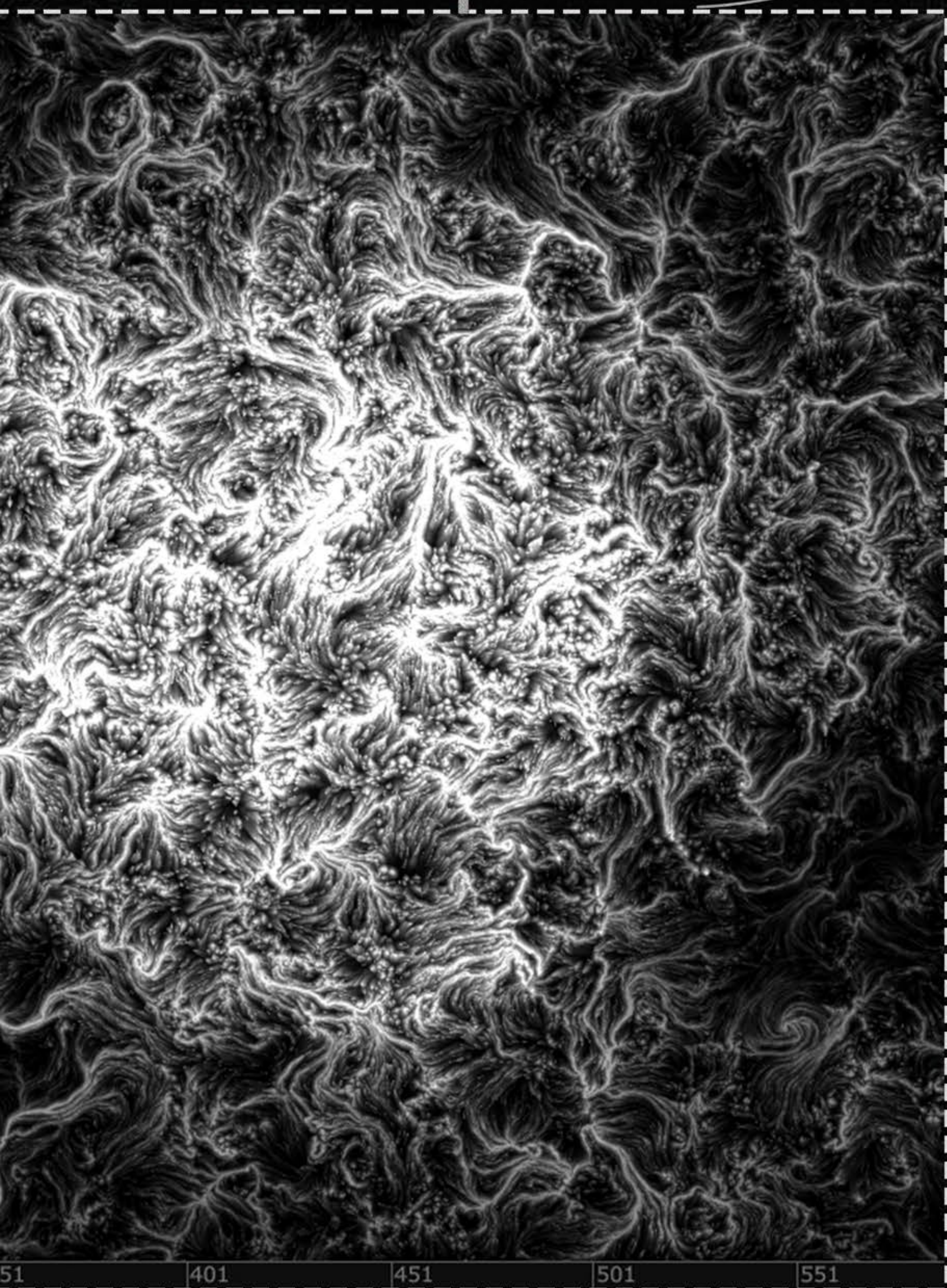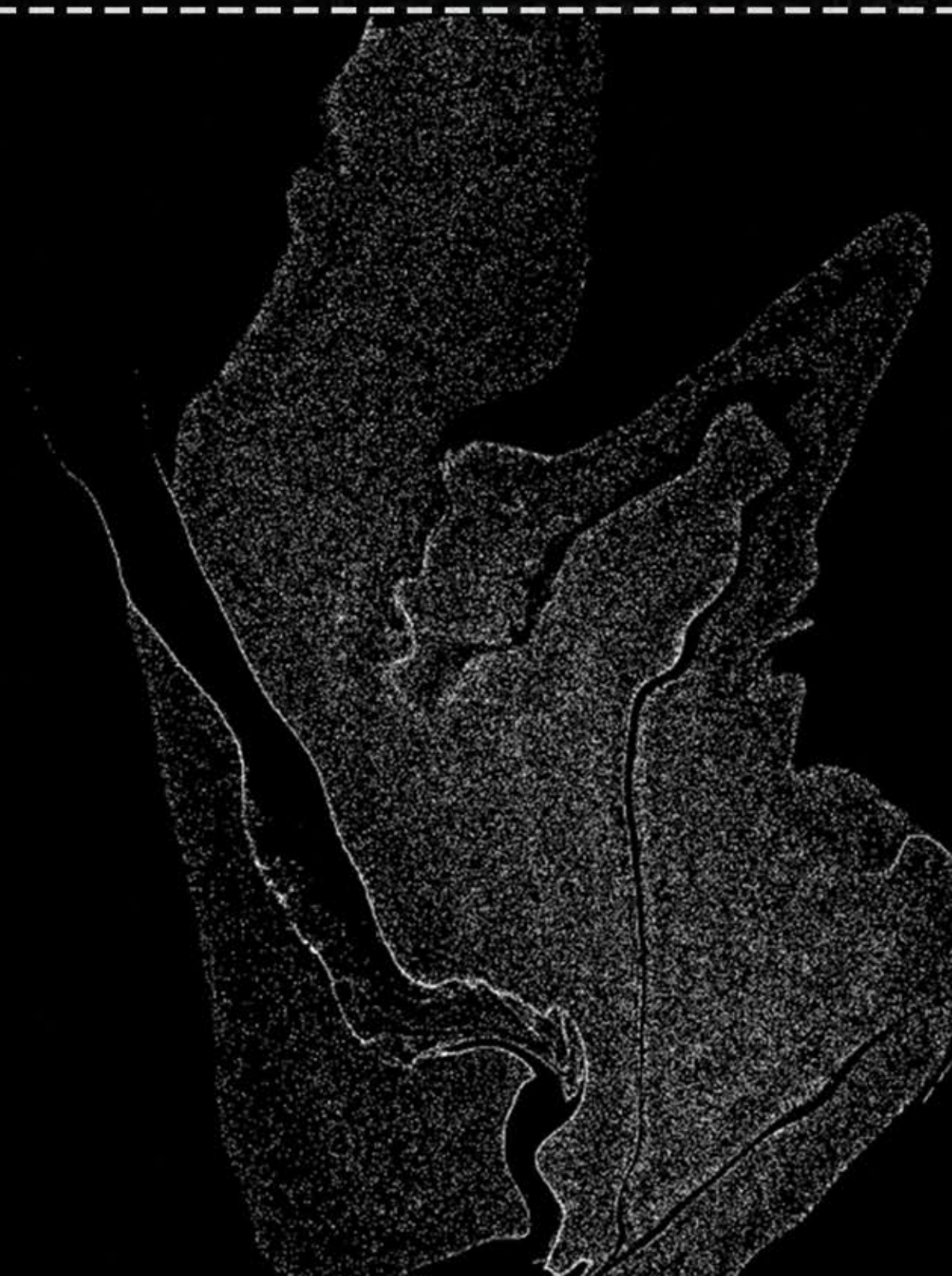
Proximity sensing (IR / ultrasonic)

Microphone amplitude (RMS)

Capacitive touch / surface

Texture / displacement output

AI tracking (pose, gaze proxy)

Volumetric UI / MR passthrough

Optical flow (MediaPipe / YOLOv8)

TouchDesigner sensor fusion

projection | 03

/spatial interaction systems.

By borrowing the movements of living system swarms, echoes, currents, and limbs and turning them into computation, the project lets flat software take on form and behavior.