

Balanced

an exploration of affordances and constraints

Vincent Cusson

(Dis)integration of tangibility and audibility in multimodal performance



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Overview



- Description of the piece
- Technical overview
- Designing a public interaction
- Future works

Balanced

Sonic installation

Around the T-Stick

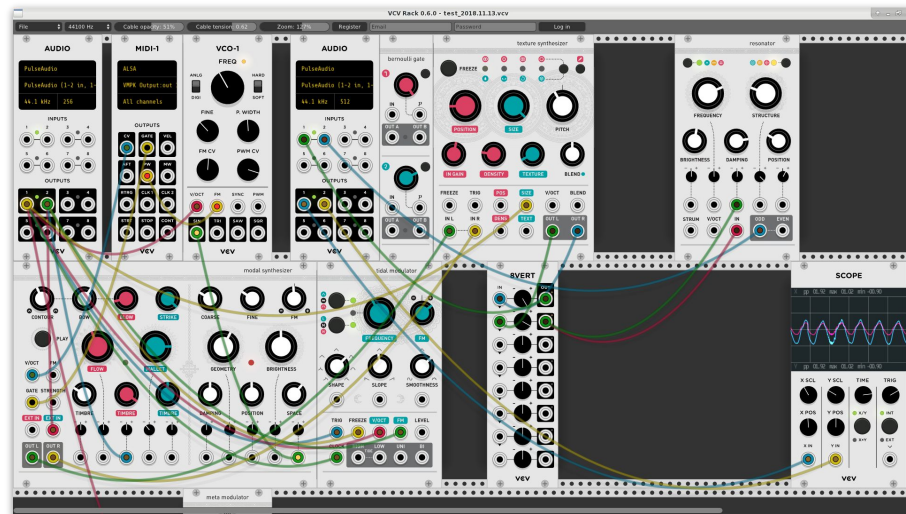
Using haptic feedback



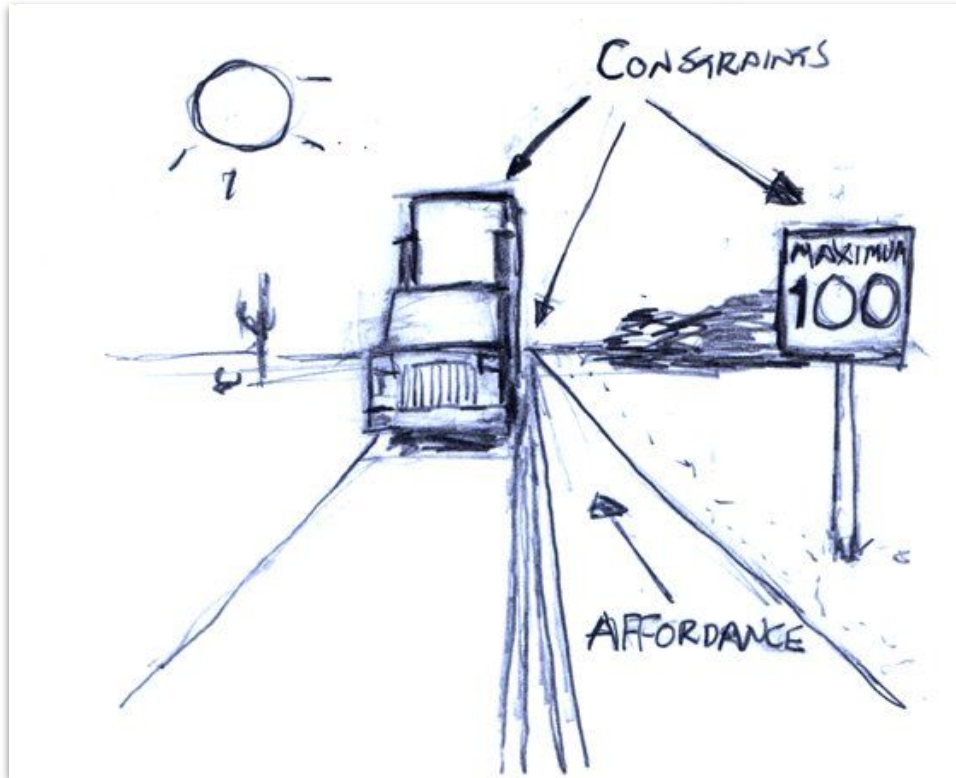
Software used



vev



Meaningful first-time interaction



Too much liberty can be intimidating

No clear feedback is discouraging

Favor exploration

Conclusion

(And thank you)