

**Dissonant Wall of Sound:**

Loud wall of sound only get quieter and more sparse when the space is hyper-activated. Banging the ground explodes sounds and makes them more sparse. Occupying more space with movements results sound grains to shrink and even disappear. A lot of movement in space decreases the density of the sounds layers.

**Breakdancing:**

1. Start breakdancing with an up-beat music
2. After a while the “beat” becomes responsive in a counter-intuitive manner: More movement results in the slowing down and even freezing of the beat.
3. A drone-synth layer is added.
4. Another rhythmic Layer is added: Movement scrubs through rhythm: more movement results in faster tempo and no movement results in no sound

**Rock Paper Scissor:**

1. Two participants start playing rock/paper/scissors
2. After a while floor-tap (audio-mosaicing) is added.
3. Then the hand gestures are sonified (camera > granular synthesis)
4. After a while the hand-gestures and their sonification are slightly de-coupled (up to a few seconds)

**Wrestling/word-game:**

1. Floor-tap (audio-mosaicing)
2. Frozen soundfields (camera > granular synthesis)

**Tap Dancing:**

1. Floor-tap (audio-mosaicing)
2. Physical Modeling
3. Hits > particle-sound

**The Magician’s Hat:**

Hat + contact mic + audioMosaicing + Physical Modeling

**Responsive Human Environment:**

People in the space are handed instruction detailing a set of guidelines to make movement-driven sounds. They surround the dancer and sonify orchestrate her movements (refer to instructions)

**Free Improv with Movement and Media**

Navid Navab  
Dec 2012