

WiiDance

Riley Means & Carson Timmons

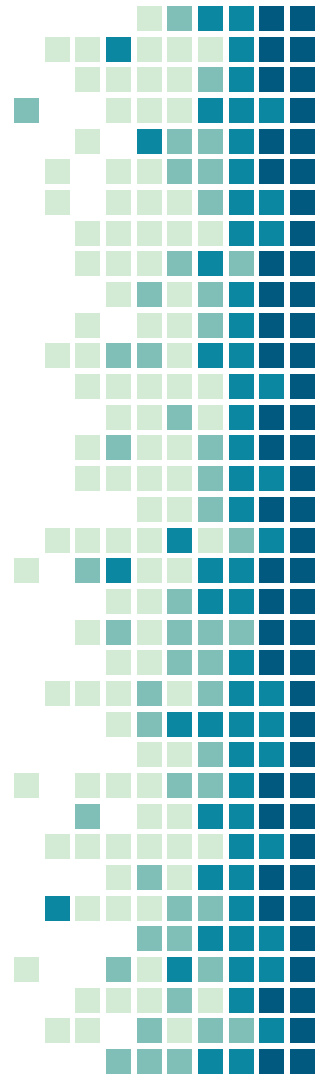


What is WiiDance?

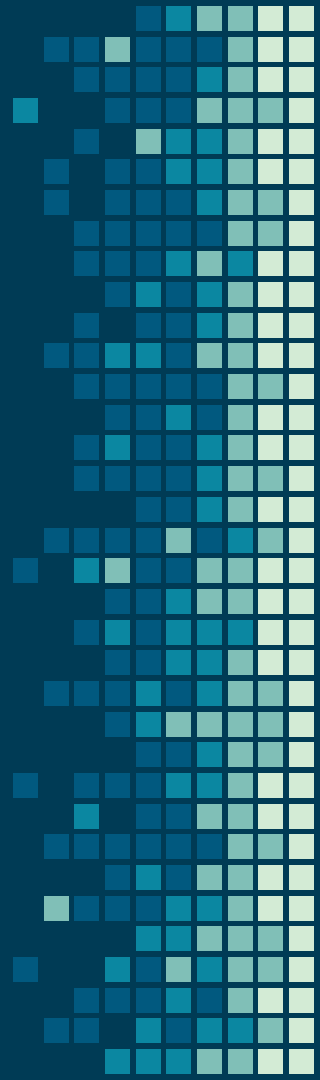




WiiDance is a
NIME that uses
movement and
button input from
Wii Remotes in
order to produce
sound.



Where did we get
this idea?



Answer:

From video games like this:

[JustDance2020](#)



And this:

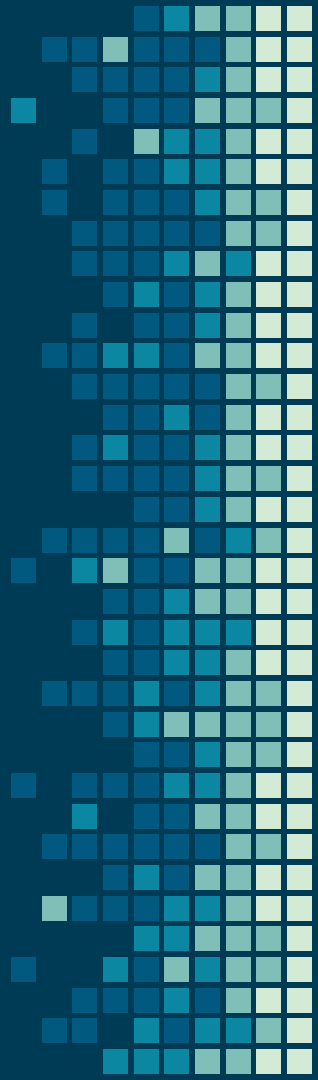


[JustDancePlayers](#)

And Our Dance Backgrounds

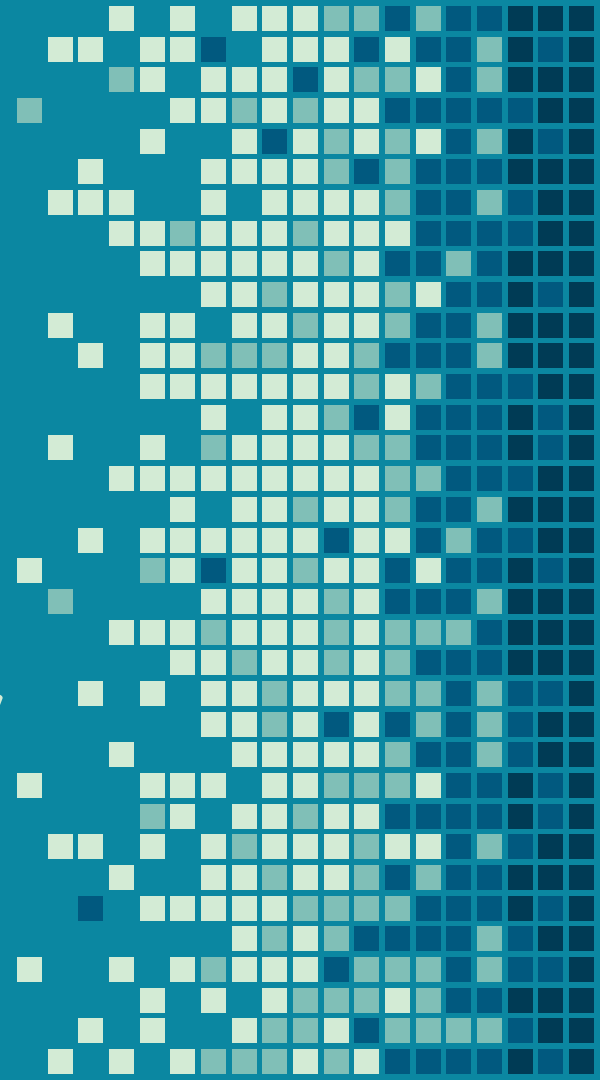


Why Make it a NIME?



“ Dance history is human history.
Dance history explores the
intersection of the collective
narrative with the human body.
You can not understand history of
dance without understanding how
dance is the individuation of
collective storytelling ”

-Marquita Burke De Jesus



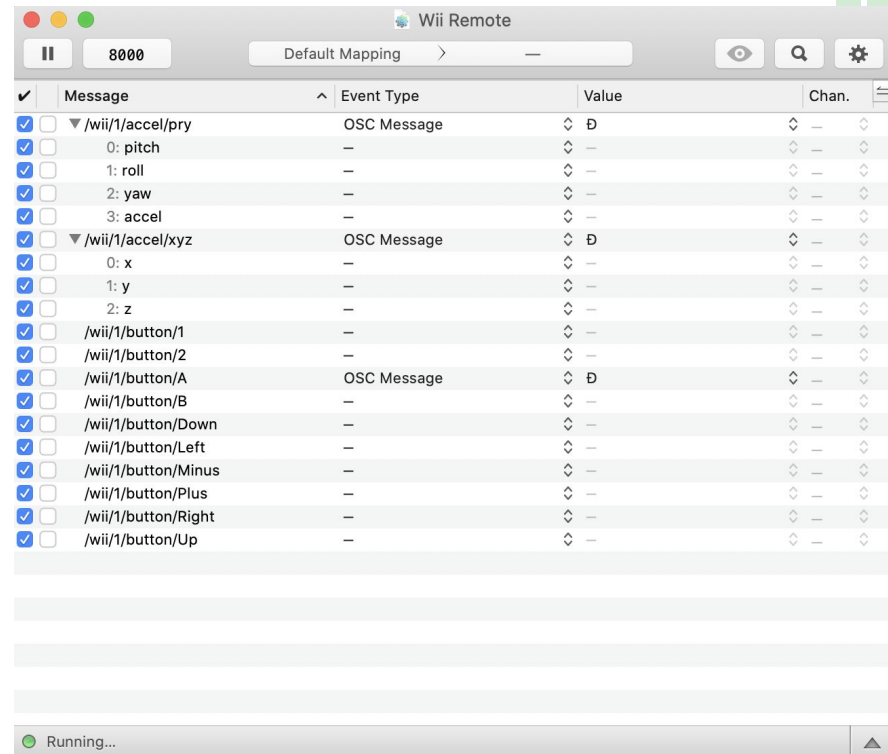
WiiDance Tech

Hardware

- Eight Wii™ Remotes

Software

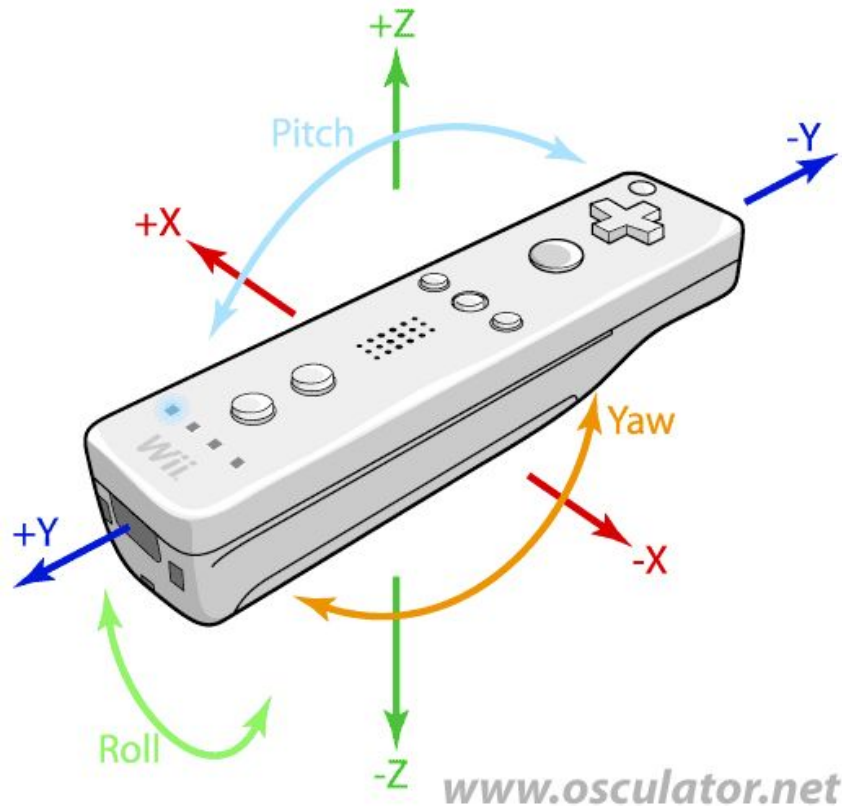
- OSCulator
- Max MSP
- Ableton Live



The screenshot shows the 'Wii Remote' application window. At the top, there is a title bar with standard macOS window controls and the text 'Wii Remote'. Below the title bar, there is a status bar with a pause button, a counter showing '8000', a 'Default Mapping' dropdown, and icons for eye, search, and settings. The main area is a table with columns: Message, Event Type, Value, and Chan. The table contains several rows of data, including accelerometer data (pitch, roll, yaw, accel) and button press events (button/1, button/2, button/A, button/B, button/Down, button/Left, button/Minus, button/Plus, button/Right, button/Up). The status bar at the bottom indicates 'Running...'.

✓	Message	Event Type	Value	Chan.
<input checked="" type="checkbox"/>	▼ /wii/1/accel/pry	OSC Message	↕ D	↕ — ↕
<input checked="" type="checkbox"/>	0: pitch	—	↕ —	↕ — ↕
<input checked="" type="checkbox"/>	1: roll	—	↕ —	↕ — ↕
<input checked="" type="checkbox"/>	2: yaw	—	↕ —	↕ — ↕
<input checked="" type="checkbox"/>	3: accel	—	↕ —	↕ — ↕
<input checked="" type="checkbox"/>	▼ /wii/1/accel/xyz	OSC Message	↕ D	↕ — ↕
<input checked="" type="checkbox"/>	0: x	—	↕ —	↕ — ↕
<input checked="" type="checkbox"/>	1: y	—	↕ —	↕ — ↕
<input checked="" type="checkbox"/>	2: z	—	↕ —	↕ — ↕
<input checked="" type="checkbox"/>	/wii/1/button/1	—	↕ —	↕ — ↕
<input checked="" type="checkbox"/>	/wii/1/button/2	—	↕ —	↕ — ↕
<input checked="" type="checkbox"/>	/wii/1/button/A	OSC Message	↕ D	↕ — ↕
<input checked="" type="checkbox"/>	/wii/1/button/B	—	↕ —	↕ — ↕
<input checked="" type="checkbox"/>	/wii/1/button/Down	—	↕ —	↕ — ↕
<input checked="" type="checkbox"/>	/wii/1/button/Left	—	↕ —	↕ — ↕
<input checked="" type="checkbox"/>	/wii/1/button/Minus	—	↕ —	↕ — ↕
<input checked="" type="checkbox"/>	/wii/1/button/Plus	—	↕ —	↕ — ↕
<input checked="" type="checkbox"/>	/wii/1/button/Right	—	↕ —	↕ — ↕
<input checked="" type="checkbox"/>	/wii/1/button/Up	—	↕ —	↕ — ↕

Running...



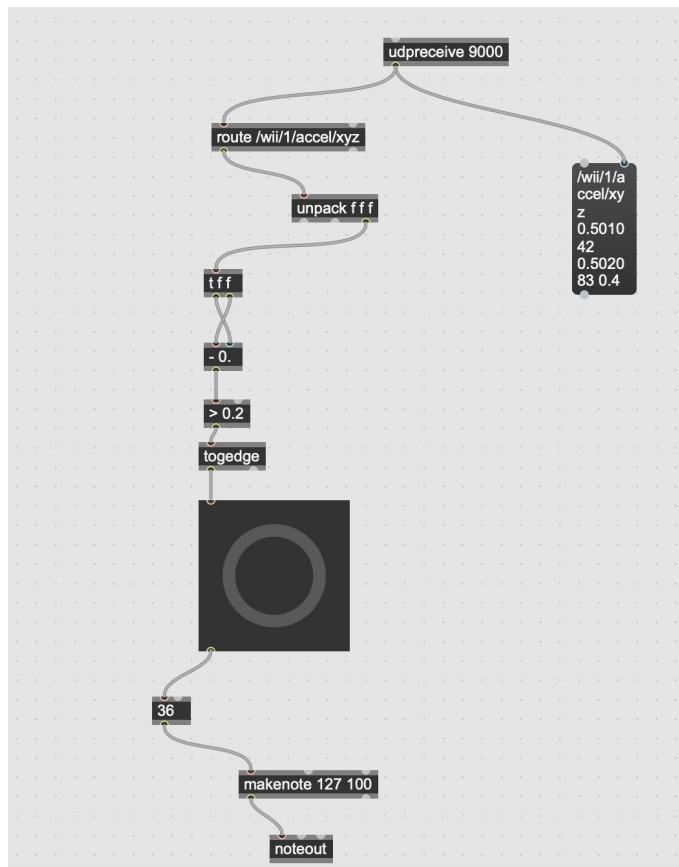
Input Data

- Acceleration (xyz)
- Button Presses
- Pitch, Yaw, and Roll

1) Acceleration

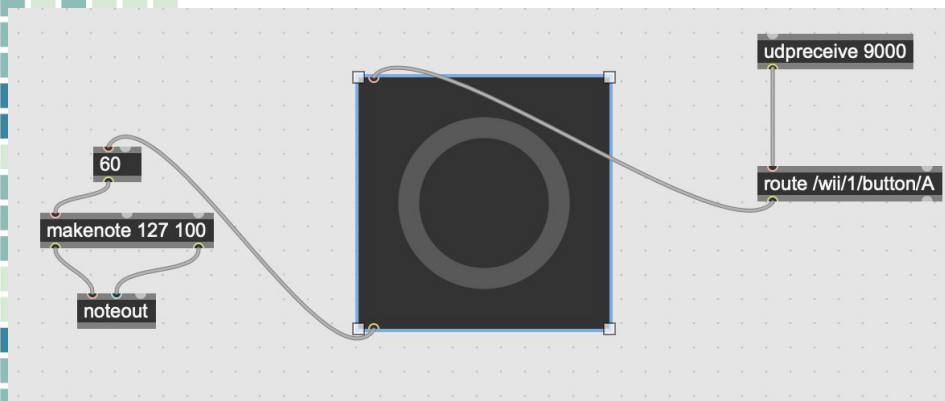
For acceleration, we will use a max patch similar to this one.

We plan to use acceleration to control monotone sounds like bass synths or guitar plucks.



2) Button Presses

We will use a patch similar to this to receive button press data.

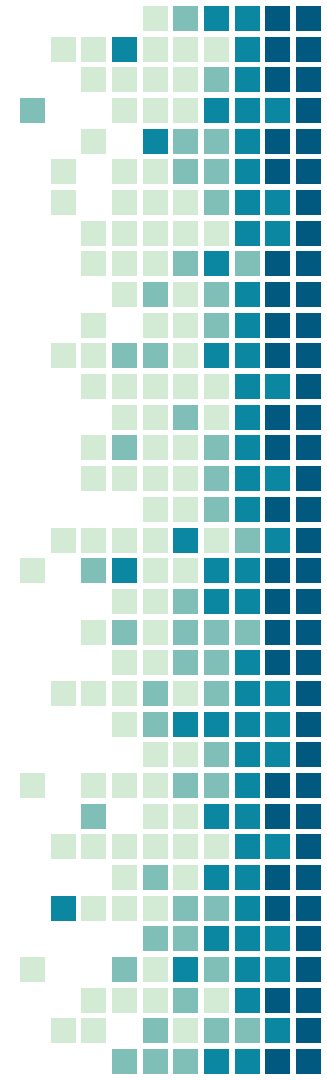
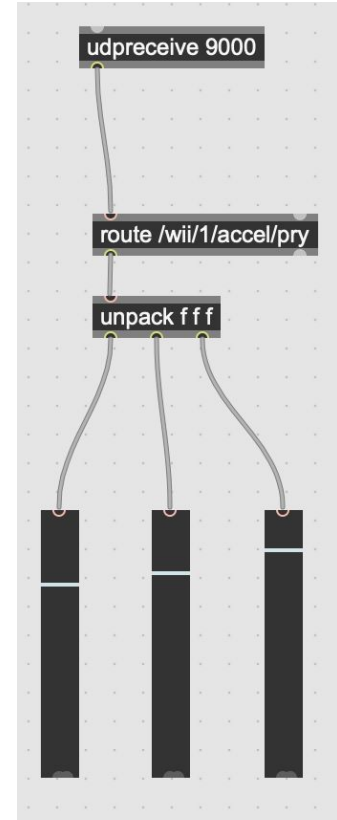


Button presses will be used for percussion or music that doesn't change pitch. They also might be used to playback non-musical sounds

3) Pitch, Yam, and Roll

We will receive pitch, yam, and roll through a patch similar to this.

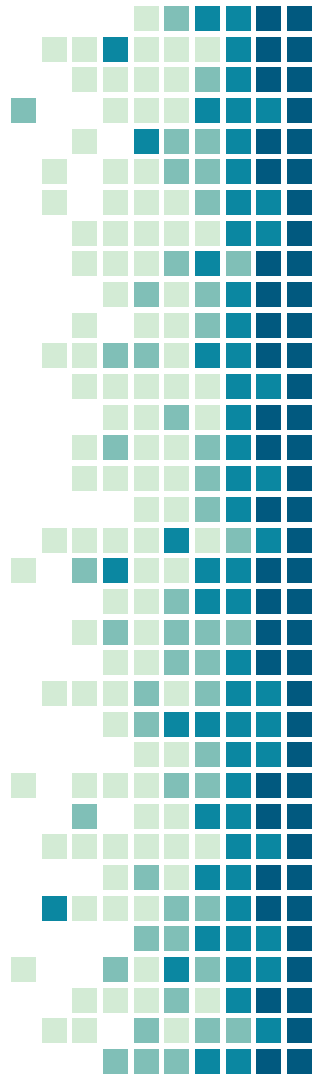
PYR will be used to control moving pitch sounds, like synths, brass, or keyboards.

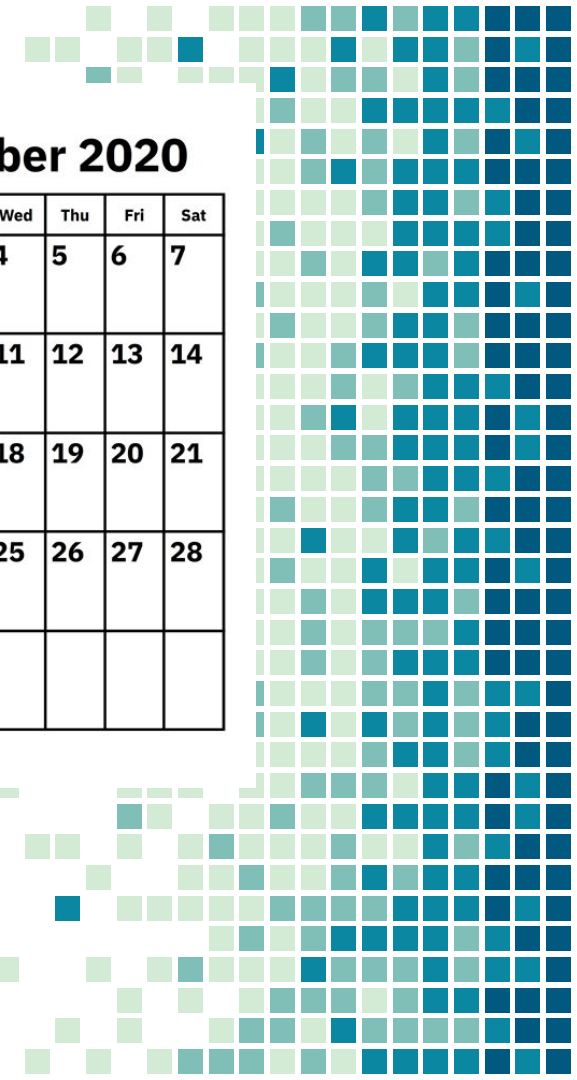


What kind of sounds do we want to produce?

We are taking inspiration from this video:

<https://www.youtube.com/watch?v=-pGXZL6HjCw&feature=youtu.be&t=165>





October 2020

Sun	Mon	Tue	Wed	Thu	Fri	Sat
				1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	31

November 2020

Sun	Mon	Tue	Wed	Thu	Fri	Sat
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30					

www.a-printable-calendar.com

Timeline

Will this project be completed in time?



Timeline

Week 1-3 (10/12-11/1): Complete programming of individual wii remotes and select sounds for each

Week 4-6 (11/2-11/24): Choreograph and record final performance