

soundible

a physical way to make sound

Bringing the digital dimension into our physical space has been a long time goal for designers and engineers alike. Our touch screens and personal computers are becoming evermore personal, it appears we are literally losing touch with our physical three dimensional world.

Most interactions with digital technology begin end with the mouse, keyboard or touchscreen. Sound design is an area where this is particularly prominent. As we digitise analog synthesisers and start sequencing on screen, we lose the physicality and tangibility of expression without our instruments. Solutions such as the Reactable or Audiopad exist, although complicated setup and equipment is needed to experience this.



The aim is to create a tangible and physical artefact(s)/interface that can bring a human element into sound design. It aims to use natural interactions for the creation of sound.

The product will be aimed at sound designers and those whom enjoy the experience of creating sound without having to have prior knowledge of how that is done.

"Our hands feel things, and our hands manipulate things. Why aim for anything less than a dynamic medium that we can see, feel, and manipulate?" -

Bret Victor, A Brief Rant on the Future of Interaction Design

