Tiny trainable instruments

by

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B.S., Pontificia Universidad Católica de Chile (2014) M.P.S, New York University (2017)

Submitted to the Program of Media Arts and Sciences in partial fulfillment of the requirements for the degree of

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Abstract

Tiny trainable instruments is a collection of instruments for media arts, using machine learning techniques and deployed in microcontrollers.

Thesis Supervisor: Tod Machover

Title: Muriel R. Cooper Professor of Music and Media

Acknowledgments

UROPs Peter Tone, Maxwell Wang

Opera of the Future

Future Sketches

Family and friends

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Introduction

Cras nec mauris feugiat, aliquam elit ac, blandit ex [1].

1.1 Section sample

Nulla sed sem finibus, vehicula quam at, vulputate tellus¹

1.1.1 Subsection sample

Donec blandit dolor a ipsum sodales, eget aliquet nisl fermentum.

1. Item 1.

1.1.2 Another subsection sample

This is done by using some combination of

$$a_i = a_j + a_k$$

$$a_i = 4a_j + a_k$$

$$a_i = a_j \ll m \text{shift}$$

¹Here is a sample footnote referencing figures B-1 and B-2.

Background

- 2.1 Instruments
- 2.1.1 BASTL
- 2.1.2 Critter & Guitari
- 2.1.3 monome
- 2.2 Education
- 2.3 Machine learning
- 2.4 Digital rights

Early experiments

3.1 Microcontrollers

Tiny trainable instruments

4.1 Design principles

- 1. Cheap
- 2. Privacy

4.2 Technology

Project evaluation

5.1 Digital release

GitHub repository

Arduino library

- 5.2 Audience engagement
- 5.3 Workshop
- 5.4 Multimedia show

Conclusion

This thesis project is a

6.1 Future work

6.1.1 Education

New workshops, using multimedia outputs.

6.1.2 Artist workflow

Training instead of programming.

6.1.3 Packaging

PCBs and enclosures

Appendix A

Tables

Table A.1: Armadillos

Armadillos	are
our	friends

Appendix B

Figures

Figure B-1: Armadillo slaying lawyer.

Figure B-2: Armadillo eradicating national debt.

Bibliography

[1] L[eslie] A. Aamport. The gnats and gnus document preparation system. G-Animal's Journal, 41(7):73+, July 1986. This is a full ARTICLE entry.