//Augmented Sound Sculpture //HOLODECKS

by Lukasz Karluk

ABOUT THE PROJECT

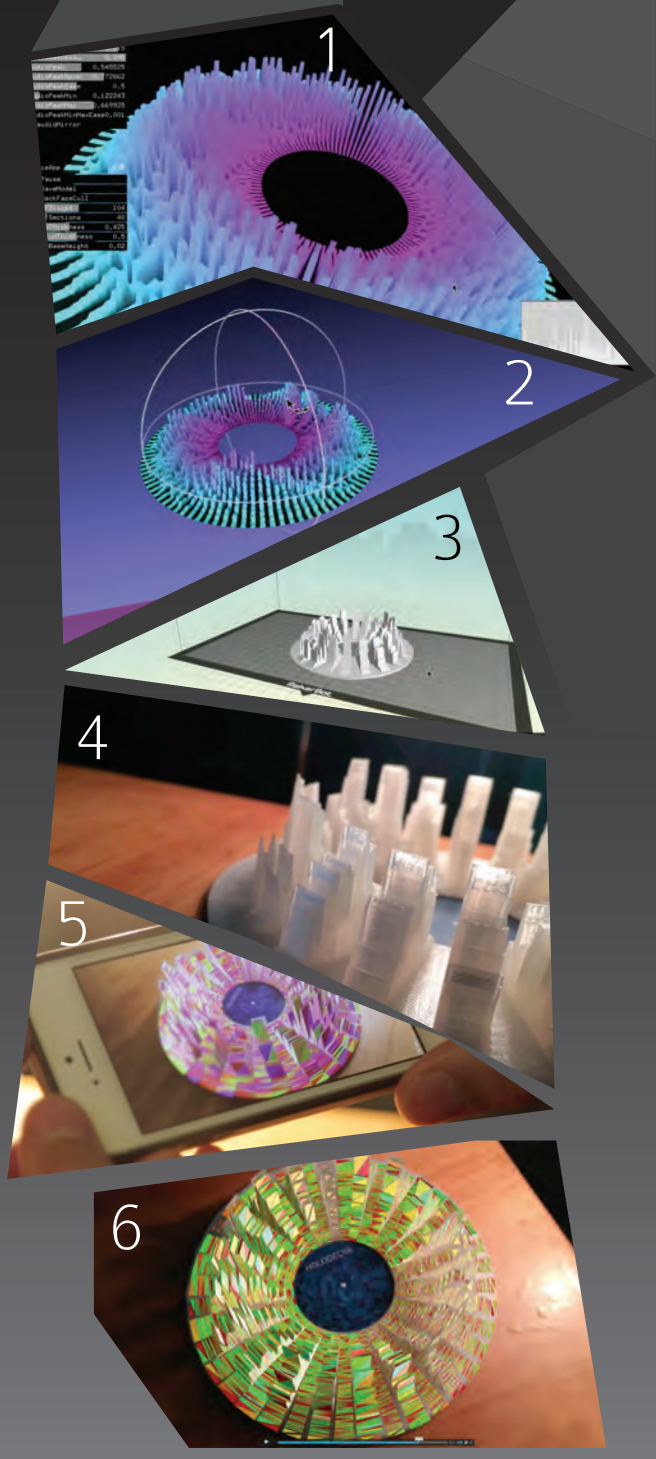
HoloDecks is an umbrella project for a number of studies which focus on transforming sound through different mediums. The project was made by Lukasz Karluk, a digital artist working in the fields of interactive installation and generative computer art.

This study begins with a custom application built in openFrameworks which visualises audio from a song , in this case by Oneohtrix Point Never, titled Zebra. The base shape chosen for the visualisation is a disc which has always been a ubiquitous shape associated with music storage formats such as compact discs and vinyl records. Audio data from the song displaces the geometry of the disc to create a swirly visual echo of the audios last few seconds. (1)

At any point in the visualisation, a snapshot of the generated 3d model can be taken (2). The model is exported in .ply by openFrameworks format which then needs to be converted into .obj format so it can be printed with a Makerbot 3D printer (3).

Up to this point, the sound has been transformed from pure audio data, into a software visualisation and then materialised into the real world using a 3D printer (4). A final transformation is undertaken by augmenting the 3D printed sound sculpture using a mobile device to see another layer of audio reactive visuals mapped to the object (5, 6).

Personally I think this is one of the project that more interested me. The author succeded to use the power of the Agumented Reality technoloy to create a fresh new approach to visualize sound.



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