Create a Video Tracker

Using one of the videos in the folder, use the cv.jit.blobs... or tap.colortrack objects to track the movement in the videos. From this movement, trigger and/or control sound events based on specified events. Perhaps it is the moving of an object from high to low, perhaps movement at a specific place in the video triggers a sound, perhaps a sound parameter changes when motion gets faster or slower. This reactive mapping is up to you.

Steps to completion:

1. Playback one of the files in jitter.
2. Create a luma version and use cv.jit.label to identify blobs
3. Choose one of the cv.jit.blobs objects to track - perhaps the centroid, size, elongation, etc.
4. Create (or reuse) a sound producing element.
5. Map some paramater derived from the video onto the audio.

extra challenges

4. When an object reaches the bottom of the screen (or any particular place on the screen) can you have it trigger a midi note with pitch based on the X Position?
5. With the traffic video, can you use the centroid positions to draw an image of the motion?

Please make your own folder inside of Assignments/shadow_walls/ and save your patches there.

Bibliography & Techniques

Know the definitions of each of these techniques, and how to implement them. Many times there is a way to implement it on a matrix on the CPU as well as as a texture or geometry on the GPU. Both are useful.

- Computer Vision
- Blob tracking
- centroid
- color tracking
- color variation or variance
- luma
- motion tracking