

Facilitated Art via Represented Thought

FART

Brain With Art -> Art With Brain



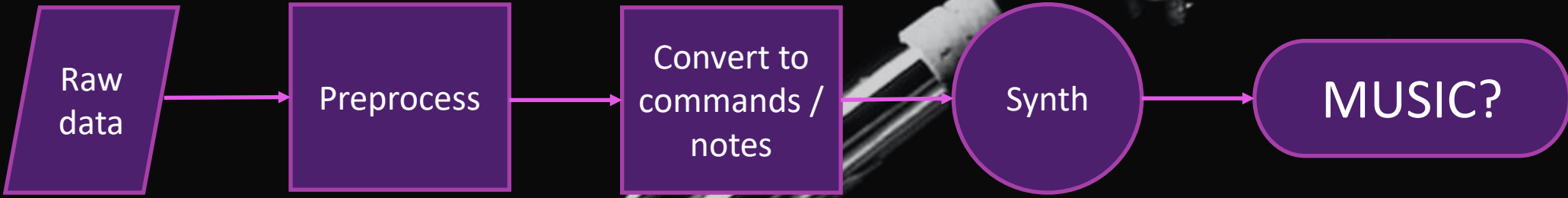


Proof of concept

Soul Music

- PoC: Using **bespoke** synth
- Take any brain/bio data
 - Let's say, processed channel activity from EEG
 - Turn into commands
 - ????
 - Profit

The screenshot shows a development environment with two main windows. The left window, titled 'miditest.py', contains a Python script that initializes a MIDI output port and sends a series of MIDI note-on and note-off messages in a loop. The right window displays the 'bespoke' synthesizer interface, which is a visual programming patch. It features a 'gain' block set to 1.000, followed by a 'splitter' that branches into two outputs, 'output 1' (channel 1) and 'output 2' (channel 2). These outputs are connected to a 'fmsynth' block, which is a complex synthesizer module with multiple oscillators, filters, and modulation options. The interface also includes a 'transport' section with controls for tempo, swing, and tuning, and a 'scale' section with a dropdown menu for selecting scales like 'bhairav'.



Worst case: Theramin 2.0

But wait, more than music, you say?

Components

In → Out

Brain

- EEG
- EMG
- Eye tracking

Not (as close to) brain

- Fine motor movement (Quest)
- Position tracking
- Heart rate
- Galvanic skin response
- Scene processing (group interactions)

Feedback

- TDCS
- VR Headset

Interactive

- Remote control (e.g. videogame)
- Multi-person interaction

Environment

- Sounds, soundscapes and synthesizers (pitch, velocity, composition, track selection, tempo)
- Smart lightbulbs, color, brightness, on/off
- Motors, lasers, IR (drive an RC car, light show)
- Projected procedural imagery (representation of brain activity, state related motion, colors)
- Shark pit (open trapdoor)



References and further reading

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