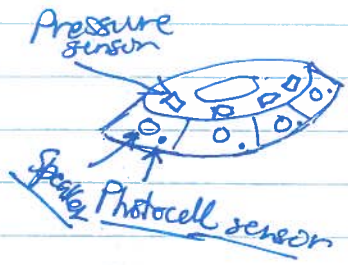
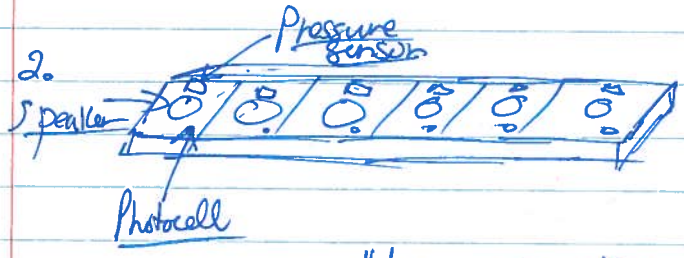
Sketches

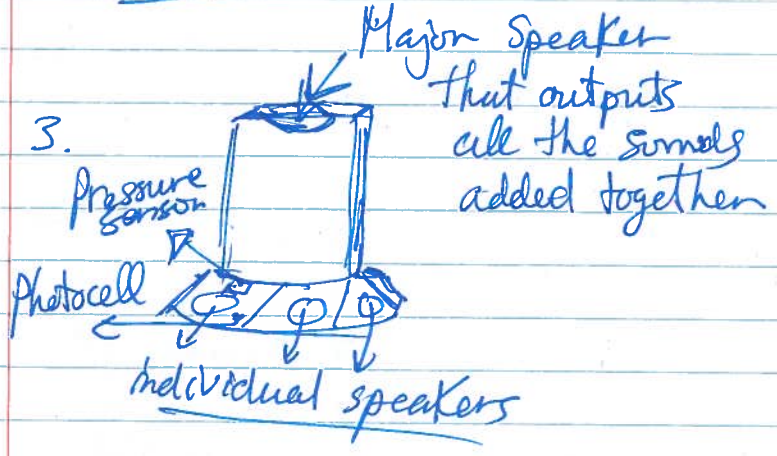
1.



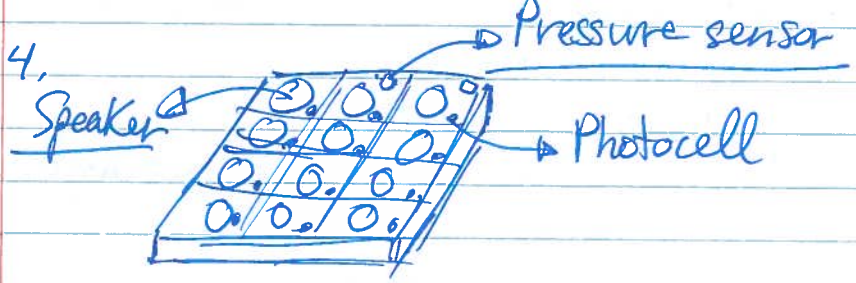
2.



3.

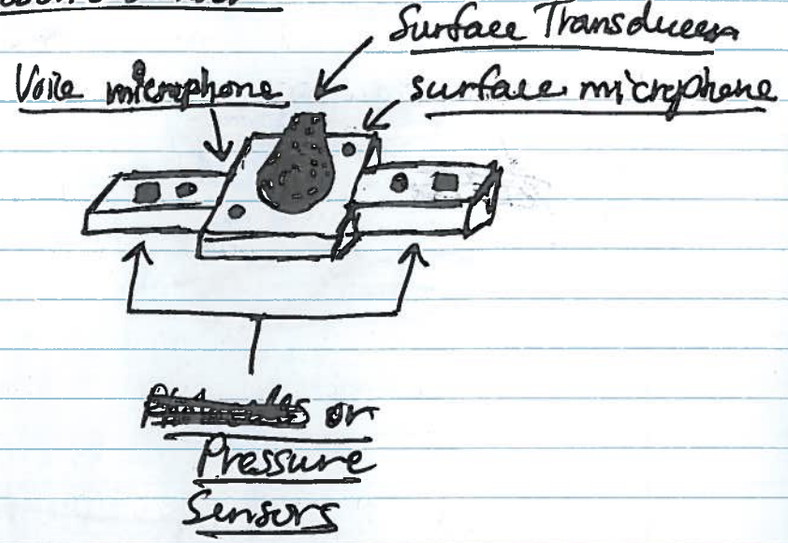


4.



5. Optional

Microphone ⇒ LM393
Surface Transducer
Vibration sensor ⇒ DFR0052 Piezo
Photocells
Pressure Sensor



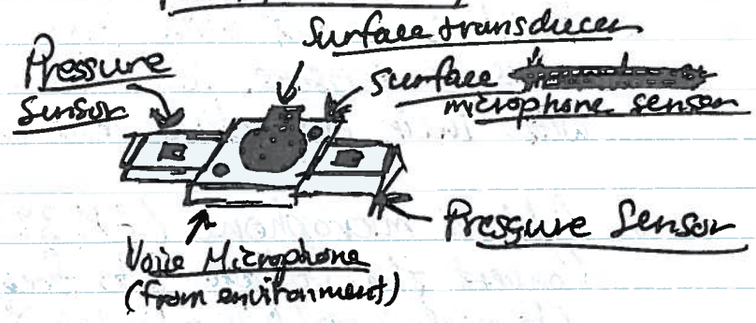
- Feedback loop between the voice microphone, surface transducer, and surface microphone.

- ~~Photocells~~ and Pressure sensors are the distorting elements of sound that is interfacing inside the software analysis (MAX MSP).

- Amplifier between the software output and the speaker (transducer).

- Adding a second one. [x2]

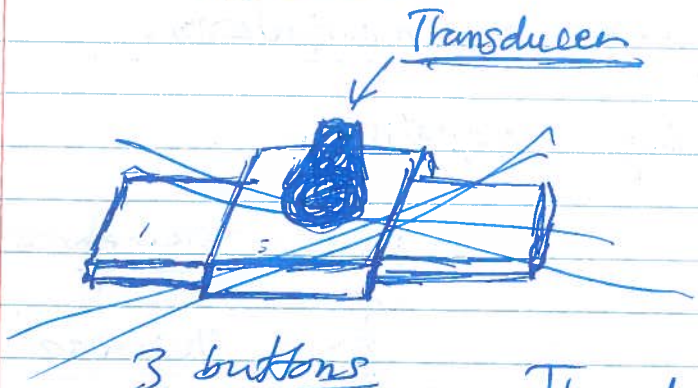
GAME PLAY



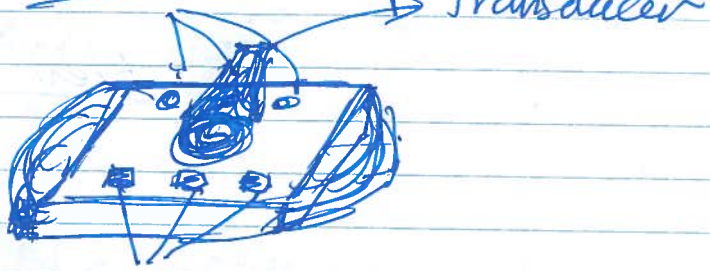
- Making two of these playful objects that are connected affected by its environment.

- The design will be similar to joystick of a old school controller for games.

Automated Voice Machine



3 buttons



3 pressure sensors

PRESSURE SENSORS

- LEFT: PITCH SELECTION (SPEED)
- MIDDLE: VOWEL SELECTION (SPEED) (VARIOUS FORMANTS FREQUENCY RATES)
- RIGHT: TIME INTERVAL BETWEEN GENERATED VOWEL (RAMPING BETWEEN FREQUENCIES) (SPEED)

BUTTONS

- LEFT: ON/OFF SWITCH
- MIDDLE: ~~RANDOM~~ PITCH GENERATOR (ON/OFF)
- RIGHT: ~~RANDOM~~ GENERATIVE VOWEL GENERATOR (~~ON/OFF~~)