

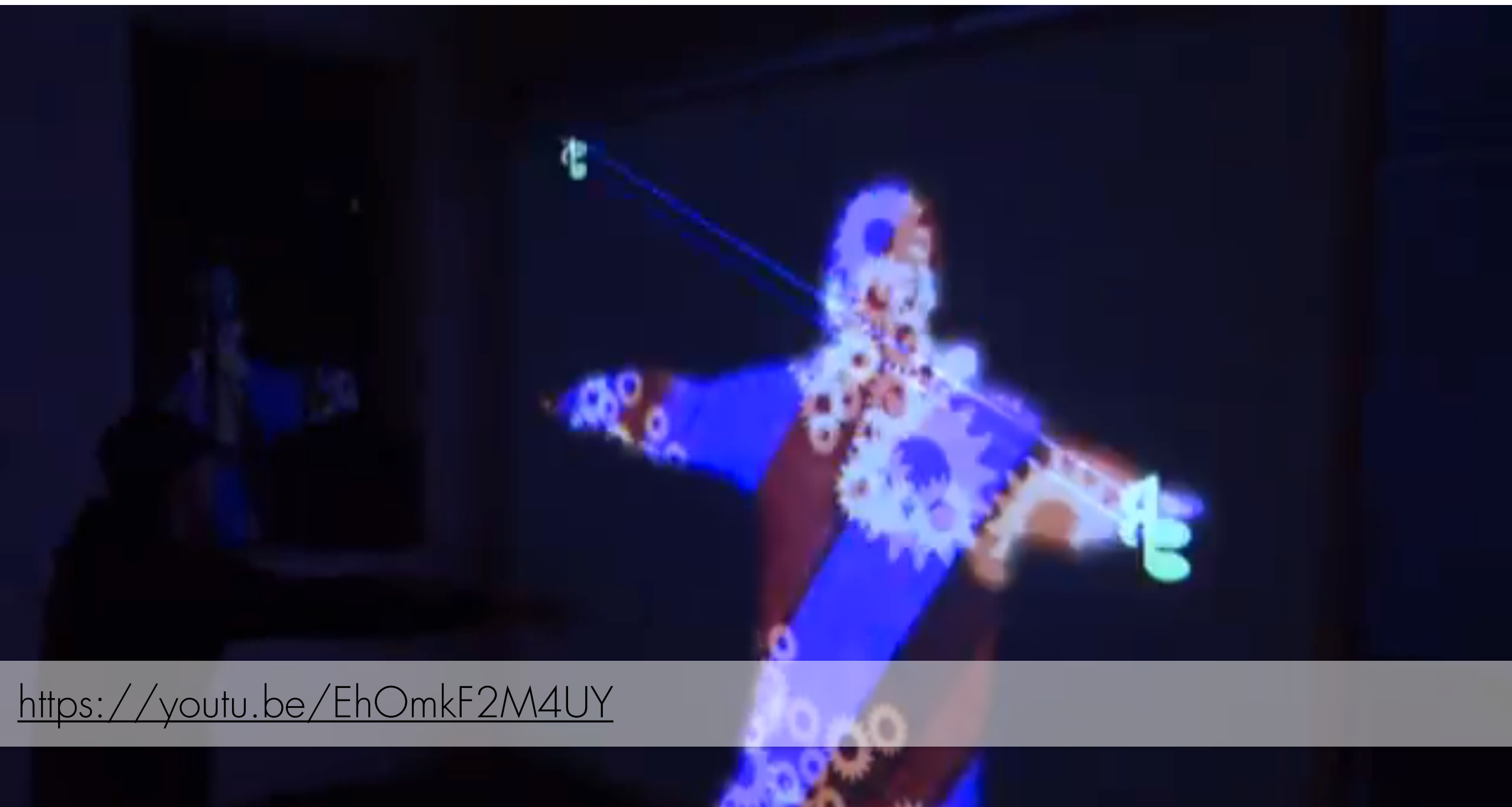


TING ZHAO

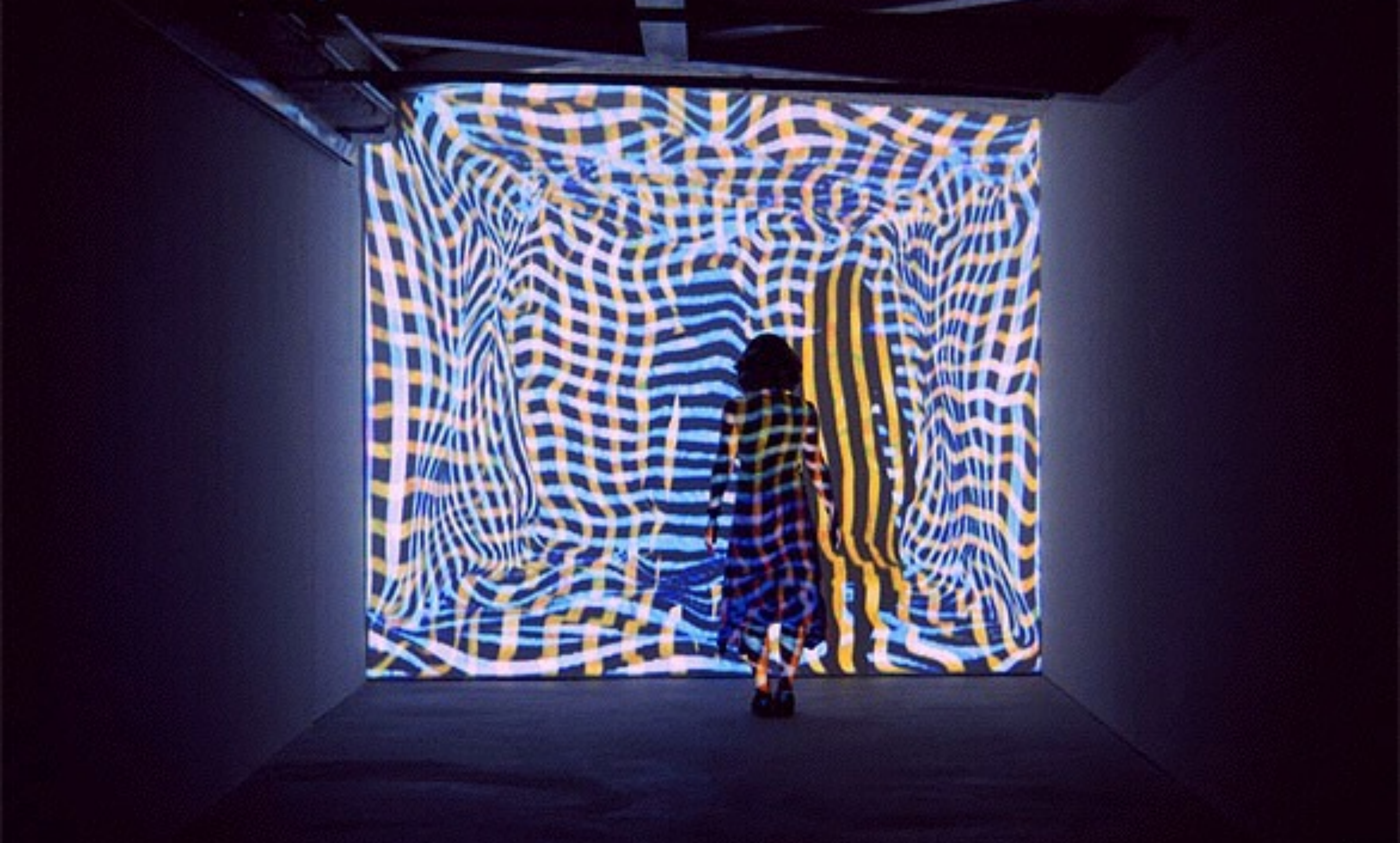
Sound Performance

▲▼▲▼▲▼ Art and Technology ▲▼▲▼▲▼

▲▼▲▼▲▼▲▼▲▼ Inspiration



<https://youtu.be/EhOmkF2M4UY>

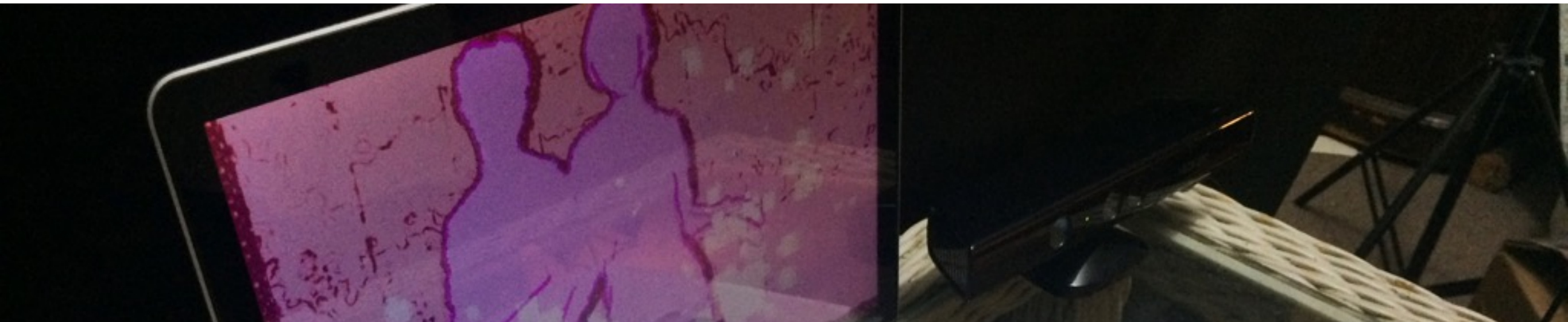


Loom, 2003
by Jennifer Steinkamp

▲▼▲▼▲▼▲▼▲▼ Inspiration & other works

http://jsteinkamp.com/html/art_documentation.htm

▲▼▲▼▲▼▲▼▲▼ Idea



The brief for “Live Sound”.

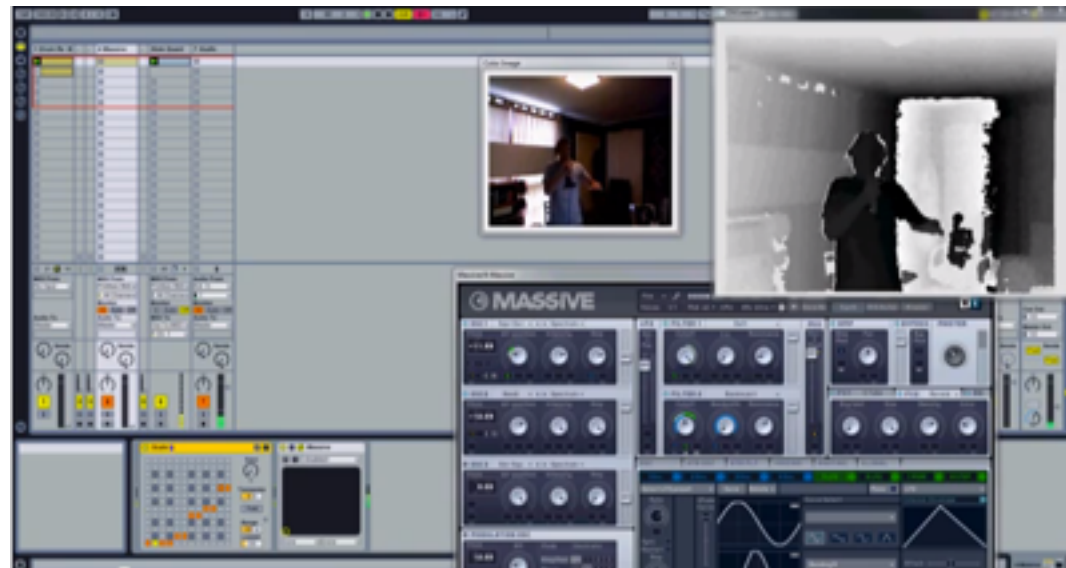
I am to take the concept of the interactive sound ‘Live’ to perform and create sound of personal experience, and turn it into a responsive environment that uses intuitive gestural interaction.

The goal was also to make it engaging and simply fun.

▲▼▲▼▲▼▲▼▲▼ Concept

I built an interactive sound performance which makes it possible to play an instrument in realtime with the motion image of a person.

▲▼▲▼▲▼▲▼▲▼ Process



I am going to use Kinect as a MIDI controller.

I'll map my hands and body to control features
in the music.

I'll working on OSC data to being received from OSCeleton's positional data.



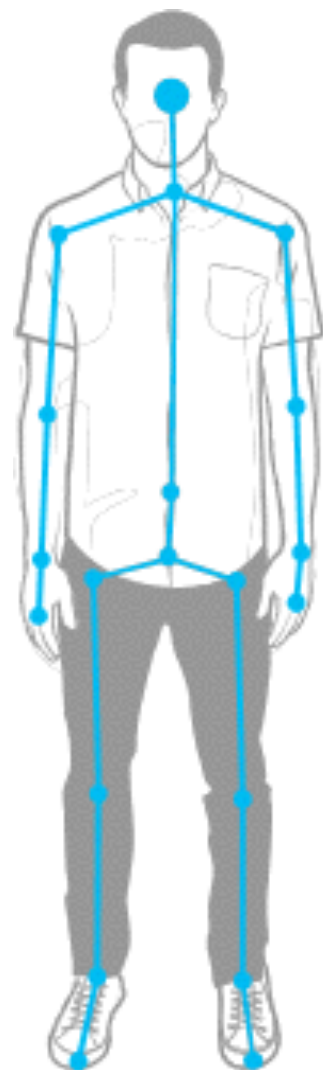
▲▼▲▼▲▼▲▼▲▼ Control

low



high

Canon

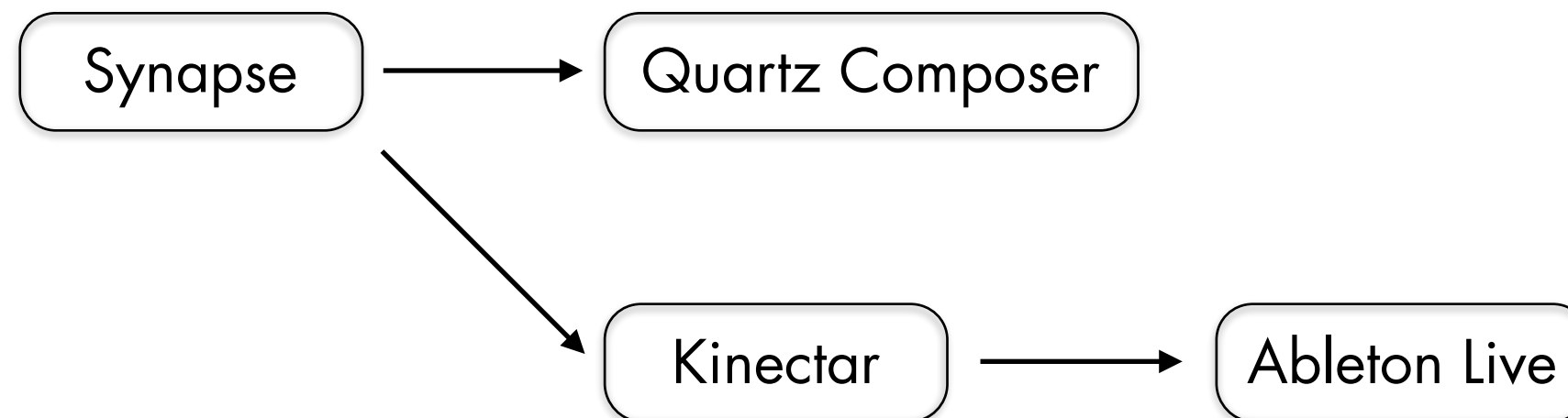


high
Drumbeat1

low

Drumbeat2 ↓ high

▲▼▲▼▲▼▲▼▲▼ Technology



▲▼▲▼▲▼▲▼▲▼ Video

Sound Performance Video





Thank You!

