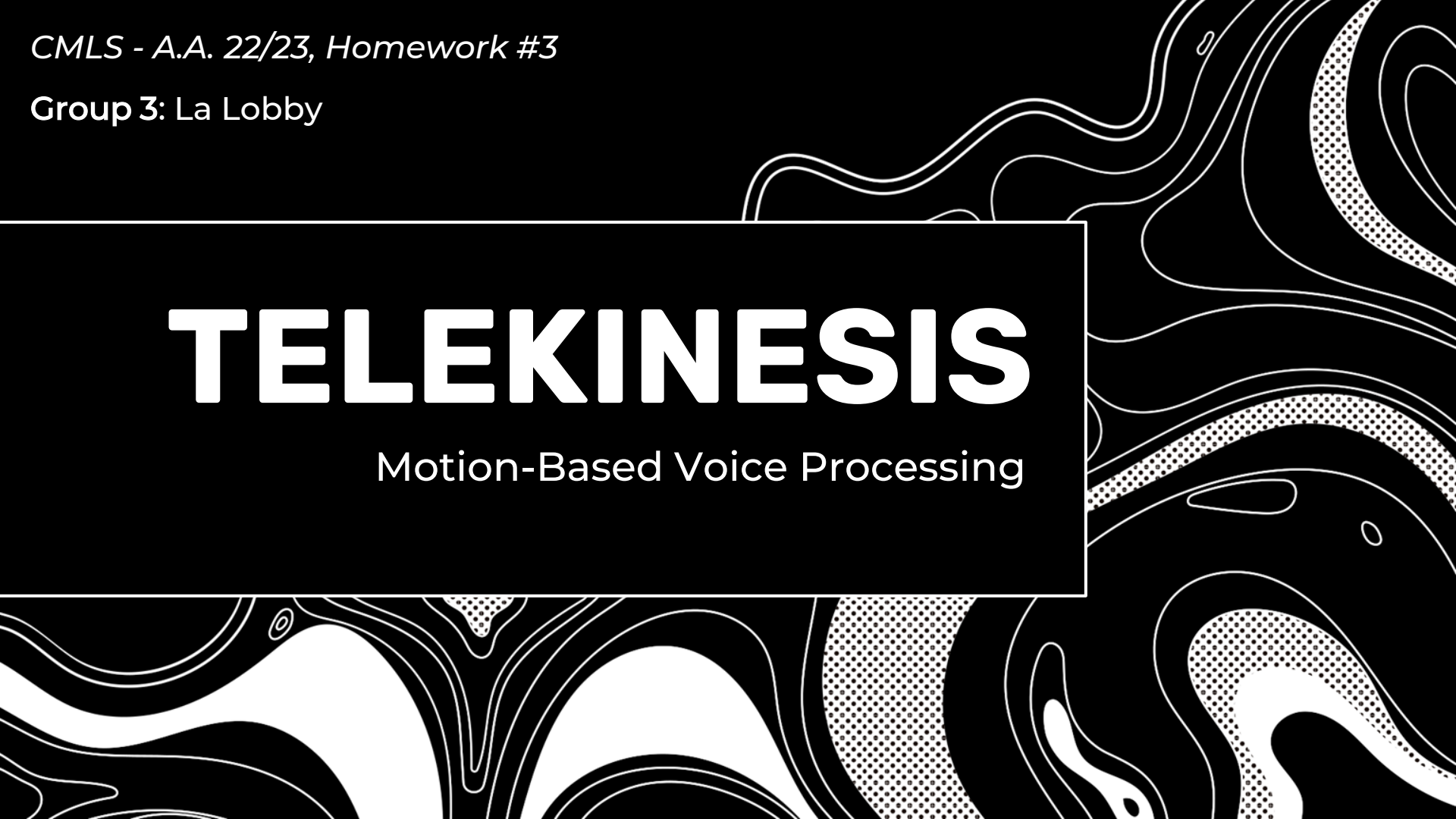


CMLS - A.A. 22/23, Homework #3

Group 3: La Lobby

TELEKINESIS

Motion-Based Voice Processing



FEATURES

EFFECT MODULATION

The parameters of the effect controlled by hands movement

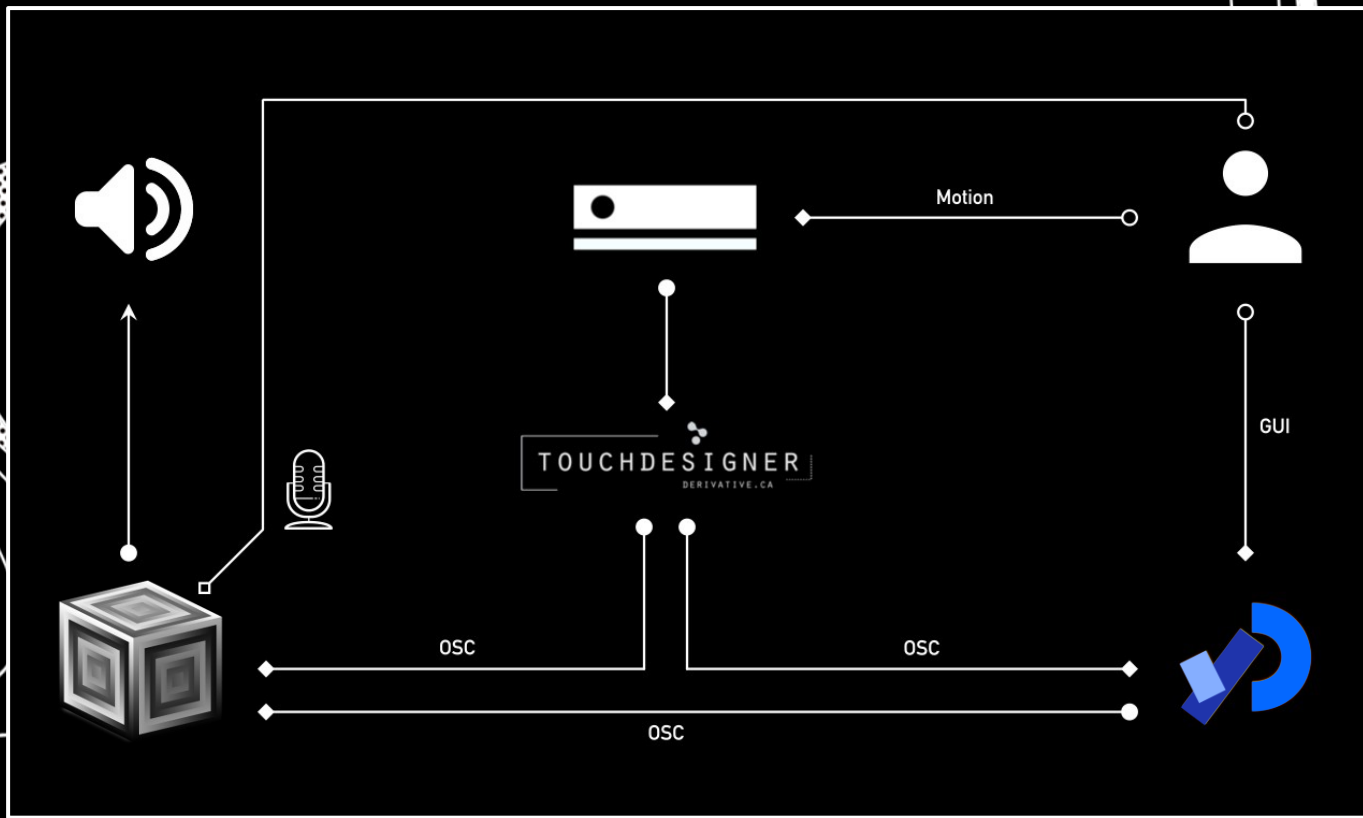
AXIS CONTROL

Y-axis controls the depth, X-axis one parameter of the effect

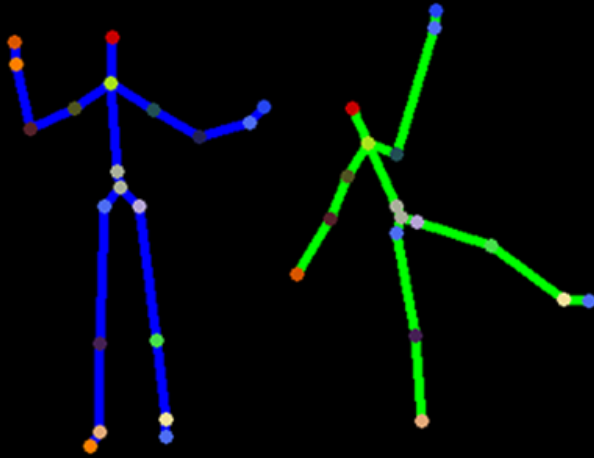
LOOP CONTROL

Closing and opening the hands allows to record, play and overdub a loop

ARCHITECTURE

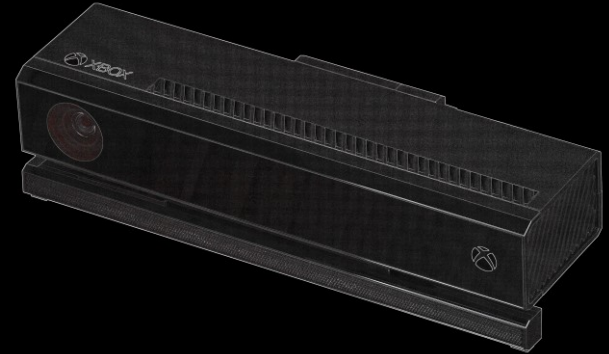


MICROSOFT KINECT



- Real-time Gesture Recognition
- Body Skeletal Detection

- Depth Map
- Color Map



$\partial/$ 

SUPERCOLLIDER

Effects are in parallel, allowing the performer to control them independently.

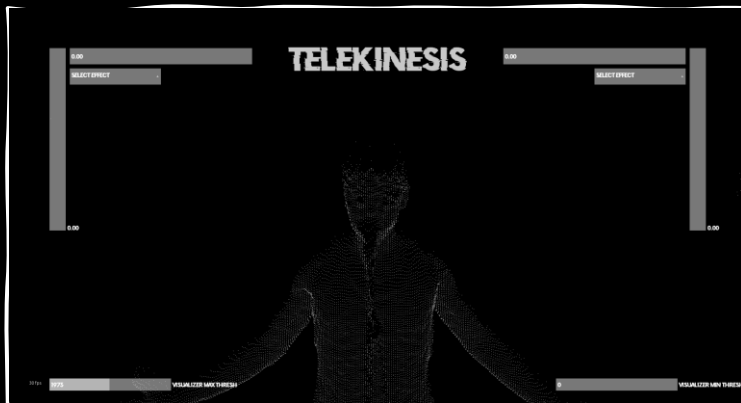
The Loop processing block is in series with the effects block: the effects will be recorded and looped too.

Incoming OSC messages control the different parameters of the effects.

The input device must be specified when booting the server.

PROCESSING

Effect selection boxes



Real-time feedback for loop and playback via specific pop-ups.

PointCloud representation and camera depth thresholds.

Sliders visualize hands position values.

CONCLUSIONS

The system could be perfected or modified to match the needs of the performer, adding other effects or implementing new features using the SuperCollider code.

The architecture, nonetheless, represents a robust and reliable skeleton to sustain the various needs of the artist.

TouchDesigner could be used to improve the complexity and interactivity of the visual aspects of the performance.





Thank You for your Attention.

La Lobby

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