



POLITECNICO
MILANO 1863

Feelink : An interactive audiovisual experience

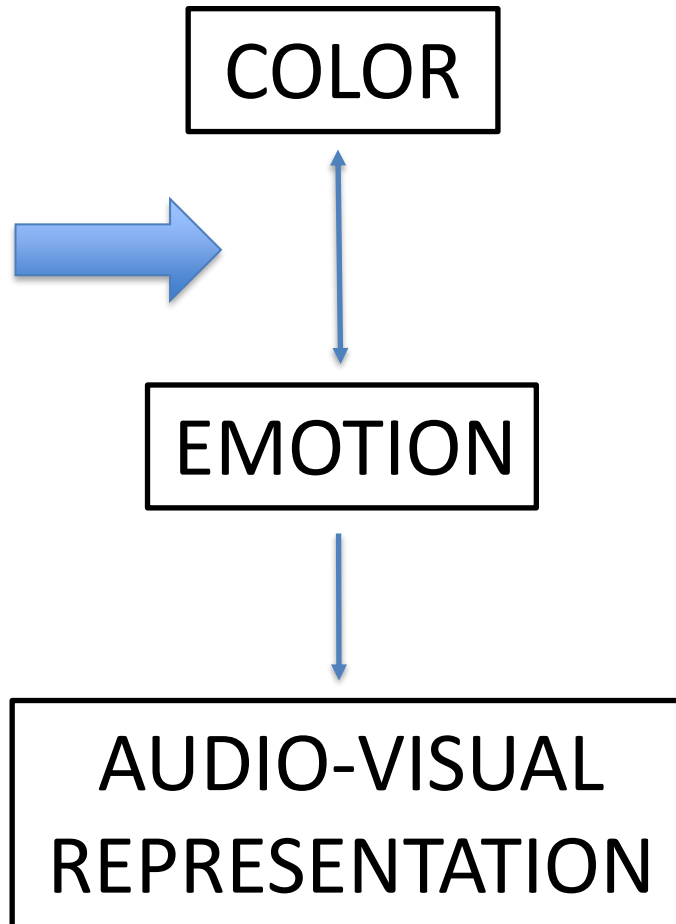
Computer Music: Languages and Systems - Homework 3

Group 9 – The Sine of The Times

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The concept

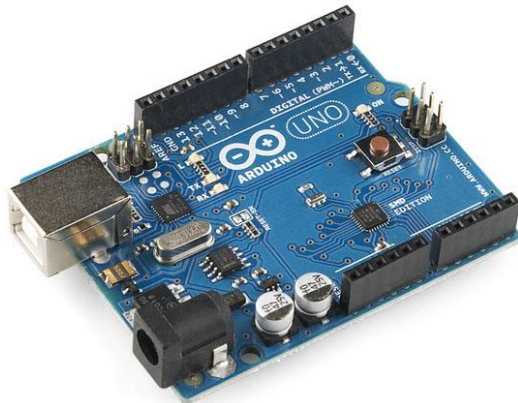
Mapping inspired
by a survey
proposed in a
psychology paper*



*<https://www.psychologytoday.com/us/blog/color-psychology/202202/why-links-between-colors-and-emotions-may-be-universal>

Setup: main components (Arduino version)

- Arduino UNO SMD



- TCS34725 RGB Color Sensor



- Gravity : Digital Push Button



Setup: main components (ESP32-Cam version)

- ESP-32 Cam



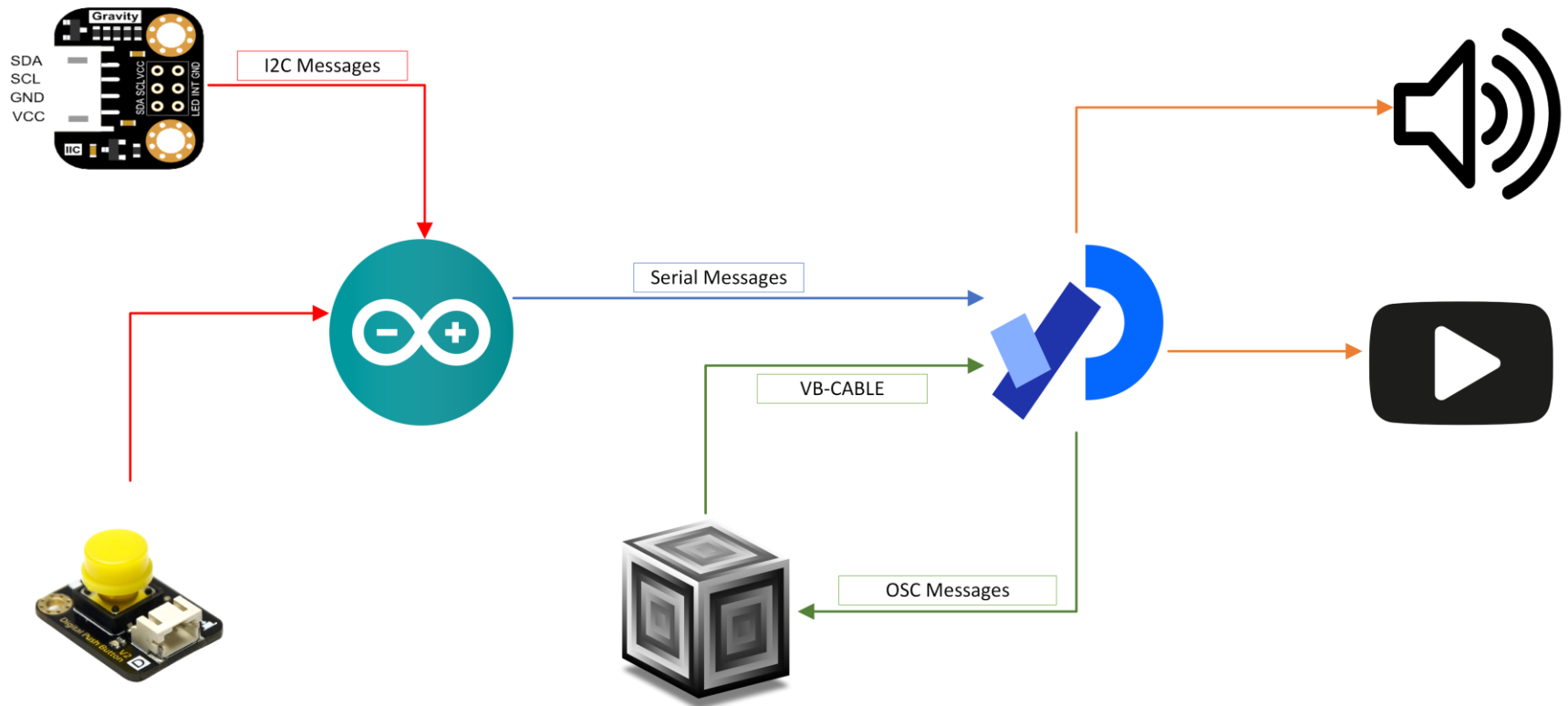
- TCS34725
RGB Color
Sensor



- 4-pin Button



Communication between units



Visuals – key points

- Dots and lines ("triangles")
- Sentences reflecting 4 emotions/**states** of mind shown around the screen in text boxes

4 states of mind imply

- 4 color palettes (each made of 20 colors)
- 4 source texts given as a source to a RiTa.markov object, which generates new texts

User reads color (→switches state) using sensor

Visuals example – HAPPY State



Visuals – additional info

- Movement reacts to sound (FFT data)
- Texts generated with ChatGPT and random song lyrics
- Sometimes RiTa.markov fails; in that case the original source text is instead displayed in order to always show something

- Audio is constantly playing by using Pbind and Pseq.
- Audio transition for each change of emotion.
- Use of different chord quality in order to express feeling
- Combination of synthetic sounds (from a bunch of SynthDefs) and environmental recordings (external precomputed sounds).



Live demo!



Thank you for your attention!