WiiDance

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What is WiiDance?

WiiDance is a NIME that uses movement and button input from Wii Remotes in order to produce sound.

Where did we get this idea?

Answer:

From video games like this:

JustDance2020

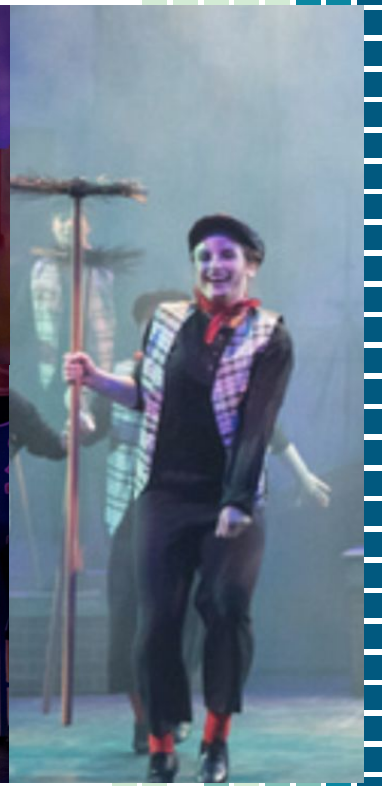
And this:

JustDancePlayers

And Our Dance Backgrounds





Why Make it a NIME?

“Dance history is human history. Dance history explores the intersection of the collective narrative with the human body. You can not understand history of dance without understanding how dance is the individuation of collective storytelling”

-Marquita Burke De Jesus

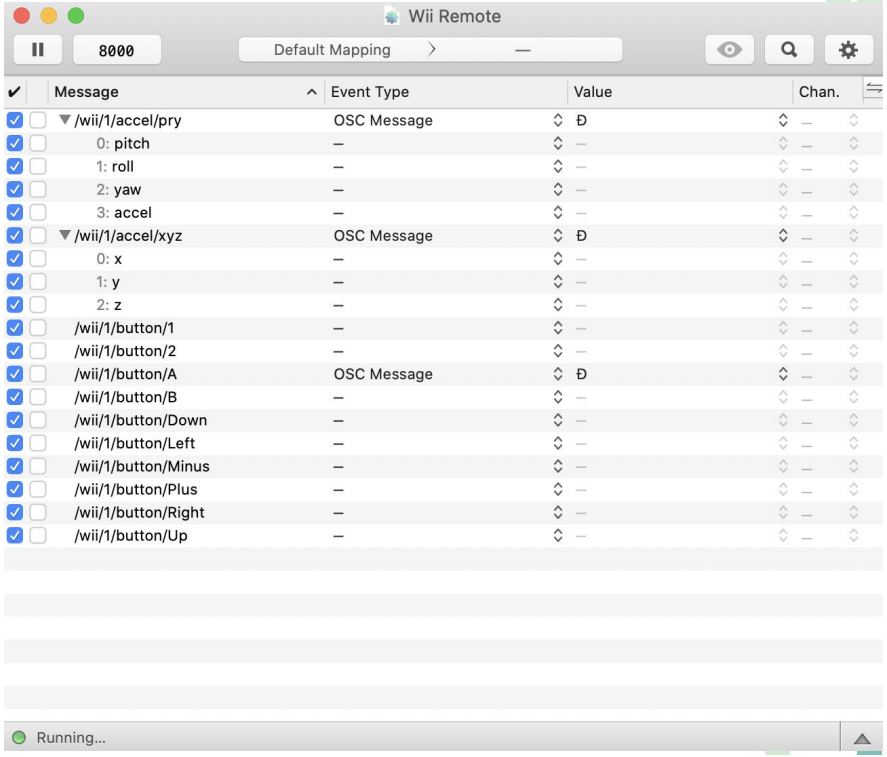
WiiDance Tech

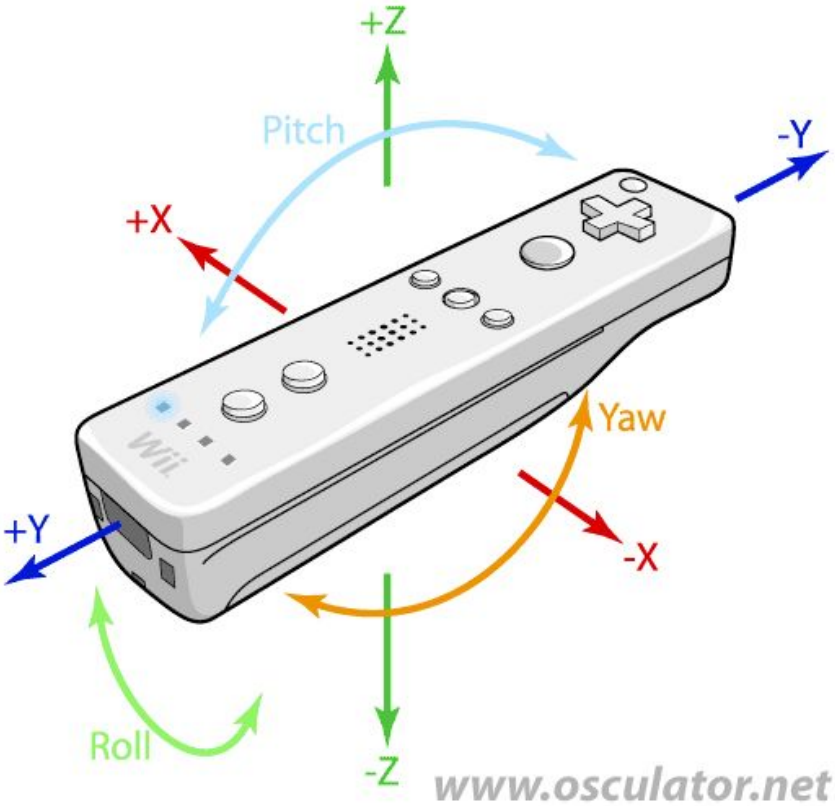
Hardware

- Eight Wii™ Remotes

Software

- OSCulator
- Max MSP
- Ableton Live





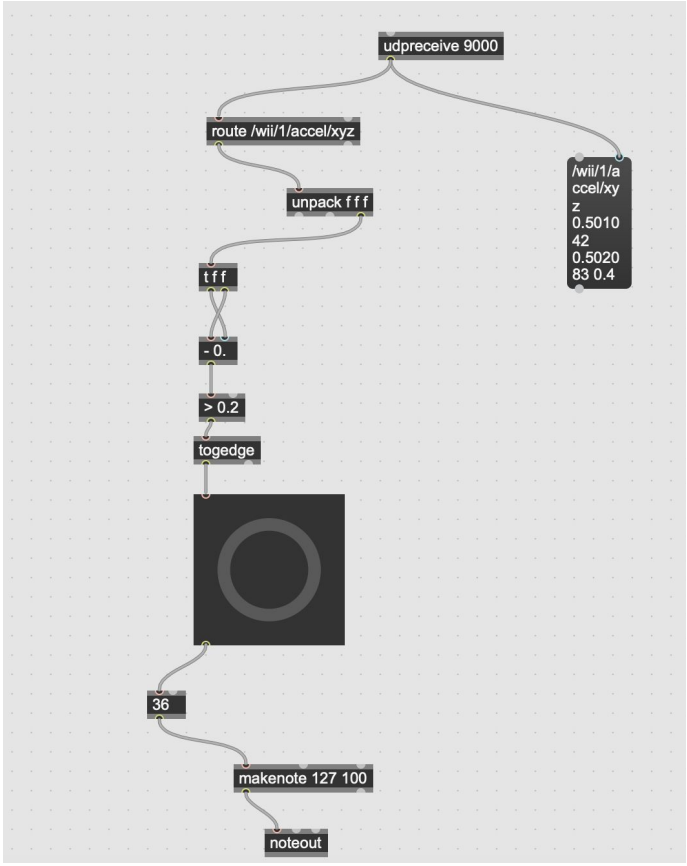
Input Data

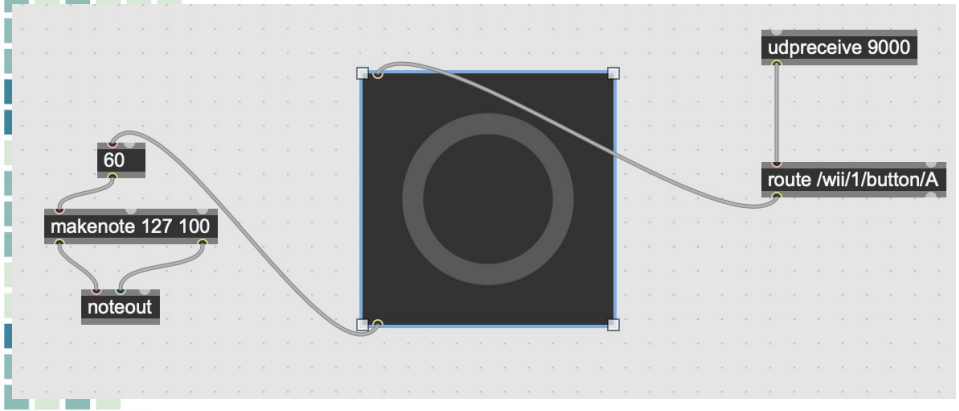
- Acceleration (xyz)
- Button Presses
- Pitch, Yaw, and Roll

1) Acceleration

For acceleration, we will use a max patch similar to this one.

We plan to use acceleration to control monotone sounds like bass synths or guitar plucks.





2) Button Presses

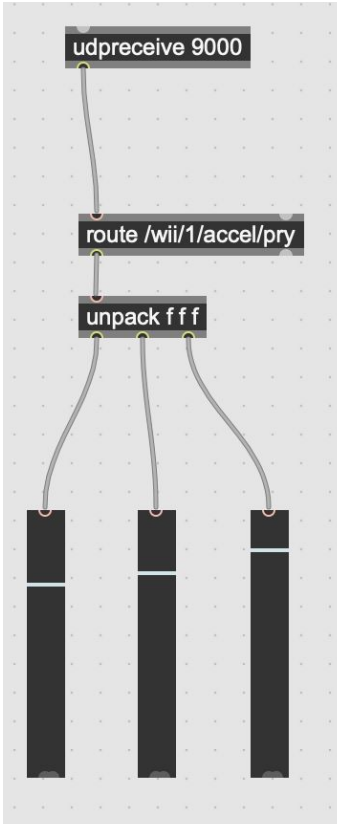
We will use a patch similar to this to receive button press data.

Button presses will be used for percussion or music that doesn't change pitch. They also might be used to playback non-musical sounds

3) Pitch, Yaw, and Roll

We will receive pitch, yam, and roll through a patch similar to this.

PYR will be used to control moving pitch sounds, like synths, brass, or keyboards.



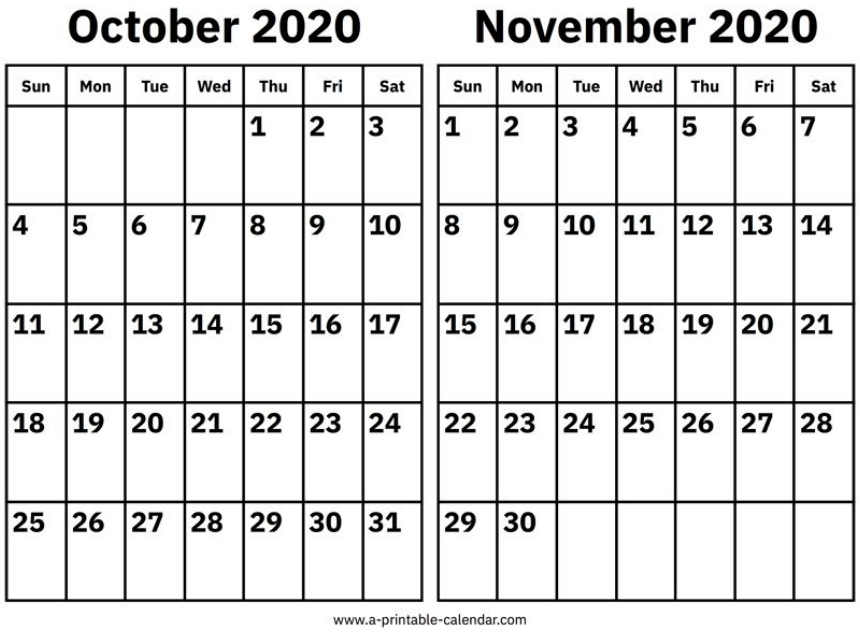
What kind of sounds do we want to produce?

We are taking inspiration from this video:

https://www.youtube.com/watch?v=-pGXZL6HjCw&feature=youtu.be&t=165

Timeline

Will this project be completed in time?



October 2020

Sun	Mon	Tue	Wed	Thu	Fri	Sat
				1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	31

November 2020

Sun	Mon	Tue	Wed	Thu	Fri	Sat
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30					

www.a-printable-calendar.com

Timeline

Week 1-3 (10/12-11/1): Complete programming of individual wii remotes and select sounds for each

Week 4-6 (11/2-11/24): Choreograph and record final performance

Thank you!