

# SPACE PALETTE

CREATED BY TIM THOMPSON

## HOW IT WORKS:

Space Palette (2014) is a musical and graphical instrument controlled by gesture. Gently move your hands through the holes in the palette to play musical notes and paint colorful visuals. The user can play up to four different instruments at the same time by reaching into the large palette holes, which function as three-dimensional control surfaces. Select from twelve different sets of sounds and graphics by using the small holes, which function as buttons. The Space Palette responds to three dimensions of expressive control: the depth of your hands controls the size of the graphics and the character of the sounds; the horizontal position of your hands controls the pitch of the notes; and the vertical position of your hands controls their speed.

## THE HARDWARE:

The wood frame is a reference for the player, while the Microsoft Kinect is used to detect the position of whatever hands (or objects) appear in the holes of the frame. The depth of your hands matters as much as their left/right/up/down position - it's like having multiple three-dimensional mouse pads in mid-air. Any number of hands can be used. The hardware use is made of cedar, walnut, a Kinect 3D camera, and a computer. Woodworking by Paul Sable-Snibbe. Design by Fred Lakin.

## INSTALLATIONS:

San Jose Tech Museum in 2014, Burning Man 2013, Burning Man 2012, and Maker Faire 2013. Burning Man 2011 and Decompression 2011.

## INTERFACE:

