

Sounding Body Project

Process Documentation

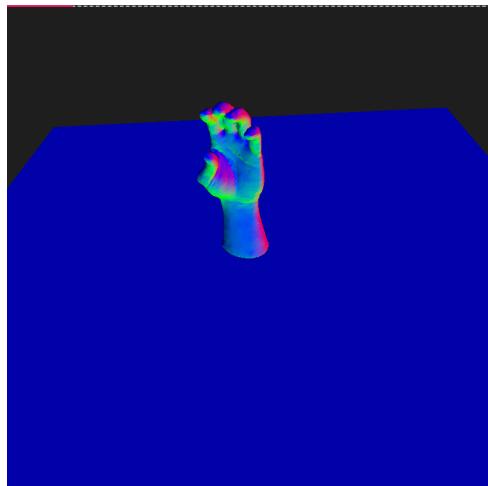
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For this project I have created a mould of my hand starting from my fingertips and extending to just below my wrist. The reason I chose to mould my arm was because I believe my arms are unique (as I'm sure everybody's are). I find it fascinating how every human body has its own unique fingerprint, kind of like a barcode number, which we associate with our identities. My hands are very disproportionate from the rest of my body, I have a very skinny and light figure, on the other hand (pun intended) my hands are rather large and heavy and I have been called out on it on multiple occasions. I was quite satisfied

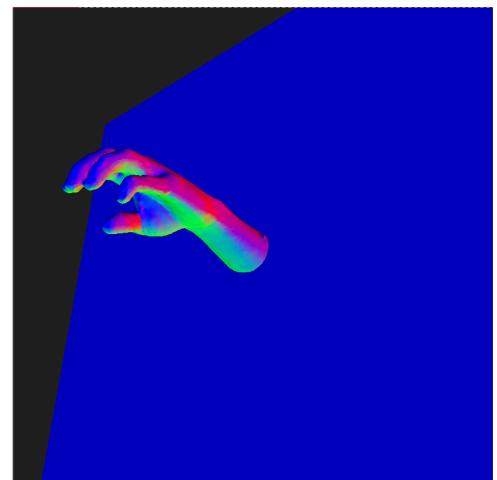
with the result, the mould was very detailed and the delicate parts of it remained intact even after cutting away the support.

I then used photogrammetry to capture images of my cast and convert it into an OBJ file so that I may use it in the p5 web editor. The way I had created the cast was such that it resembled a zombie hand reaching out from the



grave, and so that is the idea I implemented. I uploaded it to my p5 sketch and added some lighting and sound effects. Holding down the mouse can turn the model so that it can be viewed from different angles; there is the option of zooming in and out of the entire scene as well. The OBJ file also scales up and down giving a pulsating effect. The sound I used was a zombie moan sound that I obtained from a free sound library; the sound effect is triggered by a function when the mouse is clicked. The texture used on the hand is a normal map that gives a thrilling apocalyptic effect.

I feel like this project was a success and I achieved what I had set out to. My goal was to keep it simple and that is why I feel it was mostly a success. If there was anything I would change it would probably only be to develop it further, make it more interactive and more interesting. Due to the time constraint and the technical difficulties converting the images to OBJ files I was only able to reach thus far, but I am quite happy with the result.



Links and References:

Summary video:

<https://youtu.be/7lUt0NpugY8>

Link to Sketch:

<https://editor.p5js.org/3173187/sketches>

Link to Fullscreen version:

<https://editor.p5js.org/3173187/full/JmUtFETHL>

Link to website for sound sample:

<http://soundbible.com/tags-zombie.html>