



For my Sounding Body Project I decided to cast my arm because my hands are disproportionate from the rest of my body. I have a very skinny body type, although my hands are abnormally fat and large and I've always been called out on it. It is one part of me that I find unique and interesting about myself. I made this out of plaster and the clay model turned out quite nicely. I then took photographs of the clay model and using photogrammetry I was able to transfer it onto my computer, the clay splatter on the floor made for some useful marker points. I then did some detailing and editing on mesh mixer and then uploaded it and added it to p5. My idea for taking this project is making an interactive zombie-theme effect for my hand, triggered by a button or a click and adding some lighting and sound effects.