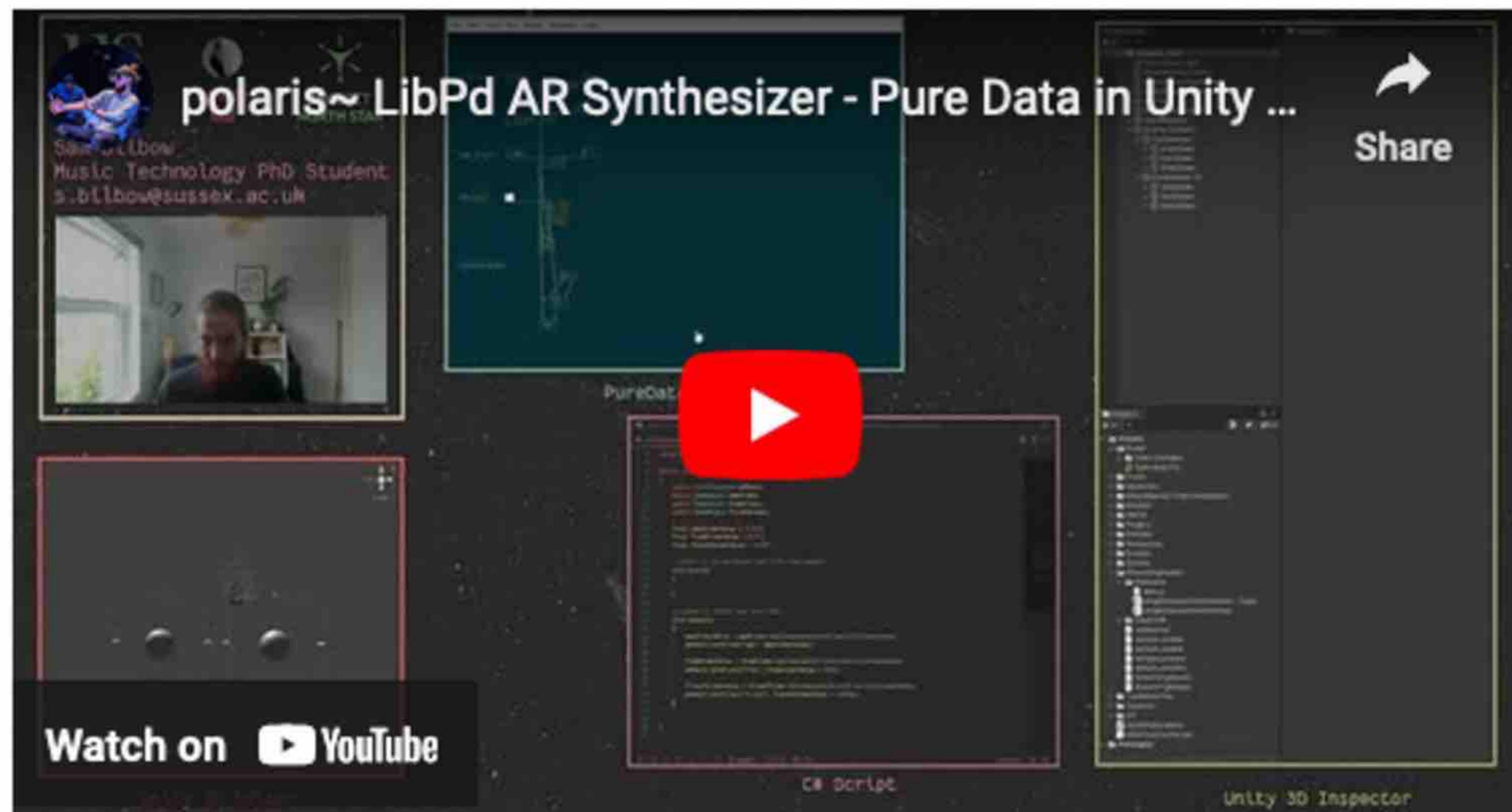


## Software: Musical AR Instruments in PureData (August 2021 - Ongoing)

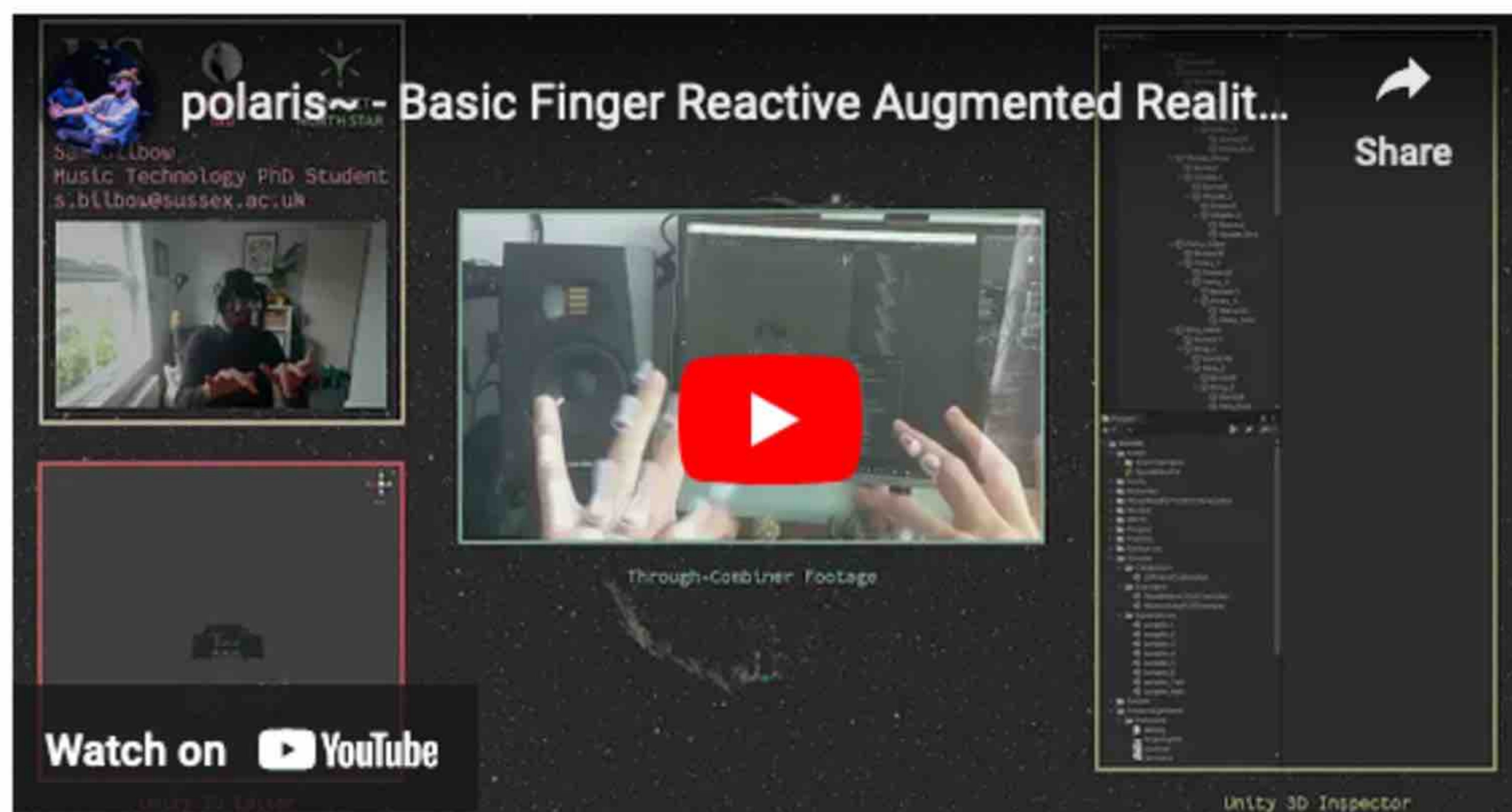
### The NEW Current state of the ARt

In the last section, I went through the available choices for developing the audio section of my AR instruments. Out of these choices, the system that makes the most sense is developing PureData patches for the audio end of the instrument, and then implementing Niall Moody's [LibPdIntegration](#) project, which allows PureData patches to be run in Unity.

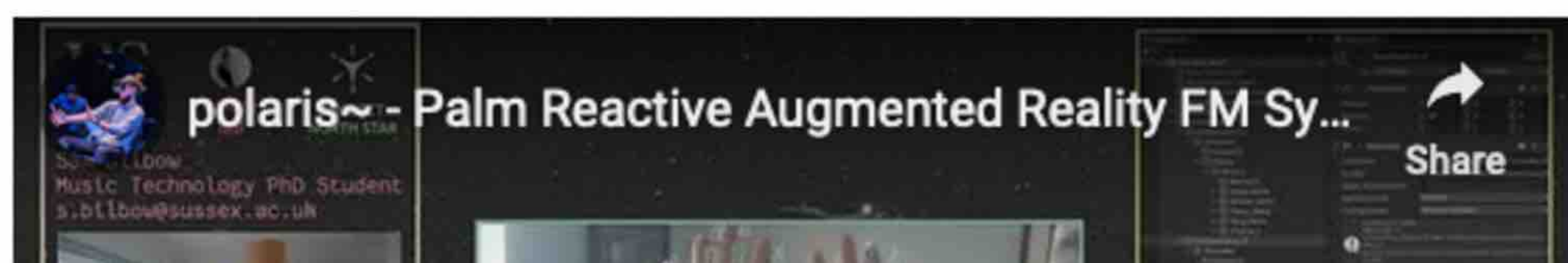
### Parameterised GameObject AR Synthesizers



### Finger Reactive (10x synth gens) AR Synthesiser




### Palm Reactive (2x synth gens) AR Synthesiser



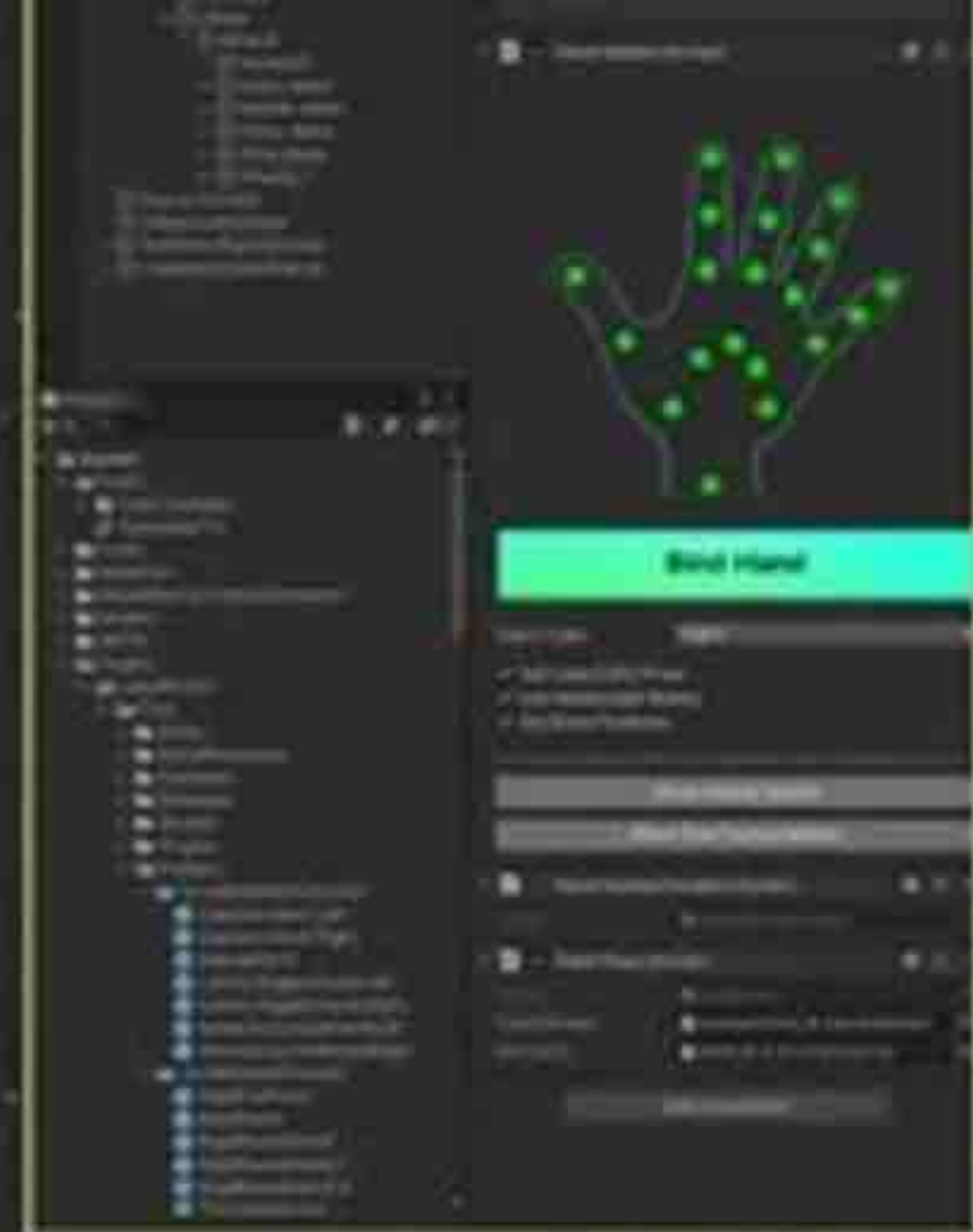




Watch on  YouTube



Through-Cosplayer Footage



Unity 3D Inspector