

sam bilbow

projects writing engagements

polaris~

Project Presentation: TEI '21 Student Consortium

Project Outline: TEI '21 Student Consortium Paper

← Software: Planning Musical AR Instruments

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 implementinng Niall Moody's [LibPdIntegration](#) project, which allows PureData patches to be run in Unity.

Parameterised GameObject AR Synthesizers

polaris~ LibPd AR Synthesizer - Pure Data in Un...



Finger Reactive (10x synth gens) AR Synthesiser

polaris~ - Basic Finger Reactive Augmented Re...



Palm Reactive (2x synth gens) AR Synthesiser

polaris~ - Palm Reactive Augmented Reality F...



← Software: Planning Musical AR Instruments

Resources

Headset Documentation: Project North Star

Community: Project North Star Discord Server

Repository: Project Esky Renderer