BEATit

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BEAT :
- *hit, pass, cross, open*
- *play, knock, ring*

it :
- *interface, body*

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My project is a tool,
a game for people to trans-
form their movements into
sounds and generate music.

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how did I come up with this idea?

 I was so depressed about my struggle so rather than staying at home and working on it, I went out with my friends to a place to dance but I guess it worked. Then I realized that I need to drink to be able to dance because I couldnt keep up with the tempo and the rhtym.

This is how I look like when I am dancing:

http://www.youtube.com/watch?v=NxUrV9AJEUQ

BEATit
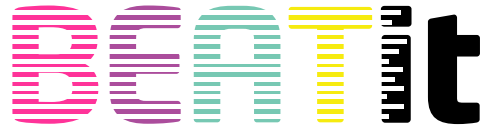
goals of the project:

- to create more compatible relations between body movements and sound

- to remove the layers between body and sound

- to turn the audience into performer and composer

- to create a solid and direct relation between sound/music and human

- to make a conceptual interchange between movement and sound on temporal plane

sound and movement

The goal here is to specify the nature of the existence of dance - what it consists of. This is an important matter. We must know what dance is in order to be able to explain how we related to it, how we can know anything about it, talk about it, refer to it, or evaluate it. To take an extreme example, if dance is only a mental thing, existing in the minds of interested observers, then it is difficult to explain how a group of persons could perceive it, discuss it, and agree or disagree on its value. If dance is held to consist only of, say, physical movement, but not the auditory phenomenon of music, then it is difficult to explain why and how we frequently discuss and evaluate the musical dimension of a dance performance.

Specifying the media of dance is easily confused with defining dance. Defining dance is an exercise that not only examines the medium of the phenomenon but other criteria by which dance can be distinguished from similar phenomenon. Perhaps one problem with some of the definitions examined in the previous chapter is a preoccupation with specifying the medium.

tools

- Motion tracking tool: Kinect

- Software programming: Processing

- Sound design

- Visuals elements

what is kinect

"Kinect (codenamed in development as Project Natal) is a line of motion sensing input devices by Microsoft for Xbox 360 and Xbox One video game consoles and Windows PCs. Based around a webcam-style add-on peripheral, it enables users to control and interact with their console/computer without the need for a game controller, through a natural user interface using gestures and spoken commands."

visualization