BEATit

Project Definition

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

Aims and Goals

- 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

Target Audience and History

- Main target audience is people from 18-30 ages who are compareably more familiar with new technology and who have an interest on intefering the sound and performing body motions which may also refer to sports and other professions based on physical movement or maybe also people who would like to dance and express through body movement.

Project Description

-My project is basicly about giving people a chance to create their own sound and own environment to 'move' around and having fun. It will make the user able to dance very compatibly to the music and also satisfies their passion of making of music as turning the body into an insturment. On the contrary we used to see that people act- ing through the sound, motion will be the input and the sound will be the output.

In my project, I am planning to create a platform which you may also call as 'game' that people can control the sound by their body movements and if they want they can also make music out of it. It can be used by one or a group of people like the game 'kareoke' they would come togather and rather than a group of people sitting and singing like crazies, they will also have to react to the music. This reaction would actu- ally be the cause, so as it cycles. My project also consist of the documentation of the final product, using by differ- ent kind of people in different environments.

Design-wise I will assign different sounds and materials on to different parts of body. When more than one come together, they would be able to create their own orchestral polyphonic sound. And if it is possible I am planning to create a visual that is reflected on the performer and activates when that person moves and starts lightning.

how it works
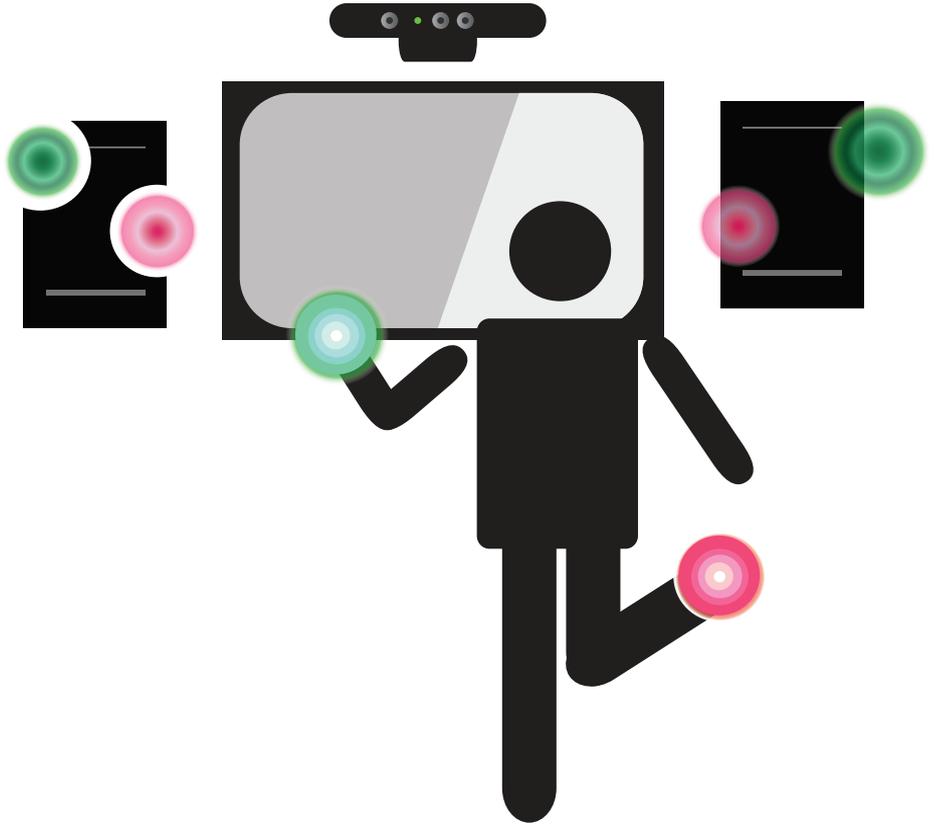
Tools

- Motion tracking tool: Kinect

- Software programming
 (processing,openNI, minim)

- Sound design

- Visuals elements

Why Kinect?

1. More flexible
2. Real life motion takes place in 3D
3. Variety of outputs

"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."