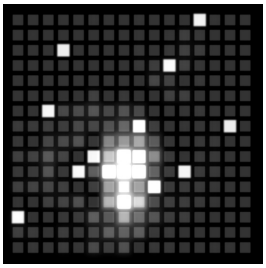
SINTUSIC

EVERYONE CAN MAKE MUSIC

SINTUSIC is short for SImple iNTeractive mUSIC

It is an installation that allows people to interact with people from all over the world, play with sound and make music without needing any musical knowledge. Sintusic uses a floor that reacts to pressure. By walking across it, you activate certain sounds for each section. Anyone can be part of Sintusic. It doesn't matter how old you are or if you have a disability.

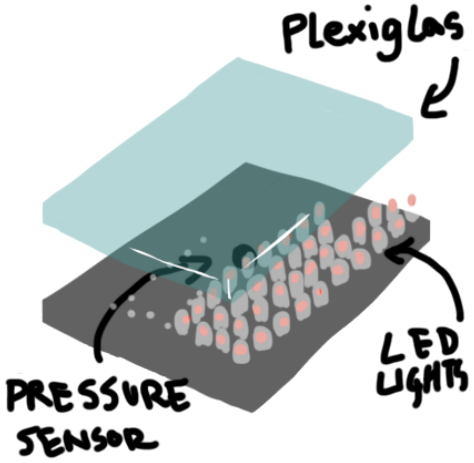


The more people walk on the floor the more sections get activated. By stepping on an activated section you deactivate it. Sound plays in a loop very much like in this Matrix. This creates the basic pattern of the music which gets displayed via speakers in the location.

However a non looped version might be more practical with a larger audience. I have thought of different applications that seem appropriate in different situation which I will introduce later on. A public location would be ideal since it would attract a broader audience.

THE FLOOR

In order to visualised actions, the floor will be made out of several tiles with LED lights. Each tile will also include a pressure sensor. The advantage of making the floor out of several parts is, that you can adjust its size to the location as well as quickly replace broken parts. The pressure sensor will not only trigger the sound but will also activate the lights at the same time. All the tiles feed back to a computer from which the you can adjust the floors interactivity to the different applications. Noah H. Keating worked on a similar project wich resulted in a dance-off floor. He too used pressure sensor tiles which show the users where to step. Read more about it here. I found it quite helpful for my own concept.



TRAILER

VARIATION IN APPLICATIONS

1. ONE STEP - ONE SOUND

This will work best with a big audience. The floor will be divided in to different sections and a sound will be applied to each of them. Each section can be the size of one tile or several connected to each other. Every step will trigger a sound only once.

2. ON LOOP

The floor cycles through on the y-axis, playing every sound that is activated in that particular row. The sound stays activated untill someone deactivates it (like with the Matrix).

3. FOLLOW THE LIGHT

This application is intended for children. A tile will light up and the children have to step on it before it goes of again. This could be set on random or follow a certain pattern. You could even have two groups competing against each other. The winner is who steped on the most tiles in the shortest amount of time. This comes pretty close to the idea of a dance-off floor but has less to do with your coordination skills.

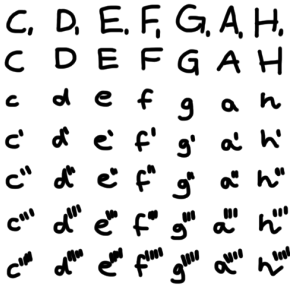
4. WORLD WIDE

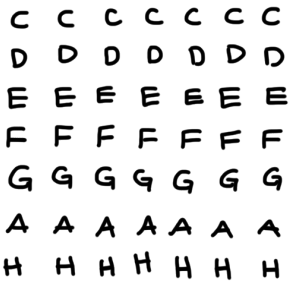
This is not so much a new application altogether since it would use app 1. or 2. However it would not only show what people in the location itself are doing but connect it to another location in the world so that a person in Hamburg could be walking across the same floor as someone in Hongkong, activating and deactivitiog tiles at the same time.

VARIATION IN SOUND

A. OCTAVE

This will use a grid 7x7 which will start with a low octave and go up to a high one. For example:





B. SCALE

As with the Octave (A) it will use a musical scale but the note will stay the same on the x-axis. This would work best with Application 2 as you can make rhythms with it (like with the Matrix).

C. YOUR SOUND

The Audience can record their own sounds. These will either be randomly connected to different sections or run through a system that orders them in to a musical scale. (They can now be used with sound systems A. and B.)The idea behind this is that you can share the records sounds with other countries. E.g. This installation in Agra could be using sounds recorded in London.

INTERNATIONAL

Application 4. and sound system C. are one way of making this project connect people from around the world. My initial idea however was to have screens showing the grid of the floor for different countries. When people walk across it it won't only light up in the location but also on the screens in the other locations. There will also be headphones connected to the screens so that you can listen to the music at the same time.

LINKS:

Matrix: http://www.sembeo.com/media/Matrix.swf

Dance-off floor: http://interactive.usc.edu/thesis2007/papers/lambent_reactive/

Video: http://youtu.be/wceYy69S0z8

INSPIRED BY:

Sound fountain: http://vimeo.com/1187622

Bastil: http://www.bastli.ethz.ch/index.php?page=BIRD