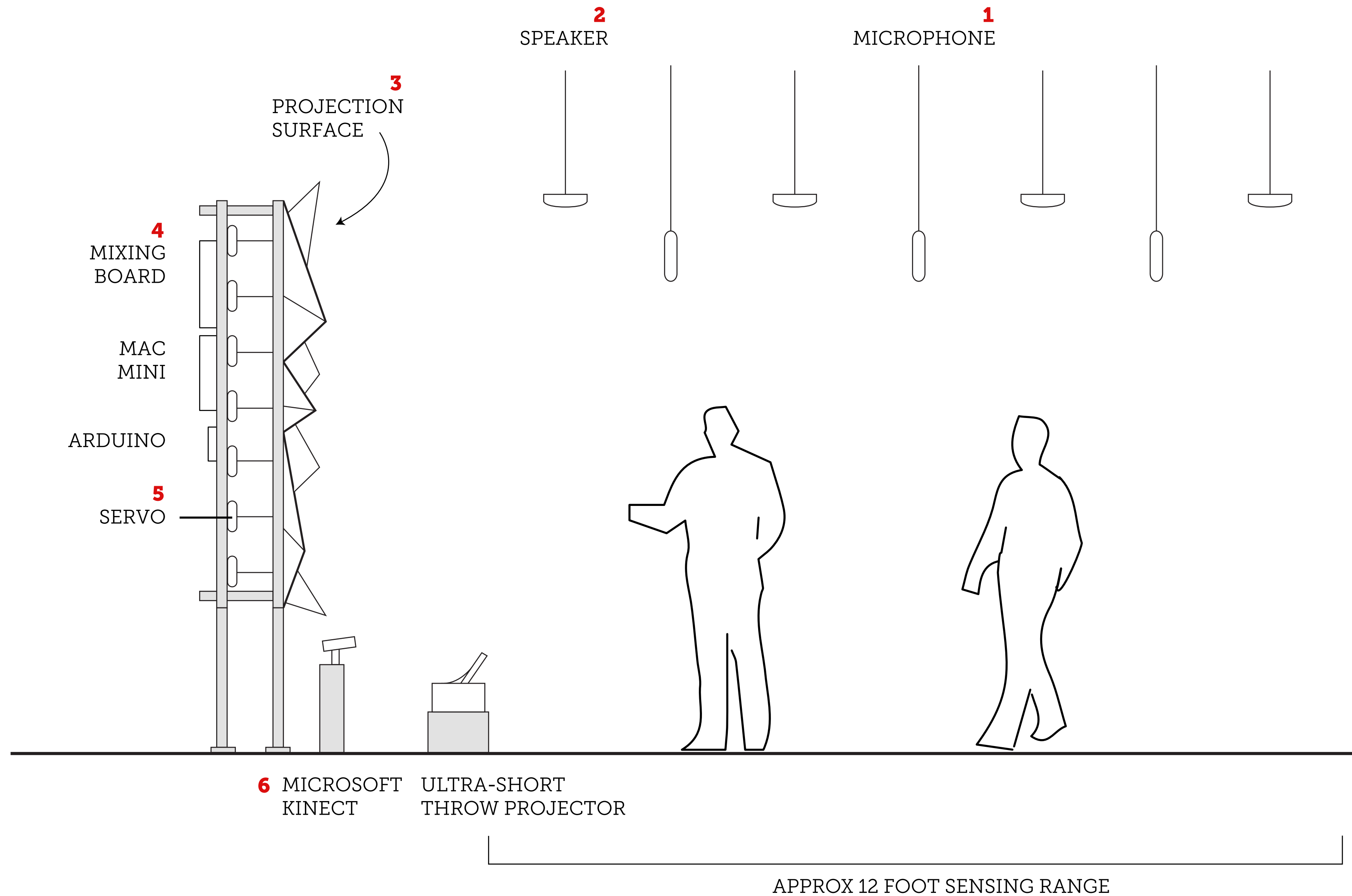




Installation Wireframe

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1 A constant stream of audio will be captured via the microphones and translated into visuals (to be projected), sounds, and physical motion

2 Location-specific sound will be generated by motion tracking (via kinect), and microphone input. Different generative sounds will be played in each speaker creating an immersive experience.

3 The projection surface will be created with foam-board and hidden joints that will move from servo motion triggered by an arduino

4 The mixing board will be connected via firewire to the mac mini and, using specialized software, will communicate with the individual speakers.

5 A series of servo motors will spin in unison based on triggers from the mac mini by way of the arduino. The motor's rotational motion will be translated to linear motion via the connection between the servo and the projection surface.

6 The kinect will track motion in the range of approx 2 feet - 12 feet. The device will capture real-time data of the users x,y,z position & skeletal data.