

HUMAN MARIONETTE SOUND TOY

Final Proect Aim:

To create an instrument that is controlled by hands, arms, and feet, and contained within a marionette wooden structure of about 7feet tall. The objective of the piece is to look at how instruments are normally so limited in the ways we can play them, and that in this limited ability we are considered as puppets to the instruments, which dictate to us the way they are used, and the style they are played in.

This becomes apparent in such musical situations as classical orchestra, we don't walk in with a saxaphone and start a solo section because we've been taught that it doesn't sound 'right'. Also, where would be the harm in creating an instrument that uses a bodypart instead of or aswell as our hands.

We are puppets to the music industry, the connotations that artists try to portray as desiring freedom for multinational organisations will never come true if they dont free themselves from the stereotypes and binding arms of the instruments

Final Project

A 7foot containing structure which the user straps themselves into. There are then preprogrammed sounds which the user can manipulate. This shows the way we are not as creative as we may believe due to the restrictions in place. We merely manipulate what we are given.

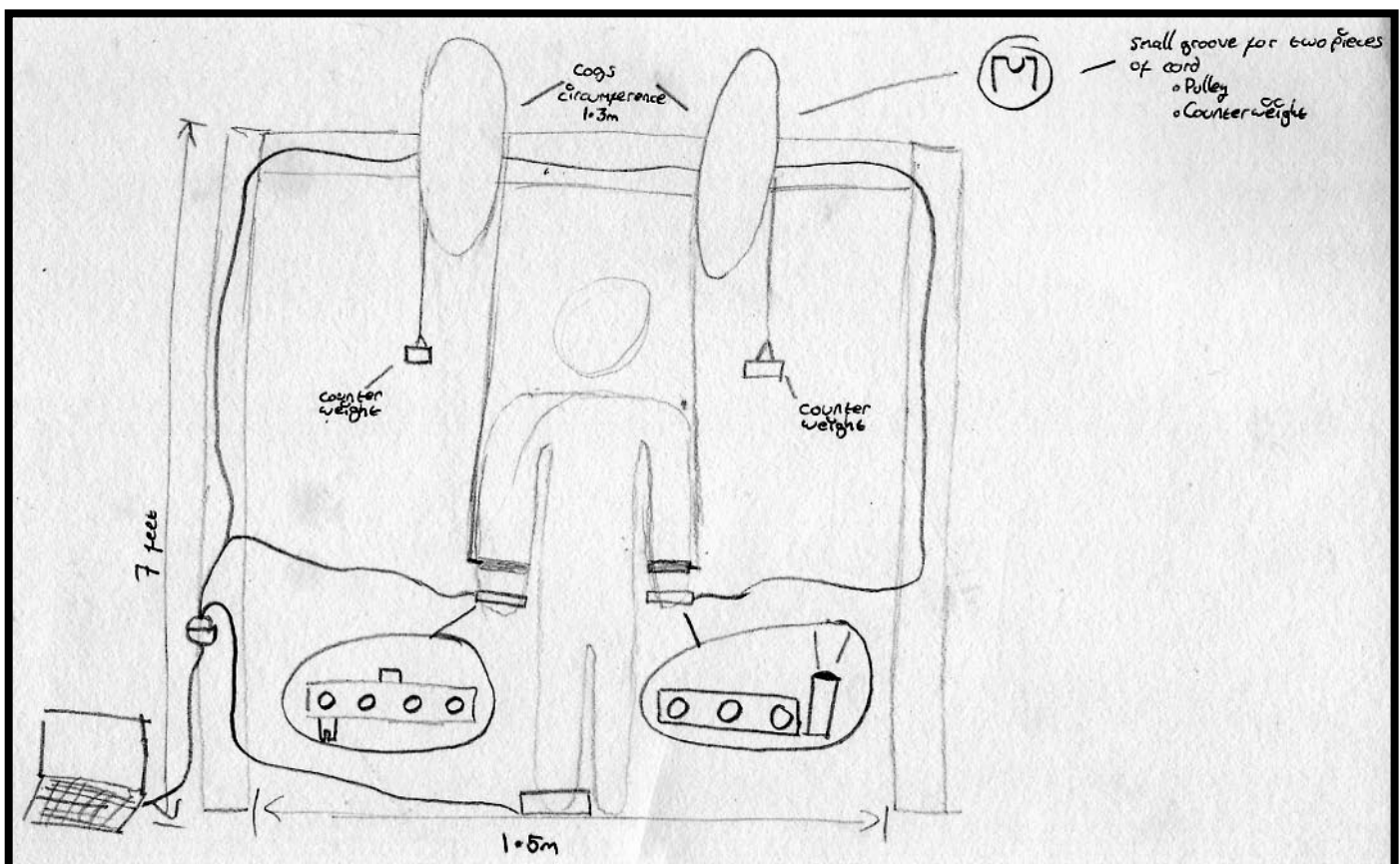
The instrument will be as follows:

Left hand - Rhythm

Right Hand - Tune

Right Foot - Tempo

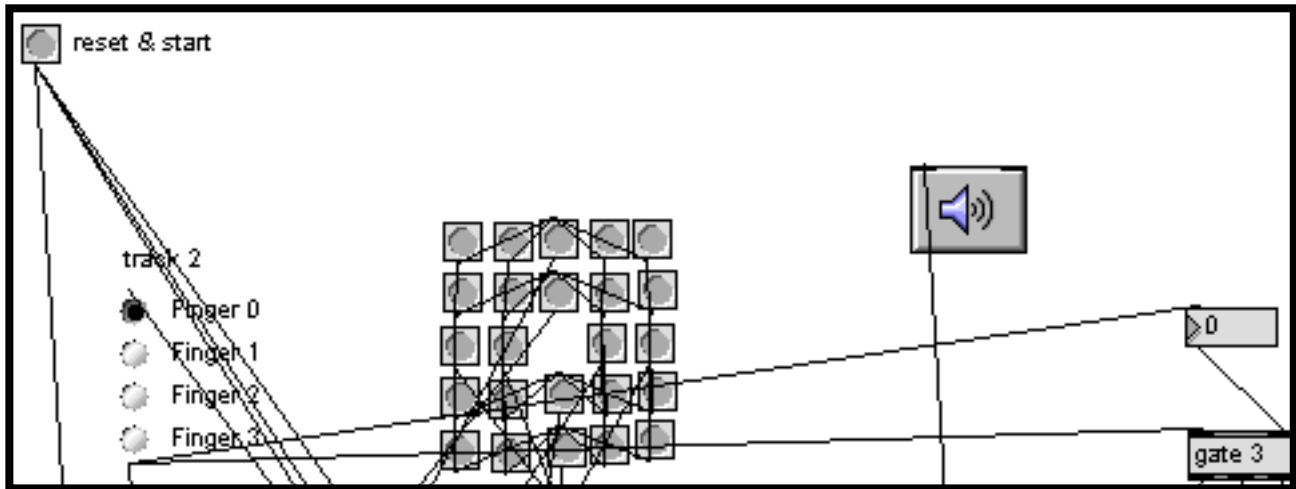
Raising Arms - Global Volumes



USER GUIDE / MANUAL

RIGHT HAND

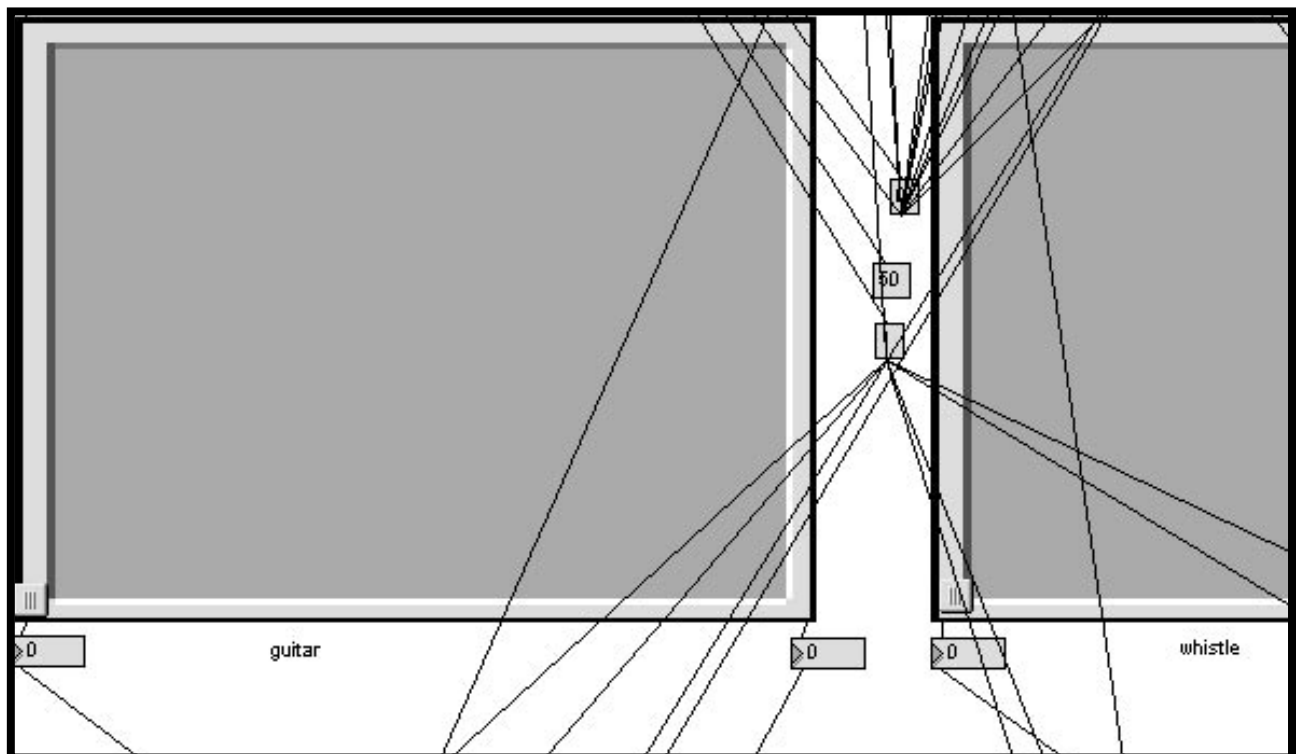
Reset patch



Select which tune you want to begin with using radio buttons

Set the starting parameters using the relevant picture slider

Increase the volume to that piece



Repeat with other tunes, and alter whenever required