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 freedon 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.

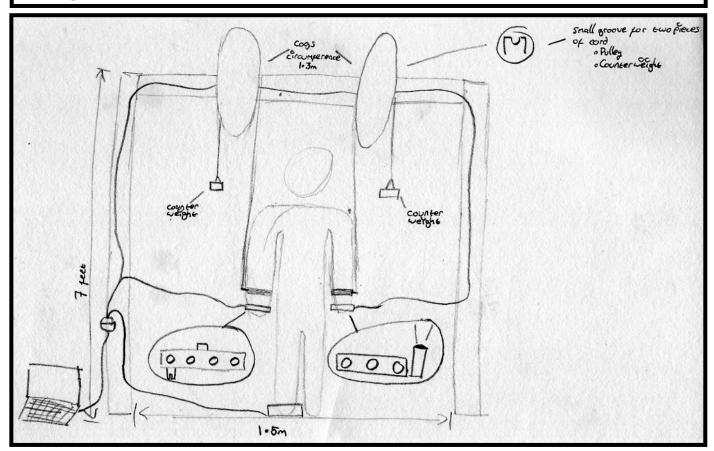
The instrument will be as follows:

Left hand - Rhythm

Right Hand - Tune

Right Foot - Tempo

Raising Arms - Global Volumes



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Project So Far

Left Hand: Works okay, with four buttons for each preprogrammed rhythm. There is a slider which gives the user the ability to fade between the rhythms (currently playing and next). There is also a tilt sensor which when the hand turns on its side, shuts the rhythm off completely. Some work needs to occur on the tilt, finding something that is less sensitive, so only sends a signal at 90' turns.

Right Hand: A program has been started for this, and the patch is working fine, using 3 preprogrammed tunes that can be altered by the user. When the Right glove is made, I will be looking to create 3 buttons, and a laser that will project onto a white screen and alter pitch etc. that way.

Global Volume: Has been added to the patches, but rotating pots have not yet been implemented.

Sliding foot: Not yet begun, but will alter the tempo of the entire piece as the foot slides a LDR in/out of a dark tube (Theramin).

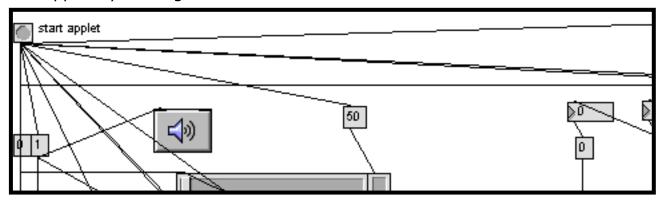
Structure: Construction is being begun over the christmas period, working with David Duke, to produce the 7foot tall apparatus to contain the instrument.

USER GUIDE / MANUAL

LEFT HAND

Put hand into elastic slip, with fingers over relevant buttons, and thumb on slider Ensure slider is set to $^{\circ}0'$

Start Applet by clicking radio button



Move slider slowly so its at full volume

Select the next track using the relevant button with your fingers

Move slider to fade it in

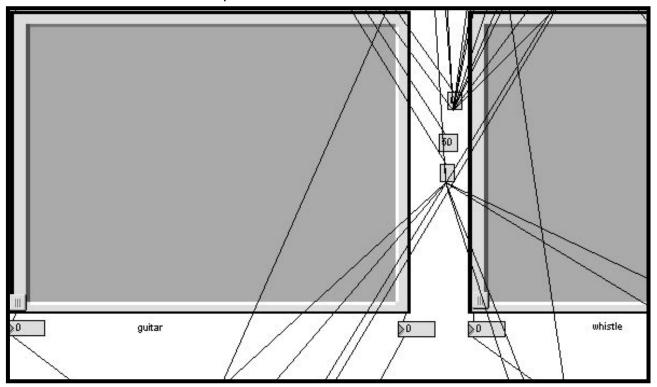
When at full volume, select the following track

Continue to end of piece.

USER GUIDE / MANUAL

RIGHT HAND Reset patch reset & start trace 2 Proper 0 Finder 1 Finger 2 Finger 3

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