

FULL STAGE MULTIPLAYER THEREMIN

By Chris DeLeon

1. Set up Processing application that maps sound pitch, volume, pan, and timing to motion detection (video camera delta will work for this).
2. Point the camera at the performance.
3. Start the Processing application.
4. Offer the resulting real-time audio as a new way to experience the show's fast and slow bursts, follow shifts of energy locations on-stage, and types of movements by dancers.

Iteration would be required to achieve the types of tones and timings desired by the team. The present pre-alpha version of the software is for demonstration purposes only, and at this time mostly reflects that tone, pitch, and amplitude can be made a function of total motion detected (frame differences) within different areas of the camera,