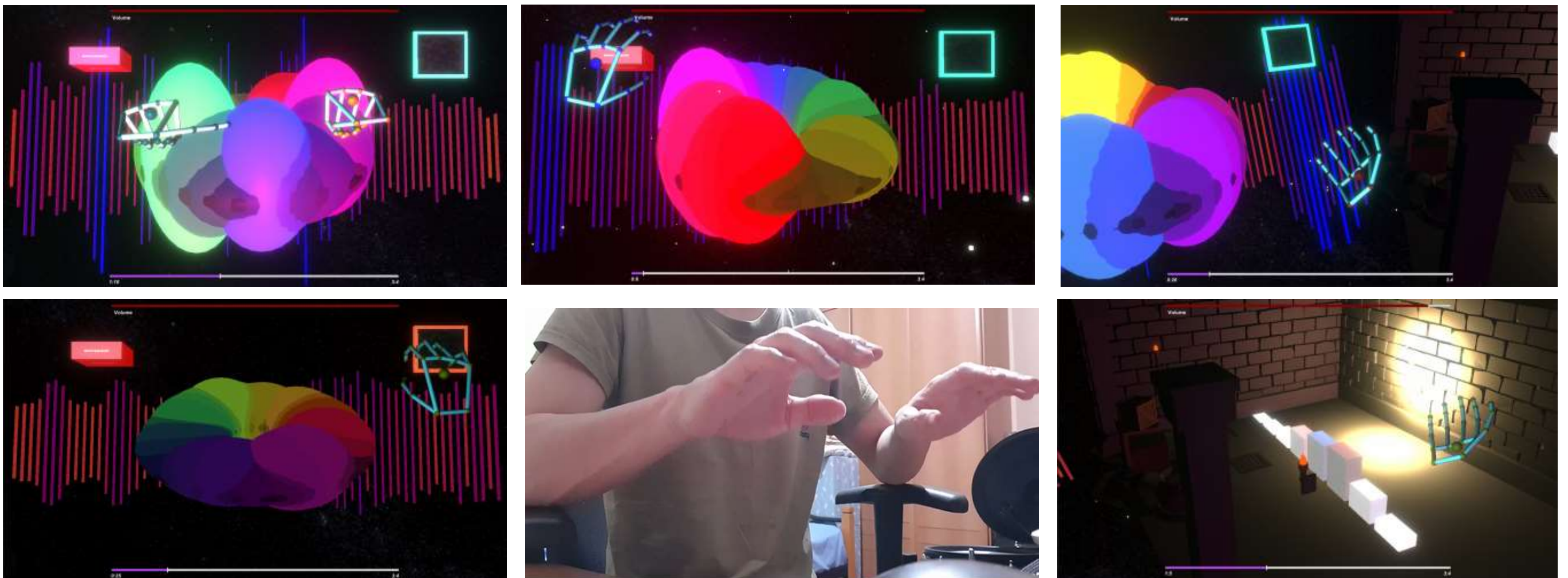


Interactive Musical and Visual System

using the Leap Motion Controller

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Project Objectives:

There are 3 main objectives in this project:

- 1) Develop an audio-visual 3D application that is responsive to a user's hand motions using Unity and the Leap Motion device in manipulating the audio and visuals
- 2) Research on how the Leap Motion Device operates, as well as on how to improve and mitigate potential accuracy issues
- 3) Conduct user studies to see what users prefer and want as well as common issues faced when using a hand-gestures based system as opposed to other forms of control

The user is able to control the following parameters using certain hand gestures and movements:

- Audio panning
- Audio volume
- Fast-forwarding/Rewinding audio
- Change song
- Pause/Play audio
- Quit application

