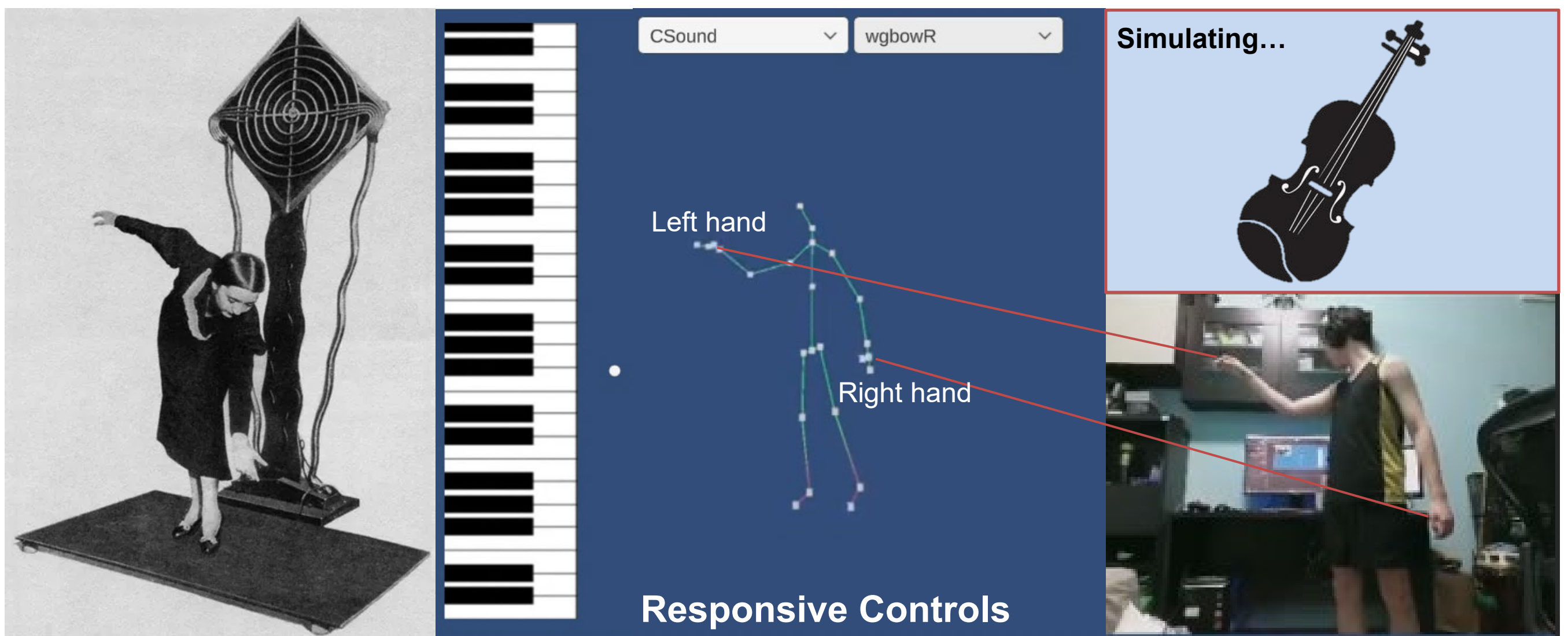


Digital Terpsitone

Kinect and Unity-based Instrument

Student: Lee Zhe Ren




Supervisor: Alexei Sourin



Project Objectives:

This project aims to create a digital instrument controlled by body movements captured through a Microsoft Kinect. It explores a new way to implement a digital theremin or Terpsitone with a combination of different software tools that has not been tested before. With the use of Csound, a programming language for audio programming, and the Unity game engine, the body data collected by the Kinect can provide real-time control of musical sounds. The end goal of the digital instrument is to be relatively easy to play while producing sounds that can be reasonably played alongside existing music pieces.

Type of Sounds

-  Sine Wave
-  Synth Wind Instruments
-  Controllable Audio Samples

Hardware + Software Tools:

