

Creating Percussive Rhythms

Using Hand Gestures with LEAP Motion

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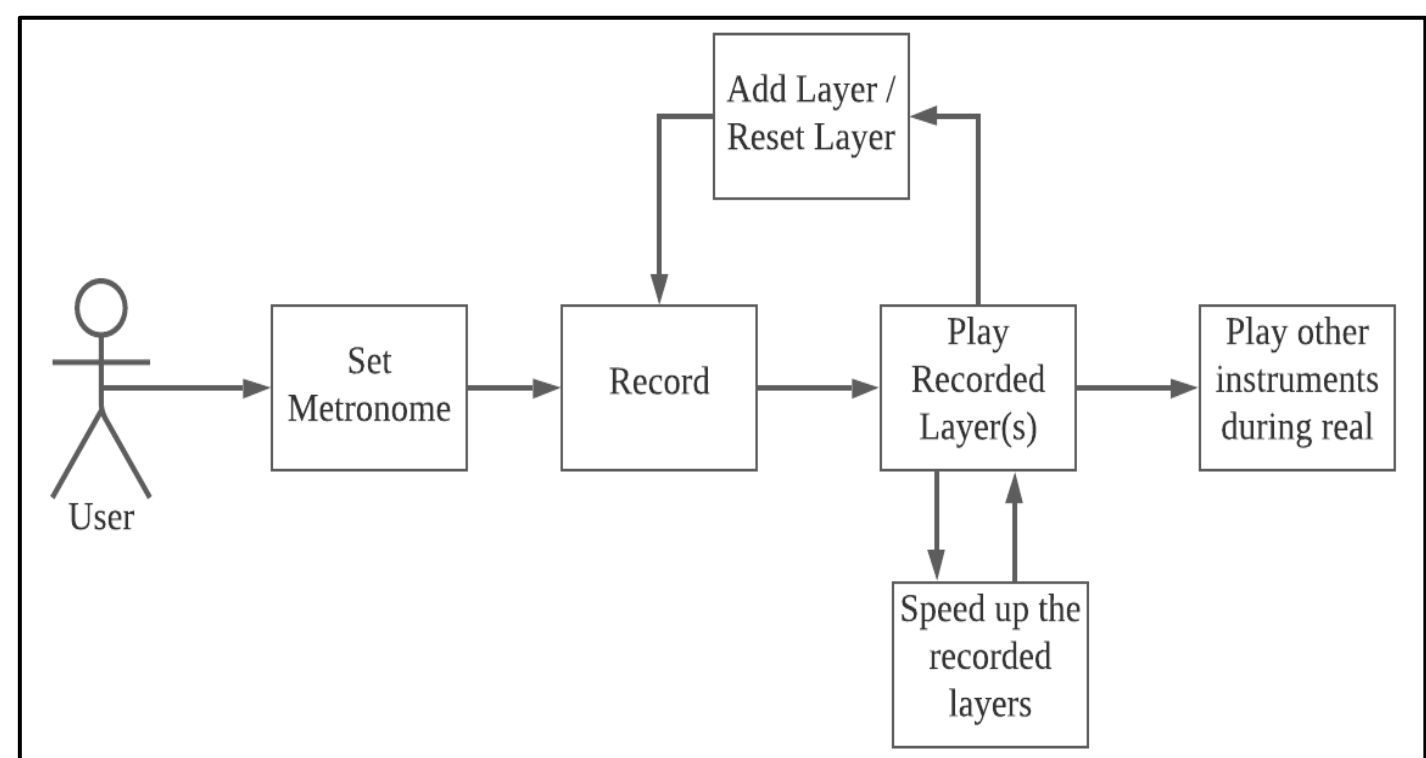


Project Objectives:

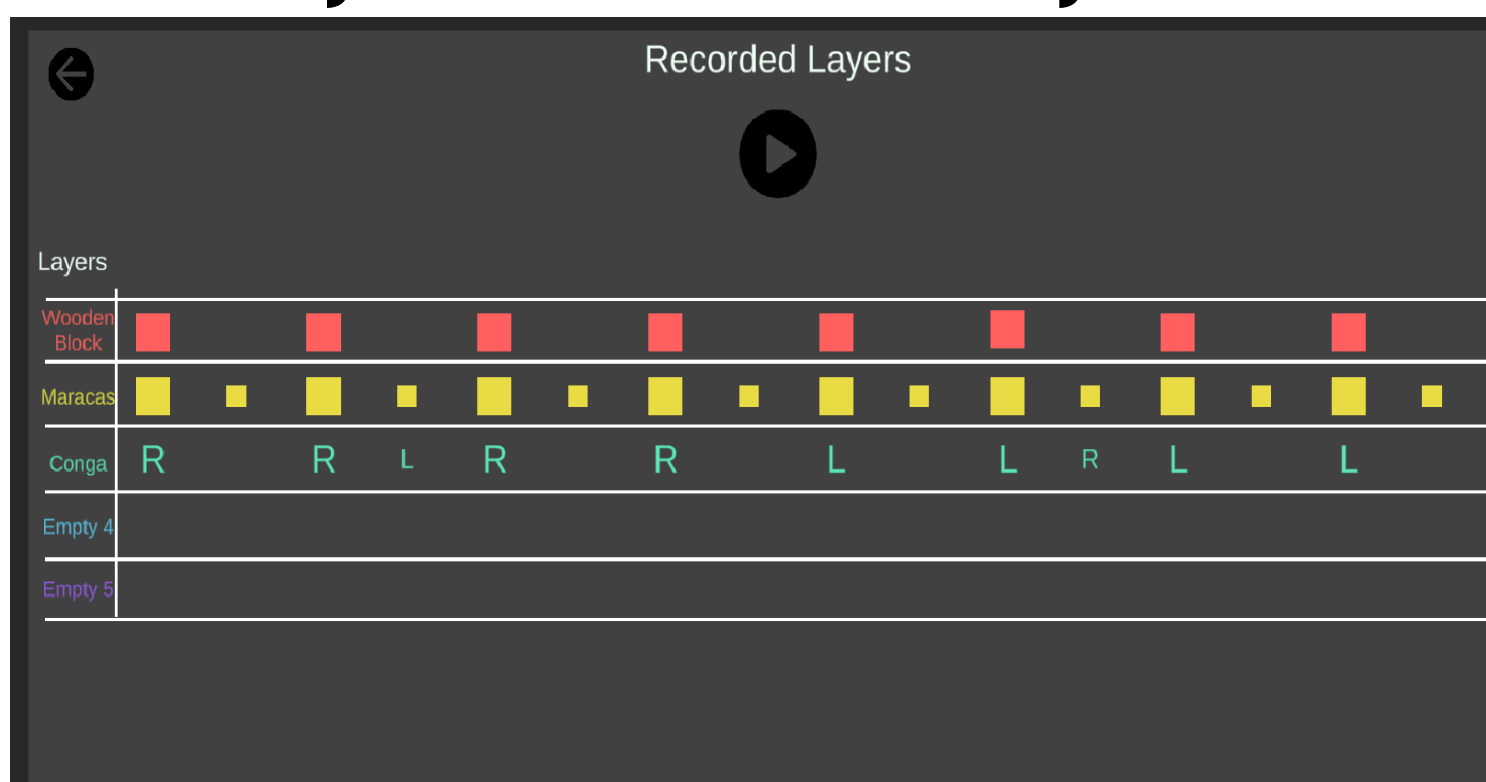
There are 2 main objectives for this project:

- 1) Design a unique interactive percussive experience by utilizing mid-air interaction gestures captured with hand tracking devices (LEAP Motion). Under this main objective, other objectives investigate whether the game designed is user-friendly, and whether it can teach users about rhythmic theory and how to create rhythms.
- 2) Investigate the intuitiveness of hand gestures when playing percussive instruments

Game Flow



Layered Percussive Rhythms



Creating Complex Rhythms:

Players can create complex rhythms by recording multiple percussive rhythms and looping it altogether. Percussive rhythms can be recorded at a lower BPM and increased to a higher BPM such that beginners can record with ease.