Physical Interface Piège a Rêve via MIDI (12 bytes)

Max/MSP/ftm
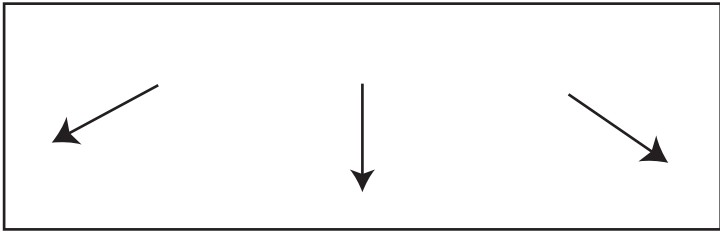
Input filtering

Shape detection

Rectangle   Ring   Curve   Gesture reckonition(separate app)   etc...

Detected parameters : Contact (on/off) , position in the different axes of the shapes, curve time position, curve distance to nearest point…etc

Mapping params

Sound generators

SimplePlayer   PositionPlayer   GrainPlayer   ScratchPlayer   etc...

Sound output