

- [Home](#)

SteamSHIFT

Miscellaneous Ramblings.

PhysComp

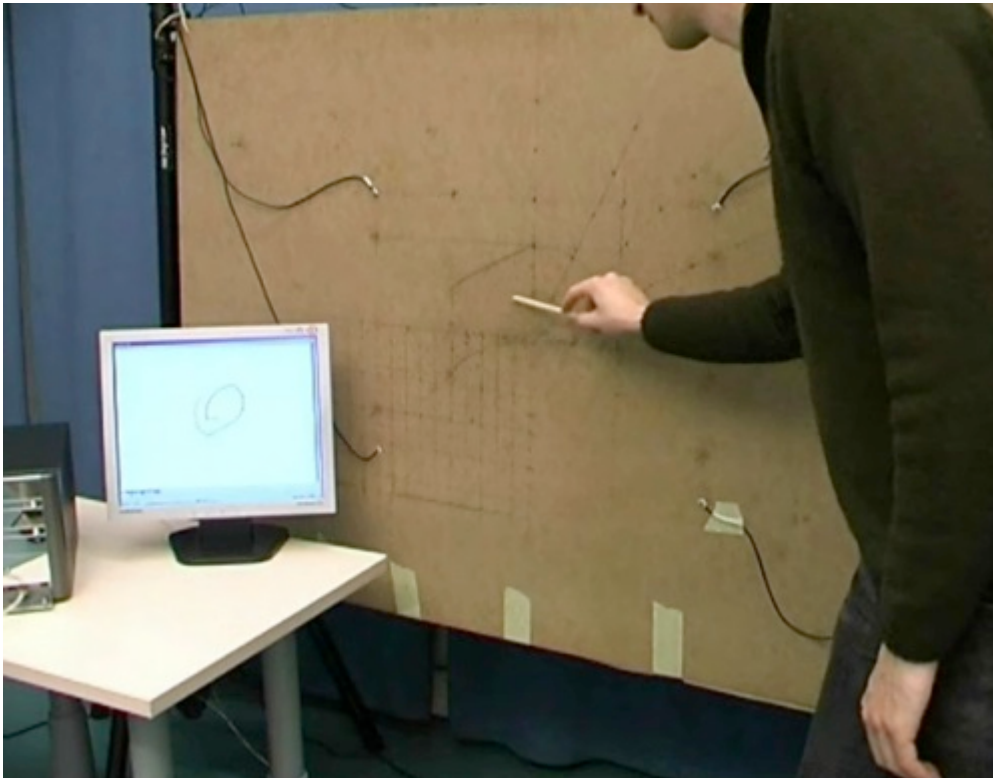
Archived Posts from this Category

Tue 2 Jan 2007

Cheap acoustic sensors make surfaces interactive

Posted by SteamSHIFT under [Art](#) , [Digital Art and Technology](#) , [PhysComp](#) , [Technology](#).
[1 Comment](#)

[Cheap acoustic sensors make surfaces interactive](#)



New Scientist has an article on turning any surface into a touch screen using small piezoelectric sensors to sense surface vibrations -

“A series of acoustic sensors that turn any surface into a touch-sensitive computer interface have been developed by European researchers.

Two or more sensors are attached around the edges of the surface. These pinpoint the position of a finger, or another touching object, by tracking minute vibrations. This allows them to create a virtual touchpad, or keyboard, on any table or wall.” [\[via\]](#) - [Link](#).

(Via [MAKE Magazine](#).)

Tue 2 Jan 2007

Tiilt!

Posted by SteamSHIFT under [Art](#) , [Digital Art and Technology](#) , [PhysComp](#) , [Technology](#)
[\[2\] Comments](#)

Tiilt!

... I don't own a Wii. But as of today I do own a Wii Remote (and a nunchuk). And I've had a lot of fun using the Wiimote.framework to hack up this app:

[Tiilt.mp4](#)

This screencast shows a simple Quartz Composer composition being manipulated by the Wii remote. If there is interest I'll put the source online. ...

[toxicsoftware.com](#)

Tue 25 Apr 2006

USB Sensors - on the Mac?

Posted by SteamSHIFT under [Developing](#) , [Geek](#) , [Mac](#) , [PhysComp](#) , [Quartz Composer](#)
[\[2\] Comments](#)

I've been mucking around with connecting up a [Basic Stamp 2](#) to MIDI, for building controllers, however I have to admit, that when it comes to analogue to digital conversion, I'm a little out of my depth with the electronics; I'll persevere because I want to beat the problem, but that doesn't stop me wanting alternatives.

[\(more...\)](#)

Fri 17 Feb 2006

Pulse

Posted by SteamSHIFT under [PhysComp](#)
[No Comments](#)

[pixelcrypt](#): "The application I have created takes the pulse of your body, and uses it to generate music."

It gets me to thinking, with regard to the [Gojira](#) visuals, it'd be pretty interesting to wire up the members of the group reading pulse and do some sort of visual representation of that data ... who's cool and calm, who gets riled etc.

Fri 17 Feb 2006

Serial Communication in OSX Terminal

Posted by SteamSHIFT under [PhysComp](#)
[No Comments](#)

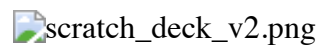
[Resources: Serial Communication in OSX Terminal](#): "I knew it had to be possible to view serial data in the OSX terminal window, but I'm not enough of a unix geek to figure it out. Finally, a little googling told me what I needed to know. Here's how to read and send serial data from the terminal in OSX."

Now this has some interesting possibilities; connecting basic stamp to the mac for input and output not via midi (controlled via shell scripts / applescripts) ...

Mon 13 Feb 2006

[Scratch Deck V2](#)

Posted by SteamSHIFT under [PhysComp](#)
[No Comments](#)



In consultation with [DJ Chix](#), here is version 2, the difference being that the slip plate is gone and the slip mat is glue directly to the gear plate; apparently the only point of slippage when djing, is between the bottom of the slip mat and the drive plate.

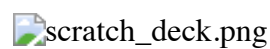
All I need to do now is build one!

SteamSHIFT out.

Thu 9 Feb 2006

[Idea for a movie speed controller](#)

Posted by SteamSHIFT under [PhysComp](#)
[No Comments](#)



It's a shameless rip off of a vinyl record on a deck; but what you should get is all the various plates moving together at a set speed, unless friction is applied to the touch plate - then the slip mat should slip against the drive plate and the slip plate to allow the motor to keep rotating, despite the slowed speed of the touch plate. In addition, by using a large gear plate (could equally use a drive belt mechanism), and a small cog on the rotary encoder, you don't need a hugely accurate encoder.

My thought is to make a smallish one of these, maybe 6" diameter, for use as a movie speed controller in Quartz Composer, via midi. The speed read from the encoder directly influences the speed of the movie; it should also allow for winding it back and forth and so on.

Conceptually it is about providing the physical feedback that is so often lacking in digital interfaces.

SteamSHIFT out.

Tue 7 Feb 2006

[HMC MediaLab - Fantastic stuff - Fantastic stuff](#)

Posted by SteamSHIFT under [PhysComp](#)
[No Comments](#)

I would love to have a play with this stuff and see what I could do with it!

[HMC MediaLab - Fantastic stuff - Fantastic stuff](#): "Hyperfabric is a new interface that lets you reach beyond the screen. It's a very 'touchable' surface, made out of an elastic-like fabric called 'Hyperfabric'. The screen warps like rubber, and can sense how hard you press it, where you press it, and you can even have lots of people using it at once. You really feel like you are going 'through' the screen."

(Via [Future Feeder](#).)

Fri 27 Jan 2006

One Pixel Camera

Posted by SteamSHIFT under [PhysComp](#)
[No Comments](#)

One Pixel Camera: “[RGBy](#), by [Shinya Matsuyama](#) and [Makoto Hirahara](#), is a cube-shaped lamp that senses color and glows with the sensed color. For example, when you find a nice color at a flower garden or a designer clothes store, you can use RGBy to capture the color to appreciate it. [[video](#)]



[RGBy. don't miss the [video](#)]

It's like a 'one-pixel camera' as [Kuwakubo](#) puts it. RGBy was recently featured in the recent [Digital Stadium](#) show, for which Kuwakubo served as a curator. In his comments, he suggested a possibility of a one-pixel video camera. Sounds very cool.

There is a switch and red, blue, and green LEDs on the bottom surface of the cube. When the switch is pressed, the LEDs emit light sequentially and the device detects the strength of reflected light to determine the color. If put on a multi-colored surface, it averages the colors.

RGBy will be presented at [DAF Tokyo](#) soon.

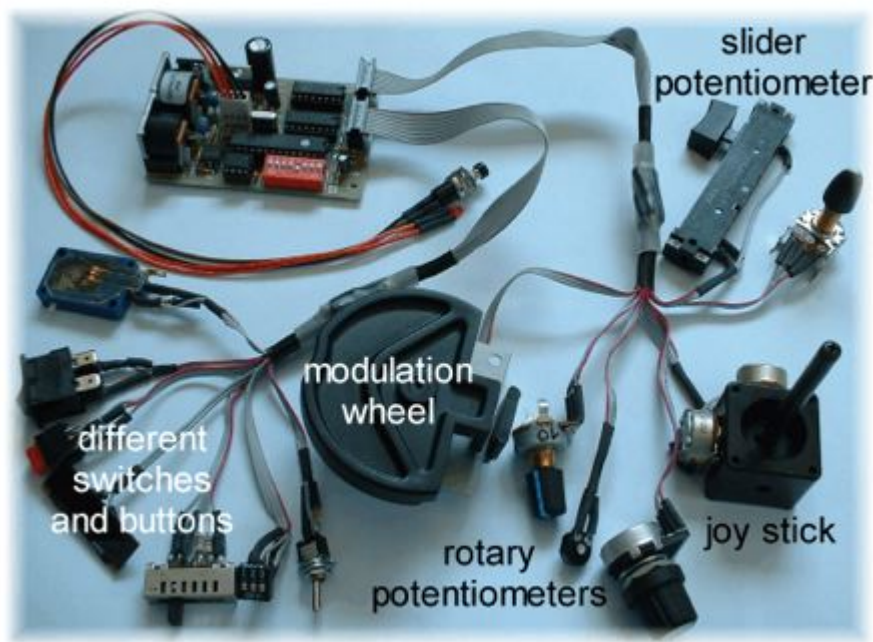
“

(Via [we make money not art.](#))

Wed 7 Dec 2005

Pocket Electronics Info

Posted by SteamSHIFT under [PhysComp](#)
[No Comments](#)



[Pocket Electronics Info](#): “Pocket Electronic (abbreviation: ‘PE’ in the following) is an universal electronics DIY kit to built your own MIDI control box. Up to 16 controlling elements can be connected to PE transmitting 16 different MIDI messages on different (or even the same) MIDI channels.”

Another handy board for making MIDI controllers

[Next Page »](#)

• **RSS Feeds:**

-  : [Posts](#) | [Comments](#)

• **Categories**

PhysComp▼

• **Meta**

- [Log in](#)
- [Entries RSS](#)
- [Comments RSS](#)
- [WordPress.org](#)

• **Monthly**

- [December 2008](#)
- [August 2008](#)
- [June 2008](#)
- [October 2007](#)
- [September 2007](#)
- [July 2007](#)
- [June 2007](#)
- [May 2007](#)
- [April 2007](#)
- [March 2007](#)
- [February 2007](#)
- [January 2007](#)

- [December 2006](#)
- [November 2006](#)
- [October 2006](#)
- [September 2006](#)
- [August 2006](#)
- [July 2006](#)
- [June 2006](#)
- [May 2006](#)
- [April 2006](#)
- [March 2006](#)
- [February 2006](#)
- [January 2006](#)
- [December 2005](#)
- [November 2005](#)
- [October 2005](#)
- [September 2005](#)
- [August 2005](#)
- [July 2005](#)
- [June 2005](#)
- [May 2005](#)
- [April 2005](#)
- [March 2005](#)
- [February 2005](#)

• Blogroll

- [BA.dger](#)
- [Flint](#)
- [Gojira](#)
- [Ivan's Blog](#)
- [Jamie](#)
- [Joe](#)
- [Matt Harrison](#)
- [Steamboy](#)

• Quartz Composers

- [dpwolf](#)
- [Roger Bolton: Quartonian](#)
- [Sam Kass's Blog](#)

Content by [SteamSHIFT](#), Design based on one downloaded from www.vanillamist.com