

Five Elements of Living Treasure

Performance Interface R & D

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March to June 2018

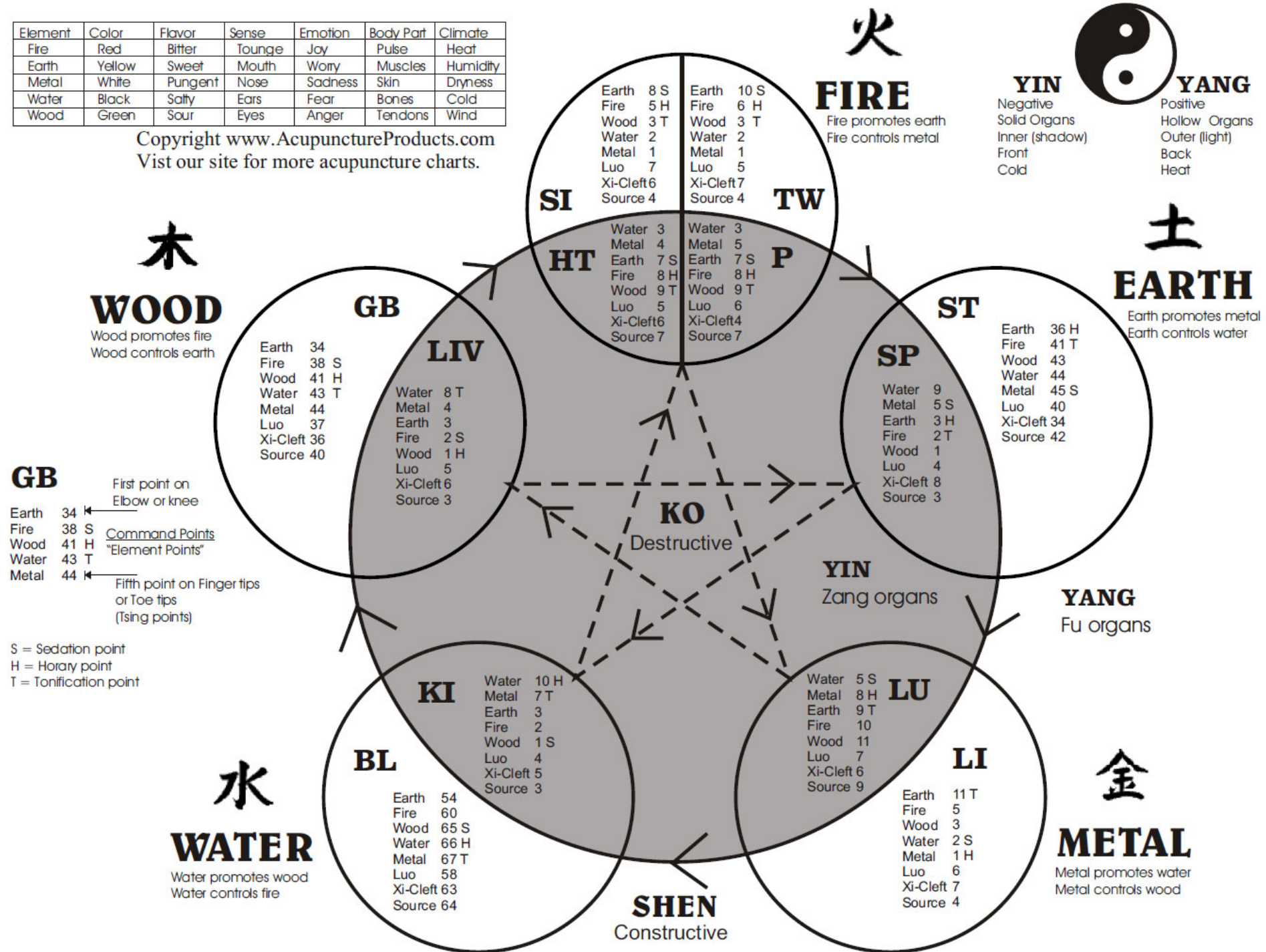
Interface Layout Reference

Traditional Oriental Philosophy

Available from www.acupunctureProducts.com

Element	Color	Flavor	Sense	Emotion	Body Part	Climate
Fire	Red	Bitter	Tongue	Joy	Pulse	Heat
Earth	Yellow	Sweet	Mouth	Worry	Muscles	Humidity
Metal	White	Pungent	Nose	Sadness	Skin	Dryness
Water	Black	Salty	Ears	Fear	Bones	Cold
Wood	Green	Sour	Eyes	Anger	Tendons	Wind

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Interface Design Components

relational sketch

Arrangements of interactive nodes and graphic design elements

Nodes control all media in performance

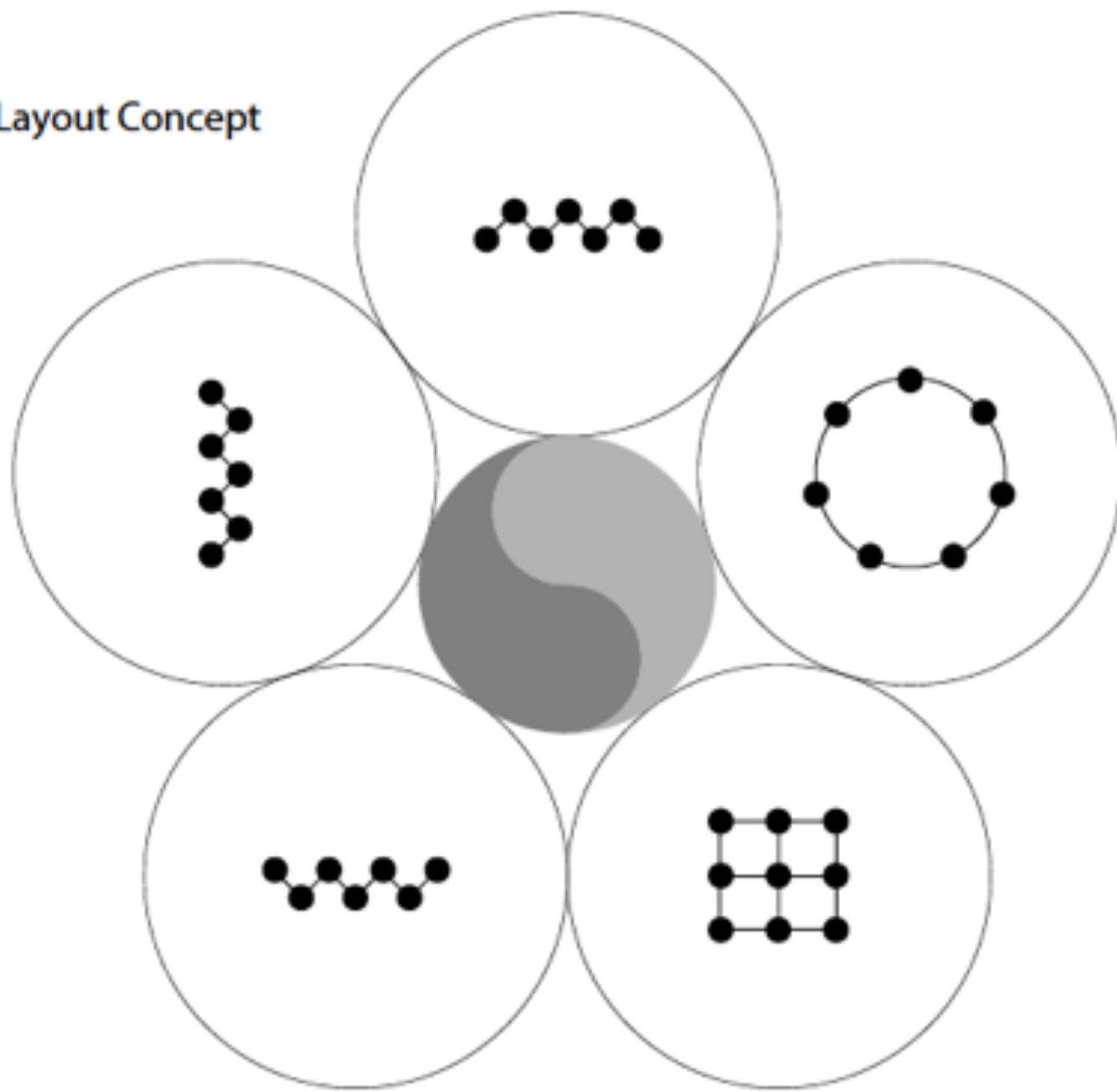
Interface Design Elements guided by interaction criteria.

Arrangements of interactive nodes and graphic design elements

Nodes control all media in performance

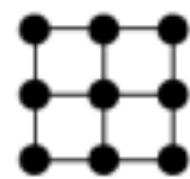
Ceramic Interface Layout Concept
Proposed layout

Page 1





Activated spin state





Fire



Earth



Metal



Water



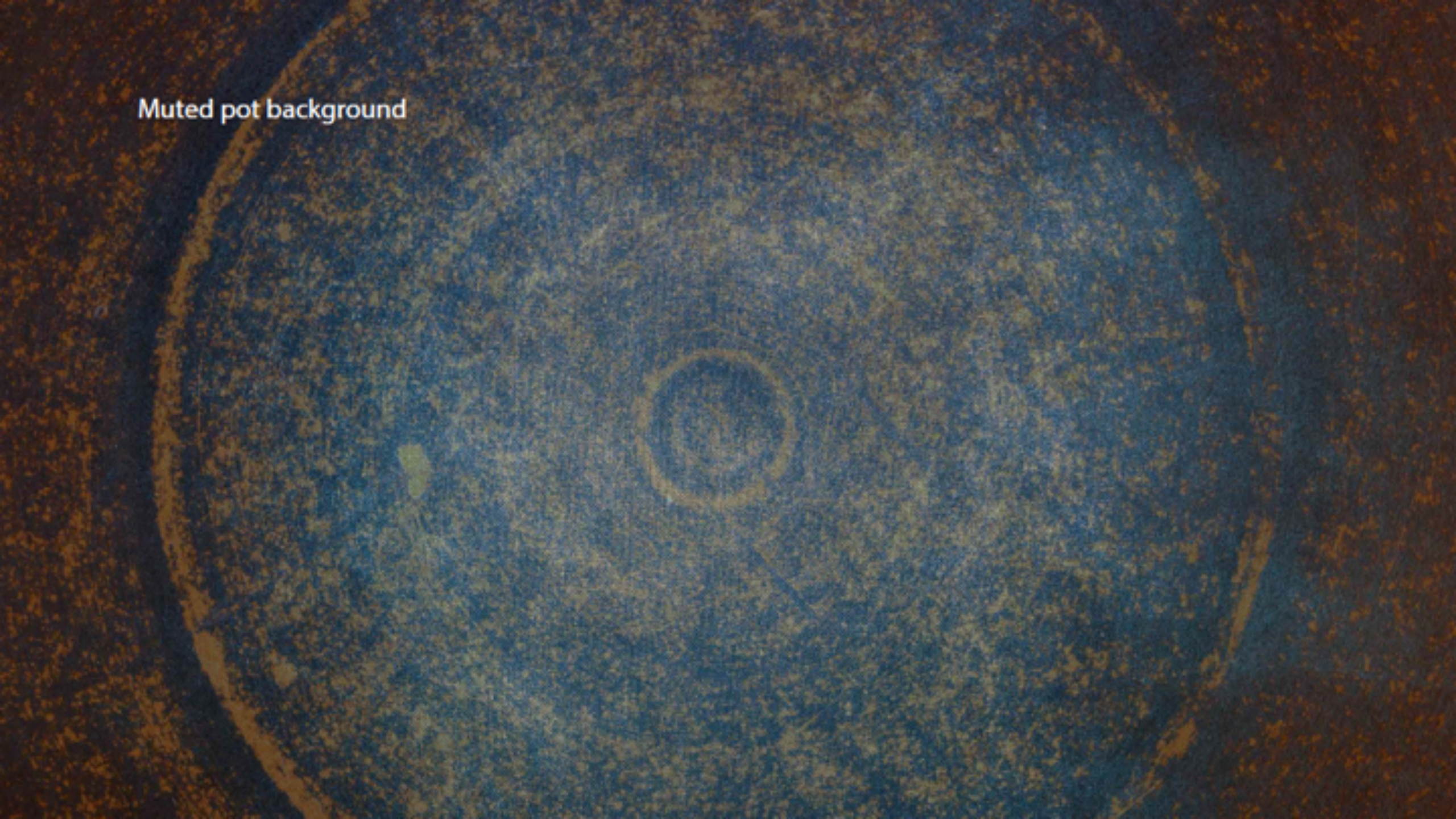
Wood

Brush strokes
inspired by
pottery art

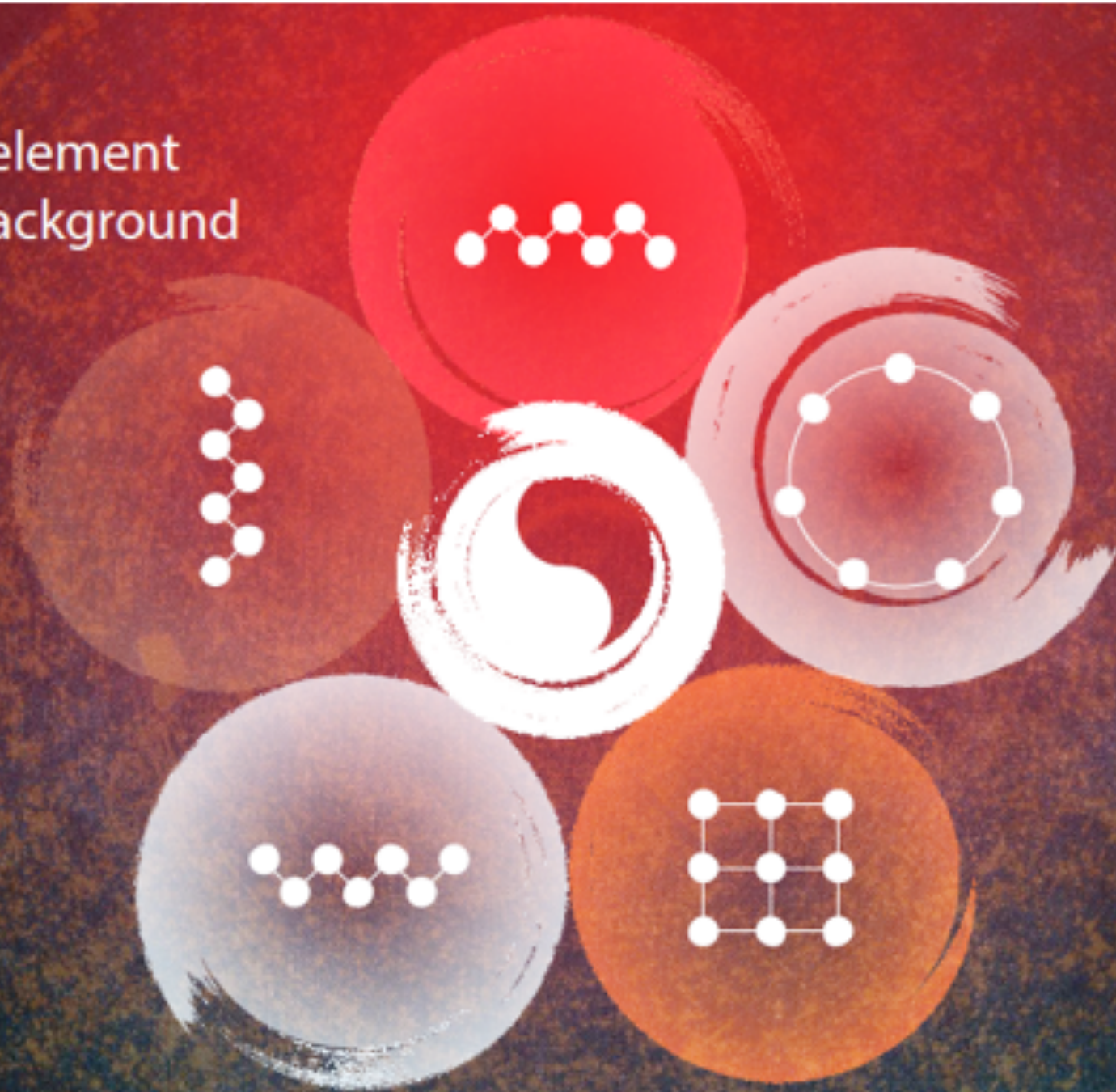
Page 5



Muted pot background



Selected element
colours background





Interactive Performance Interface Layout for Touchscreen

early versions

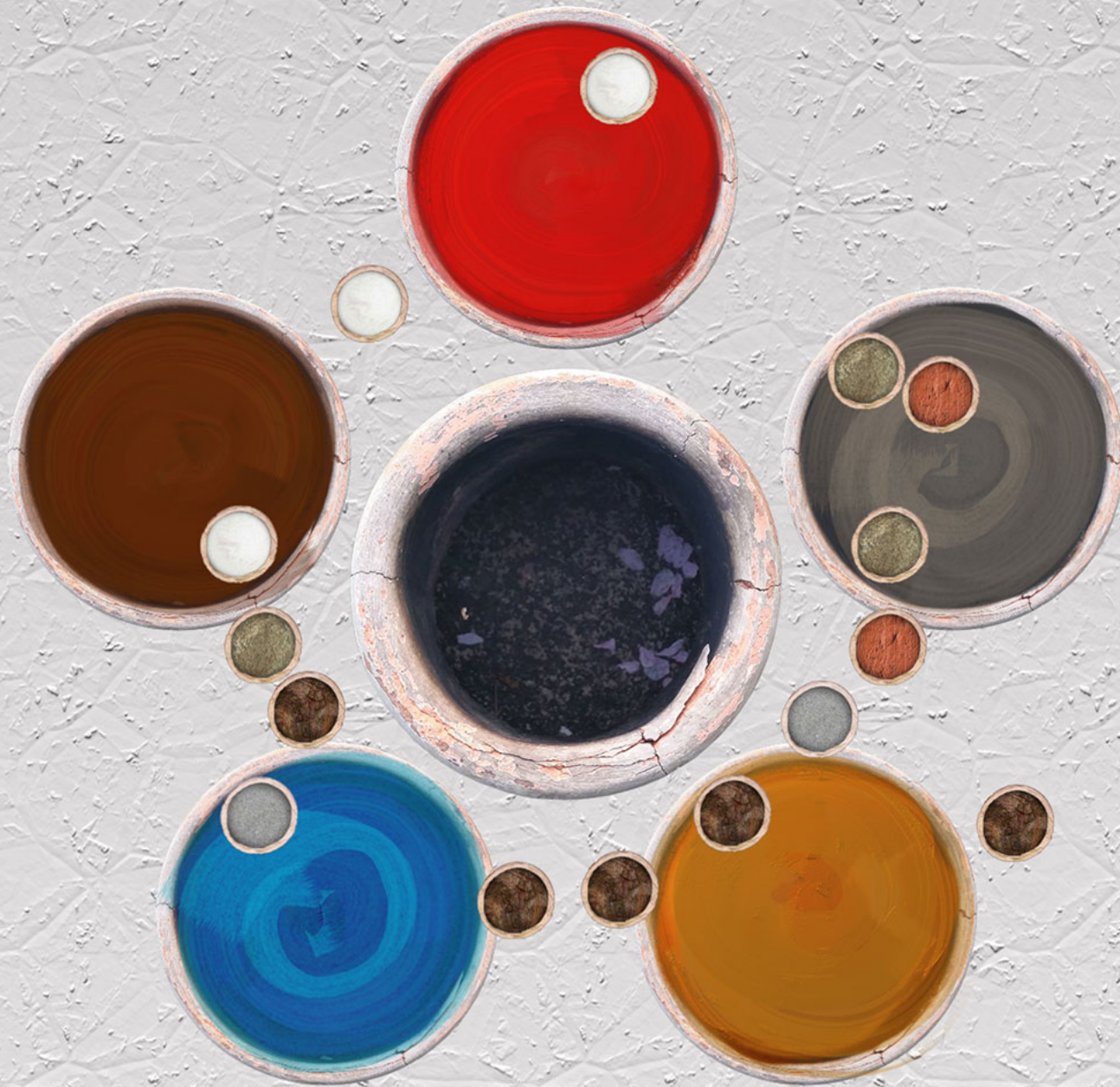
- A) Interactive objects to control performed media
- B) Control panels to build and manage groups of interaction alternatives
- C) GUI Builder panel to create and connect performance objects

Objects: 49
Bodies: 19
Features: 19
Contacts: 3
Joints: 0
Controllers: 0
Proxies: 22

Update time:
Body: 0.0029 ms
Contact: 0.0011 ms
CCD: 0.0014 ms
Joint: 0.0001 ms
Controller: 0.0001 ms
Total: 0.005 ms



Well Contains:



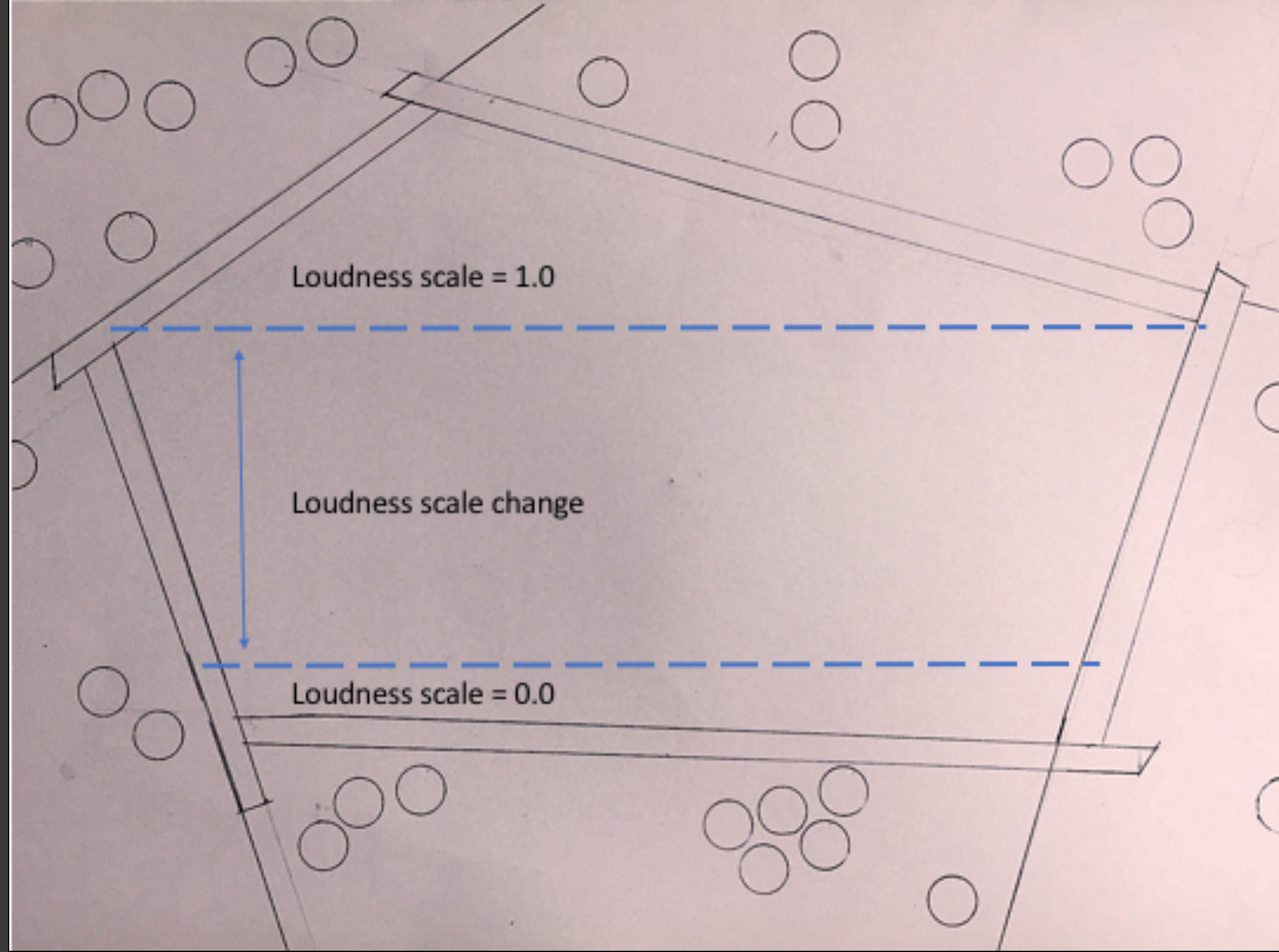


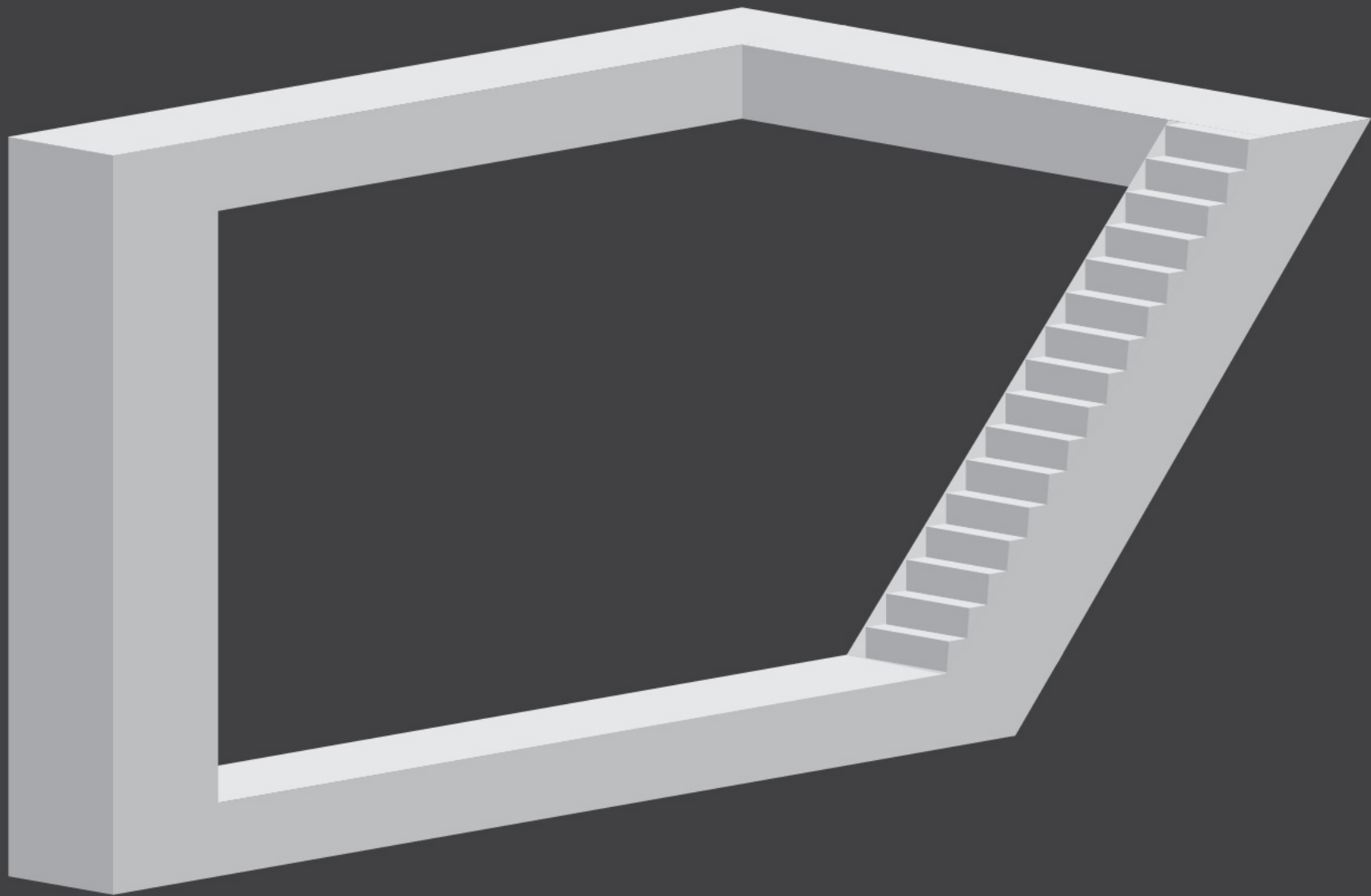


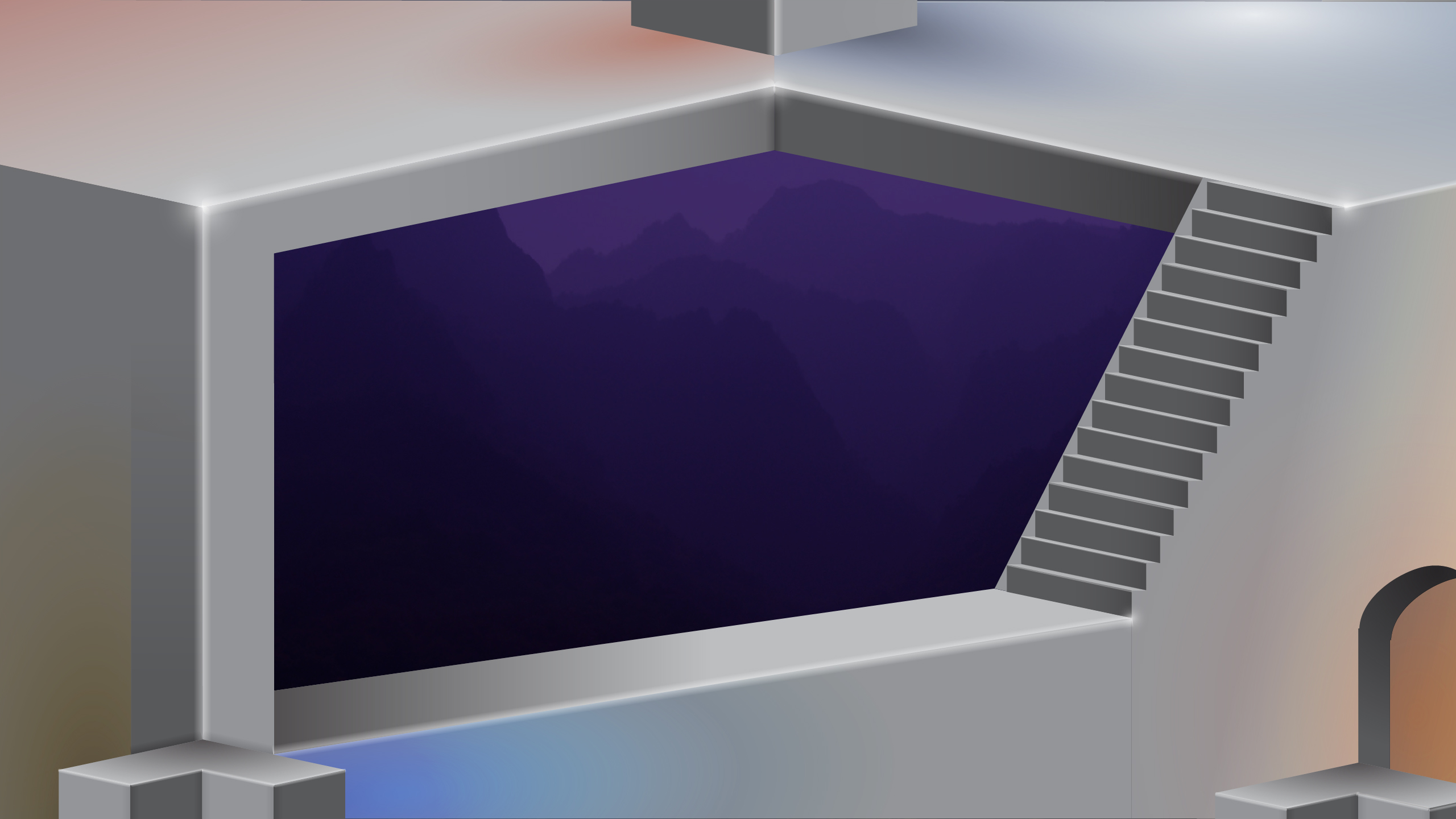
Interactive Performance Interface Layout for Touchscreen

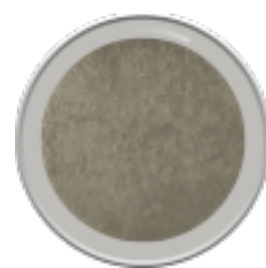
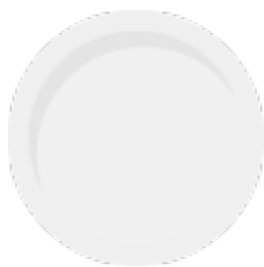
Escher-inspired spatially asymmetrical play space

- Manipulate up to 10 control nodes at once
- Spatially-oriented loudness control
- "Impossible figures" design and layout tests for the GUI
- Test designs for interactive control nodes









Interactive Performance Interface

Music Notation Interaction Symbols

opening
Scene

Ghost 1,

2

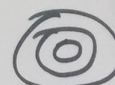
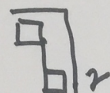
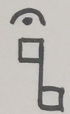
3

4

Pedal Tone

Remotone

Transition
Note



insects

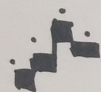
flying

Mountain Walk

Shim Gesture

Gravel

Gravel Shift



Mountain
theme

Mountain
Call

Mountain Call
Delay

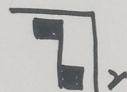
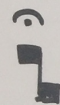
Deep Pluck

Tremolo

Gong

one
Drum Beat

two Drum Beats



Wheel
Speed 1

2

3

4

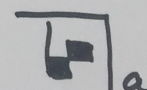
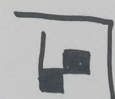
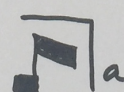
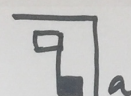
5

6

7

8

9



Musical Call

Start up
Mix

Kilm
Lalcor

Pots &
Wood

Smoke
Atmosphere

Kilm
opening

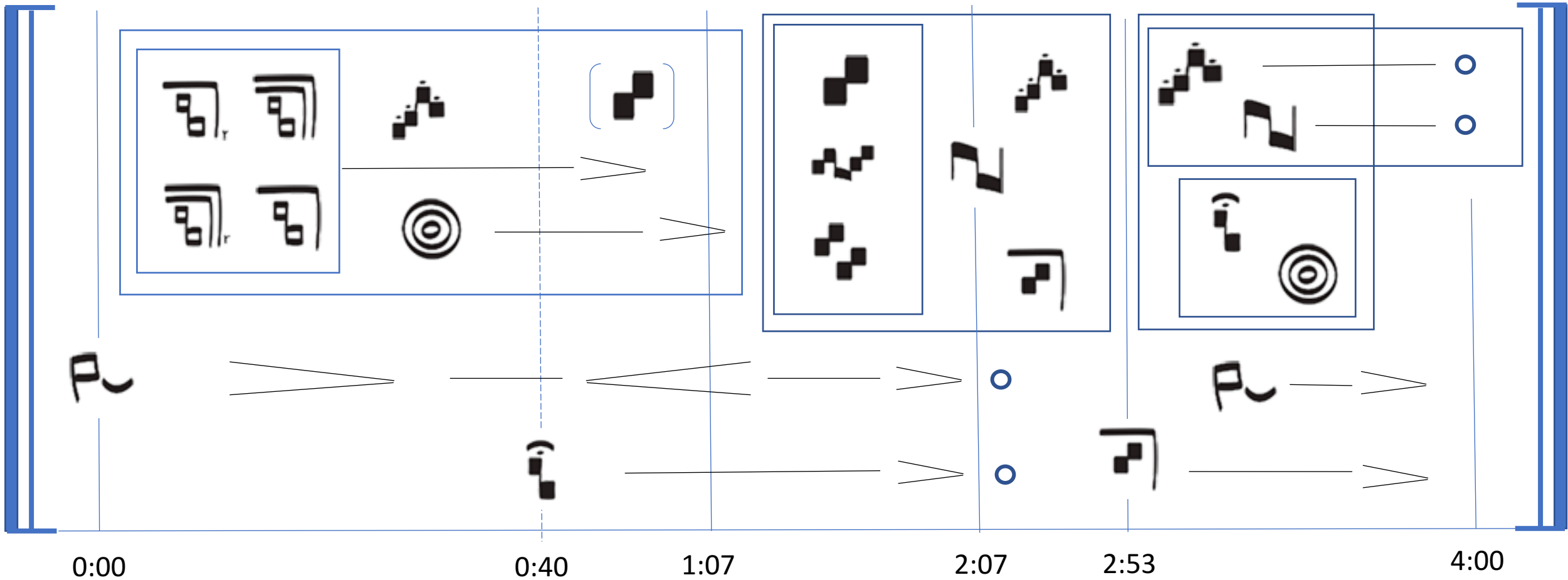
Smash or
Keep

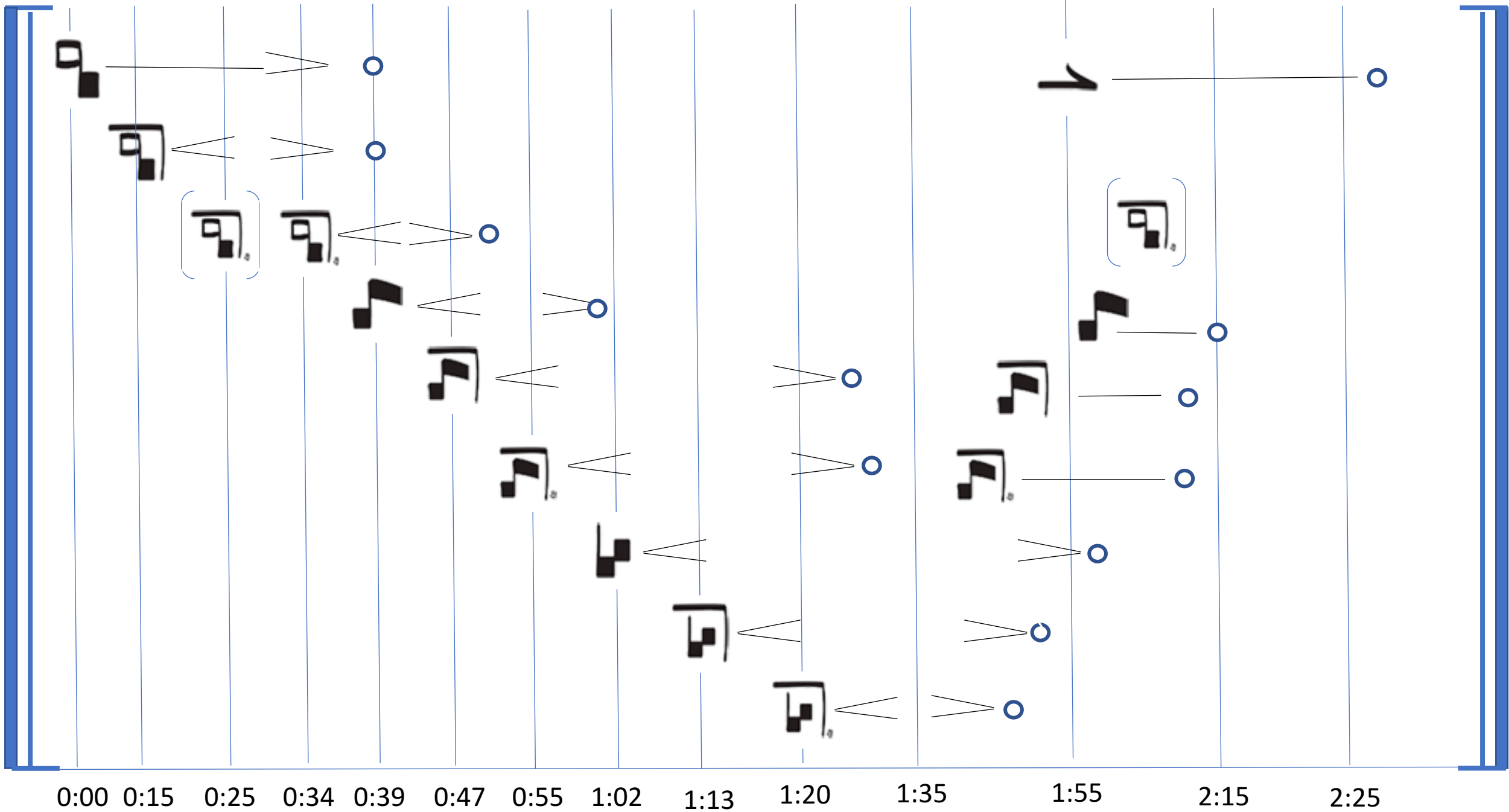


accel...









Interactive Performance Interface

Final Version

