

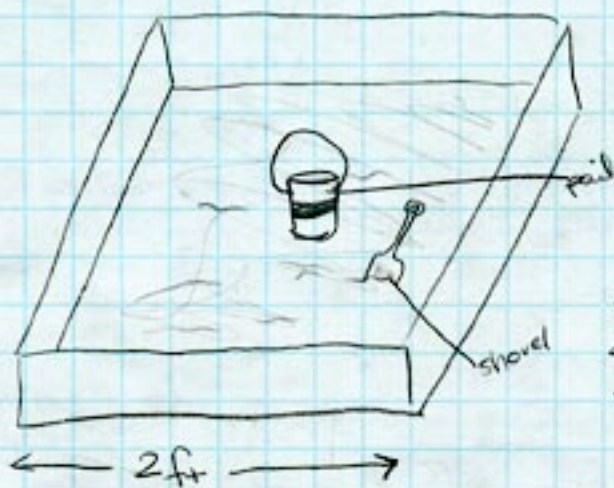
aya Karpínka // idea sketches for NIME // 29.I.03

i was inspired by seeing friends from the 1st NIME class playing in different locations... how exciting to make your own instrument + travel with it!!

so one of my primary constraints is that my instrument must be PORTABLE.  
i know, i shouldn't discuss constraints yet... good

now, about Expression. i would like to build an instrument that responds to my abilities, which leads me to focus on my hands for the primary means of connecting with my instrument. i played classical piano for 12 years; i like to hit, stroke, push, and filter keys. i also love to dance. i feel it is the purest expression of myself that i have achieved - i'm not formally trained. i just love to move. when i dance, my hands are the most dynamic elements - someone recently referred to my dancing as "drawing in space" - how can i capture these gestures without resorting to the typical MIDI glove? one thing i know i am not skilled in is handling mallets or drumsticks.

## ① SANDBOX



a 2 foot square shallow sandbox.  
as player has fun in the sand,  
music is generated.

### CHALLENGES

- instrument should respond to typical sandbox play gestures: drawing fingers over the surface, or letting sand slip out of fingers like an hourglass; different gestures should yield different sounds. very complicated AI involved here!!

- somewhat portable, but messy

- maybe best thing is to make a pail + shovel that are wired up.

- ✓ VIDEO camera to do motion capture
- ✓ PRESSURE sensors under sand
- ✓ INFRARED or PHOTOCELL sensors around interior perimeter