

② SPINY "PLANT"



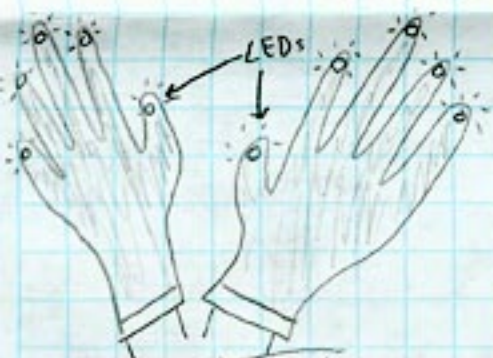
small cactus-like construction. body is a flexible foam-like material. spikes are shiny plastic. bend, flick, poke at spikes to elicit interesting sounds. bending one of the three main "prongs" will modify sound properties (loops, velocity, pitch)
player is able to manipulate more than one spike at a time

base
hides
micro controller

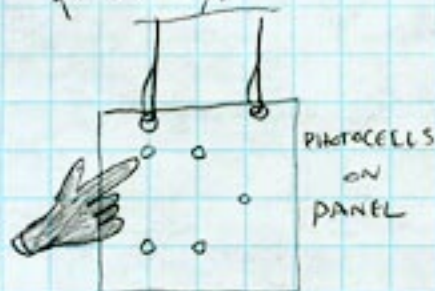
i even have a composition idea for this one.

the first "note" is a sound sample attached to one of the spikes. as i pluck it, we hear "ouch!". as the piece progresses, i interweave several voices of "ouch!" & then degrade them through the application of several filtering algorithms.

③ 10 POINTS OF LIGHT



two gloves with small LEDs sewn to each fingertip. in a dark room, i swirl my hands around, which leaves light trails. a series of photocells are attached to something, and i stroke my fingers over the sensors to trigger & manipulate audio samples.



what are the photocells attached to? how can i think of something that isn't lame? one idea is a flat square panel suspended in front of me. another idea is to construct a cage-like mobile that will partially surround me, sort of like an umbrella. photocells are attached to the "ribs" of the umbrella



This strikes me as having potential as a dance piece. I know it is not your favorite but it may be a good candidate