

Musical Instrument Building *with I-CubeX*

by Axel Mulder

Contents

1. What is I-CubeX ?
2. What is Live ?
3. I-CubeX + Live demo



Sensors & Interface, Software and Support

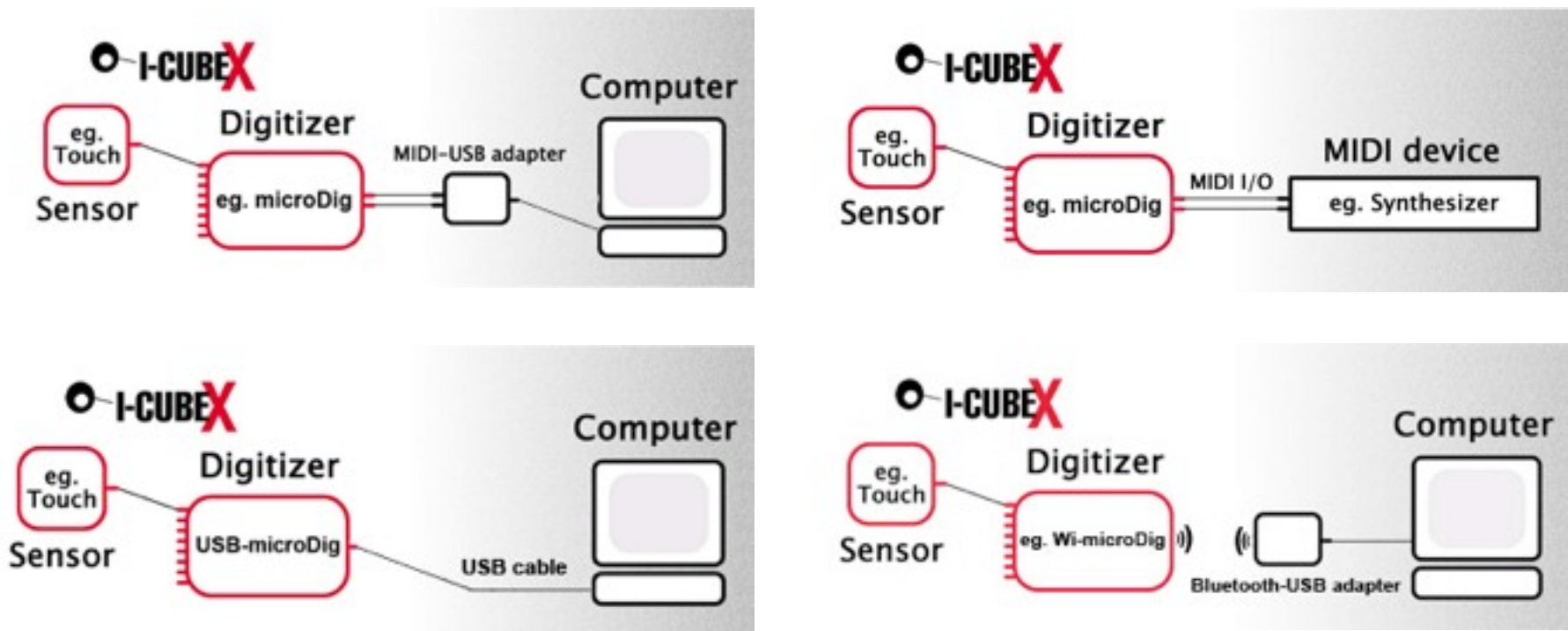
<http://ICubeX.com>

Sensor technologies

- Piezo-resistance (FSR, strain gauge)
- Piezo-electricity (also PIR)
- Ultrasound TOF
- RF TOF (radar)
- Bio-potentials (EMG, EEG, EOG)
- Hall effect
- Electro-magnetic field (capacitance, inductance)
- Electro-optical (camera, LED)
- Microwave radiation

I-CubeX basics

Let me show you that live ...



See also <http://icubex.com/about>

Interfaces

- Wi-microDig: wireless
- USB-microDig: USB
- microDig: MIDI
- Digitizer: MIDI, hi-res

microDig

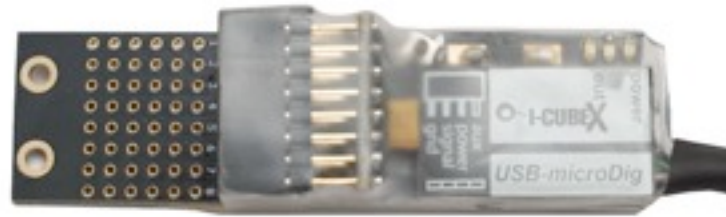
MIDI sensor interface



8 inputs, 10 bit resolution, 1562 Hz sample rate (max), I²C capable

USB-microDig

USB sensor interface



8 inputs, 10 bit resolution, 6250 Hz sample rate (max), I²C capable

Wi-microDig

Wireless sensor interface



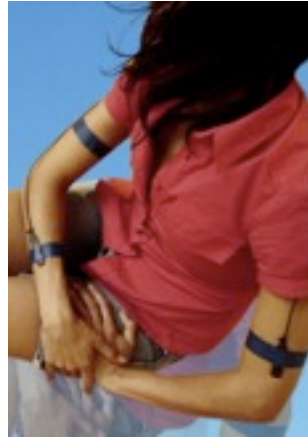
8 inputs, 10 bit resolution, 5760 Hz sample rate (max)

100 meter range (Bluetooth class 1), I²C capable

I-CubeX applications



Music



Dance



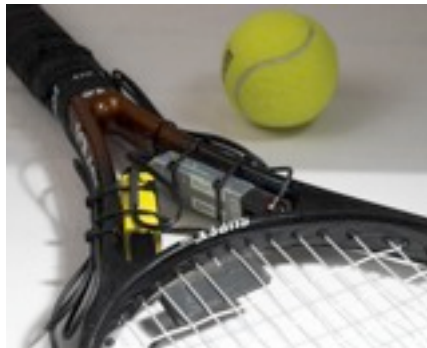
Installation Art



Exhibit Design



Game Dev



Biomechanics

need picture !

Behaviour Research

I-CubeX origins

PhD goal

Enable creation of musical instruments that can be adapted to motor skills a performer may ..

.. **already have** eg. cellist changing to trumpet

.. **prefer** eg. novice prefers cellist gestures, but trumpet sound

.. **be limited to** eg. dwarf wanting to play upright base

>> Virtual Musical Instruments

PhD “experiment”: SoundSculpting

Sound Sculpting

Axel Mulder

Sidney Fels

Kenji Mase

ATR MIC Research

What is Live ?

- Made by Ableton, Germany
- Sequencer
- Sampler
- Tracks: MIDI, audio
- Extendable: VST, Max for Live
- Controllable: MIDI, keyboard

I-CubeX + Live demo

- Touch, Spin2D (sensors)
- USB-microDig (digitizer)
- Dig4Live (Max for Live device)
- Pan flute + Resonator (sound model)

>> eDidgeridu