stoli

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experience

Steli is a collaborative musical instrument, that should make cooperate people in different spaces.

It can be played by everyone: amateurs, musicians or even the wind

The system suggests how to play in armony with the accompaniment and viceversa and returns the whole “composition” in real time in both places.

context

Its features make it perfect for each couple of places that are one in front of the other not too distant, not to close.

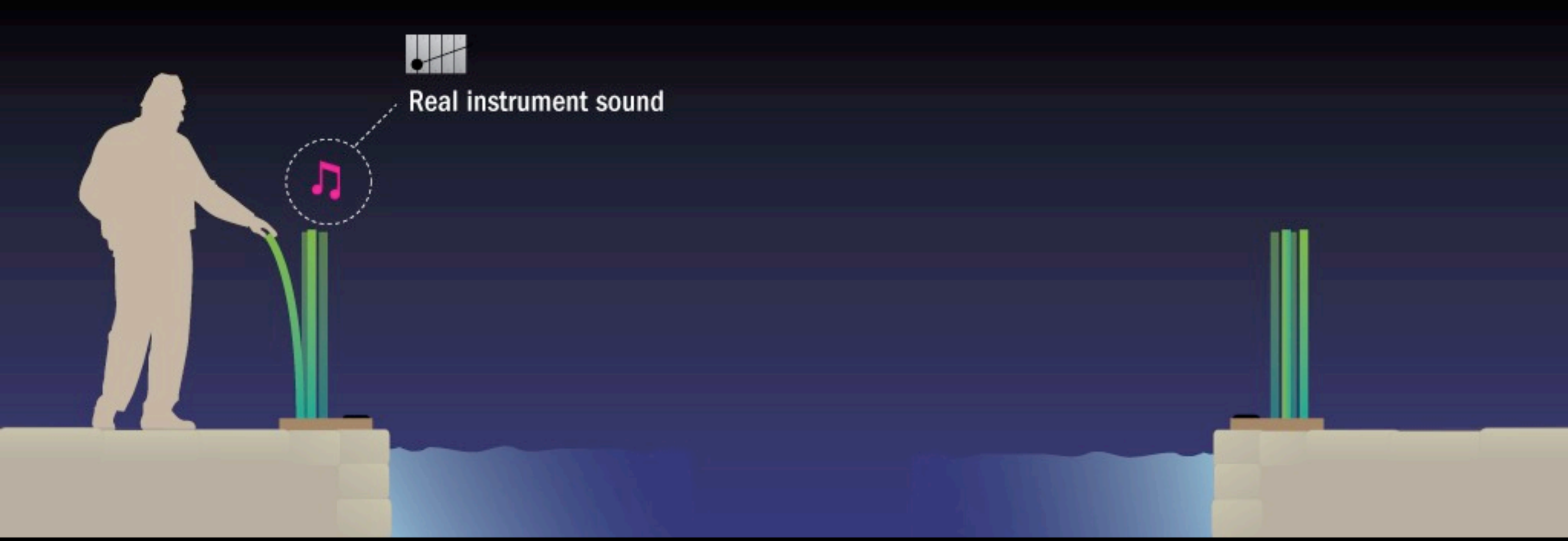
For instance the two sides of the Canale della Giudecca, in Venice.

It works all day long, but has its perfect moment in the dark, when the suggestions will be more visible.

interaction

interaction

interaction



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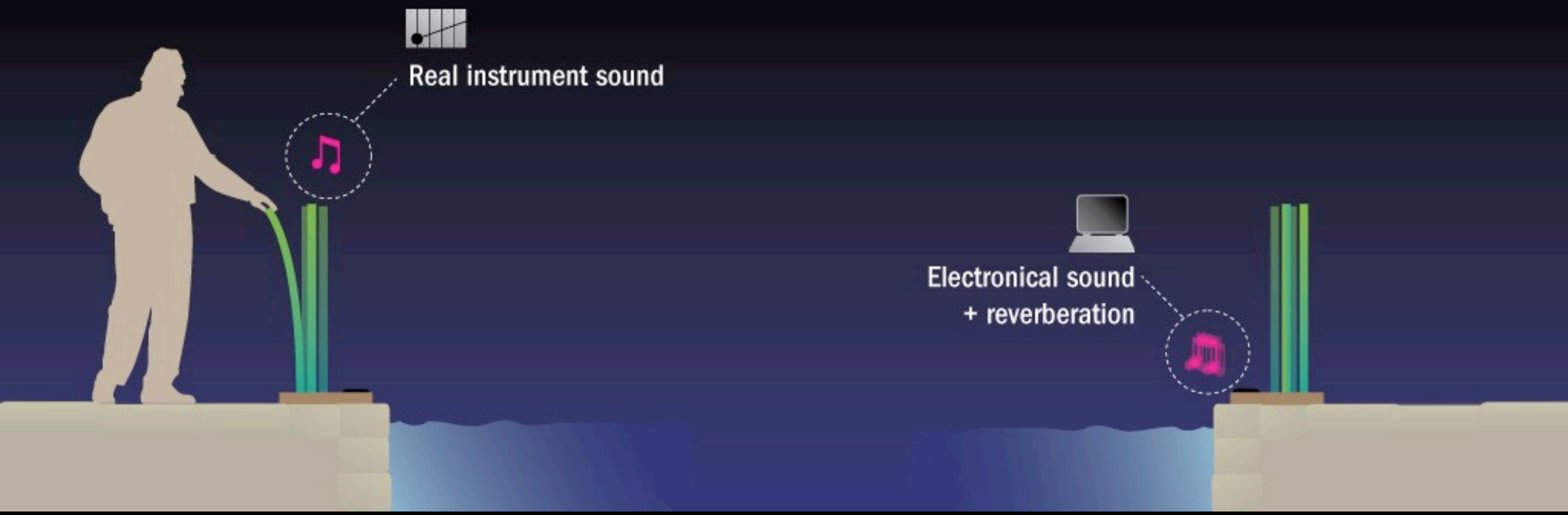

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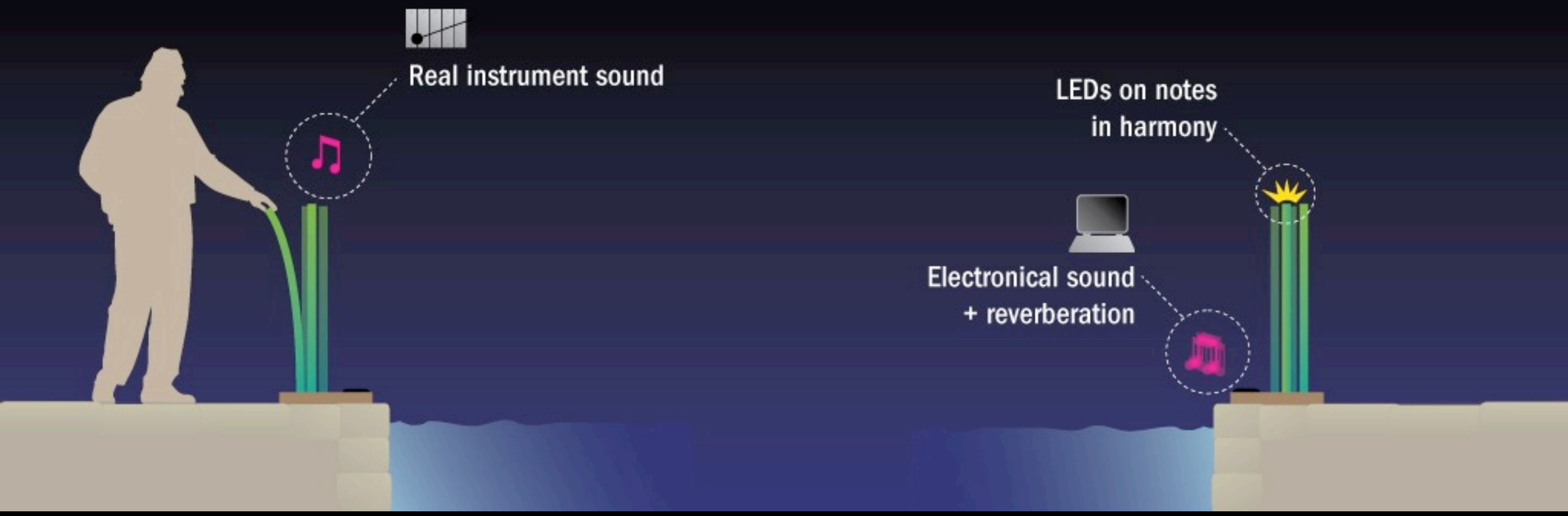

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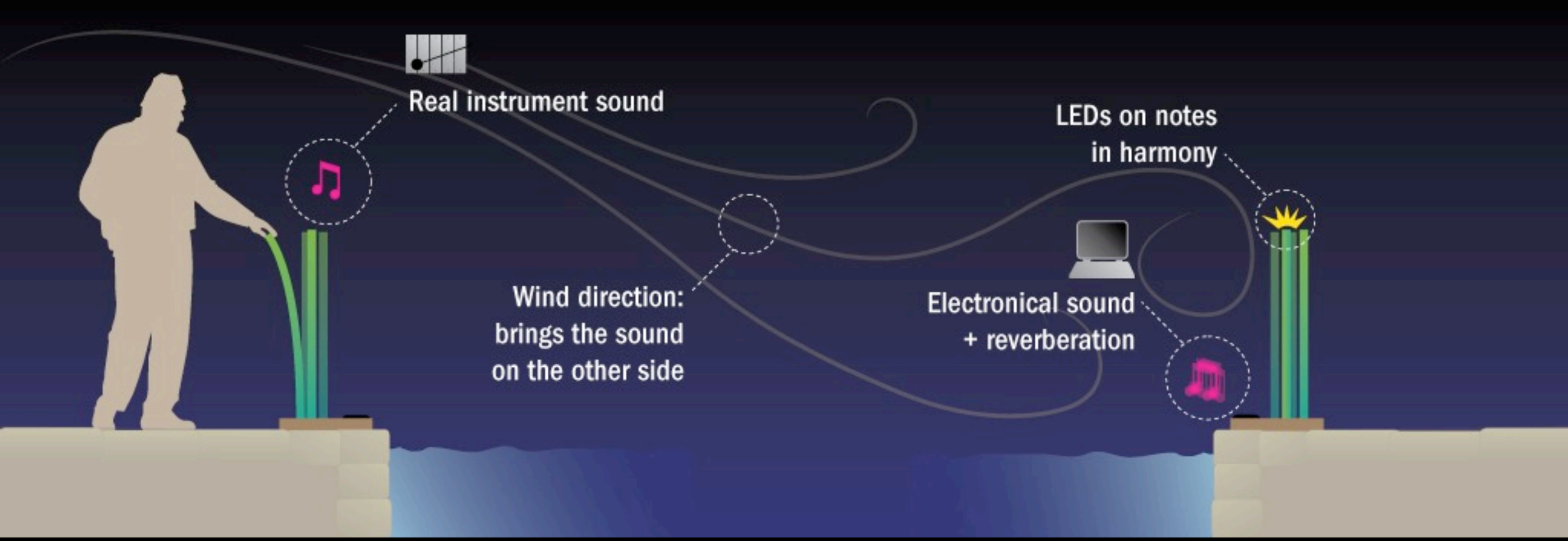
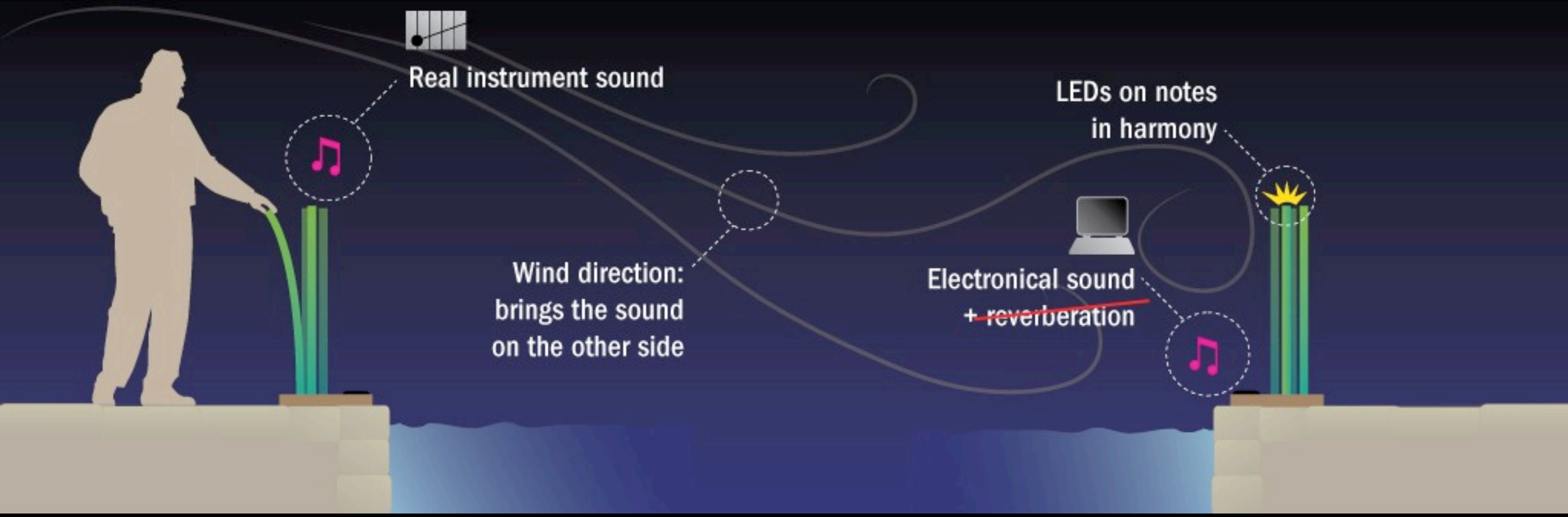
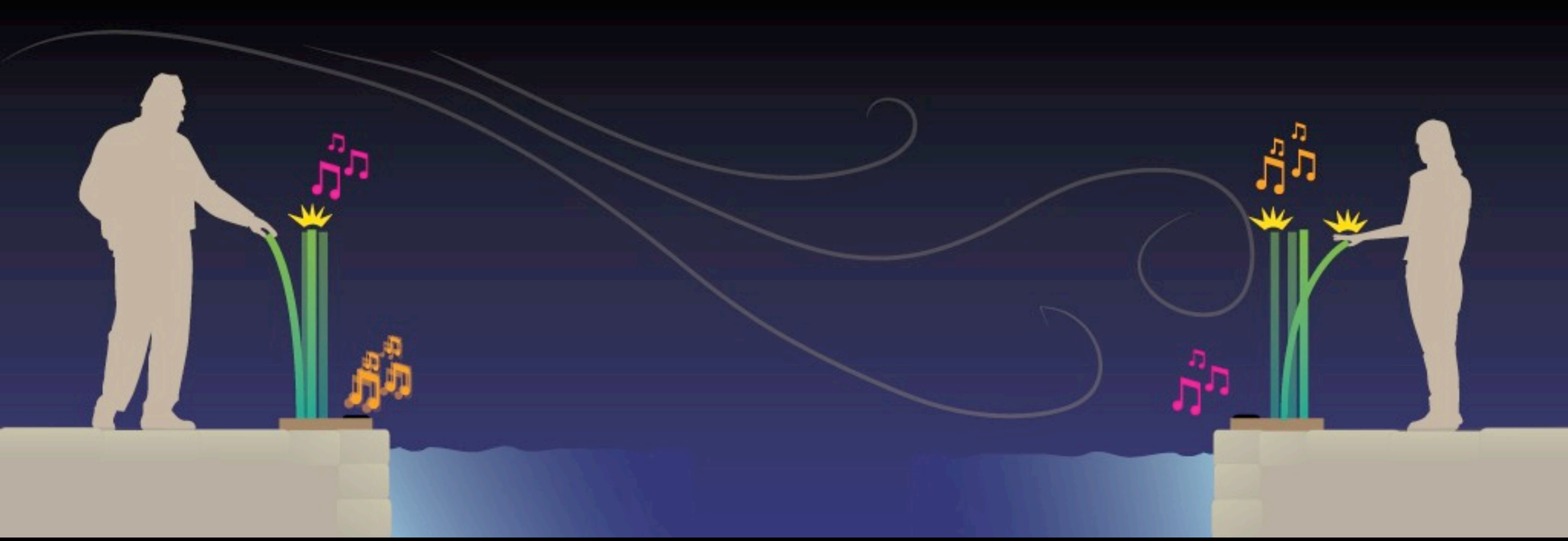


interaction



interaction



interaction

The installation can be played by people or just by the wind, at day or at night.

design

Our aim is to give the affordance for the right gesture.

We thought about grass, that makes you want to pass your fingers through it.

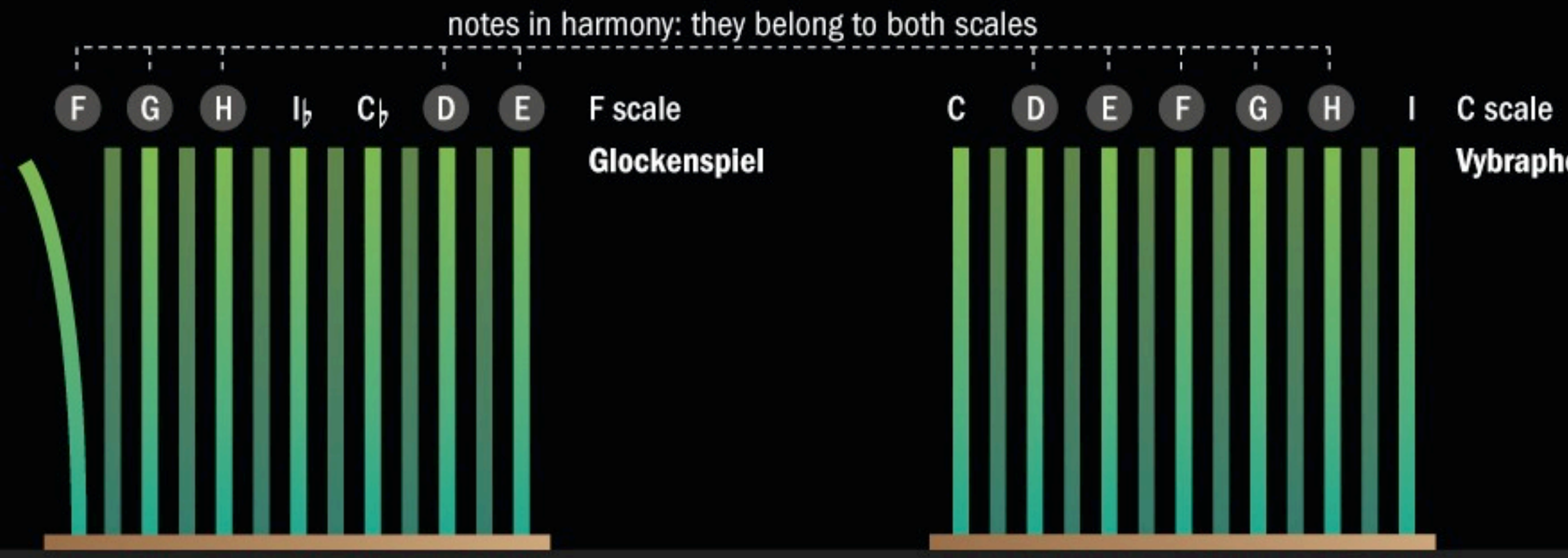
We built structures that not represent literally grass blades, but that could evoke them.

sounds

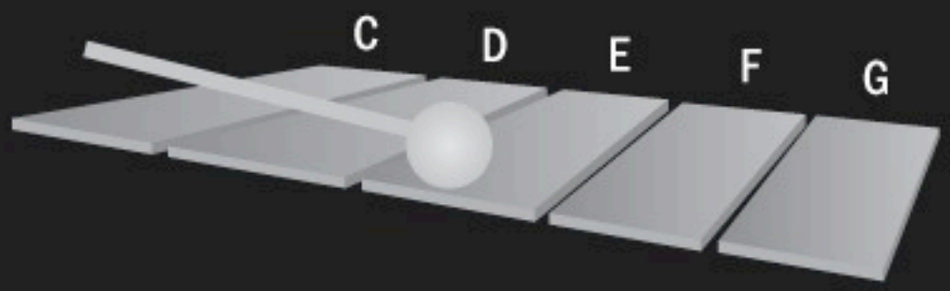

Musical instrument
Place A: melody
Glockenspiel
Musical instrument
Place B: accompaniment
Vybraphone

sounds

Each blade plays one note.
The two instruments plays two scales which are not in perfect harmony.

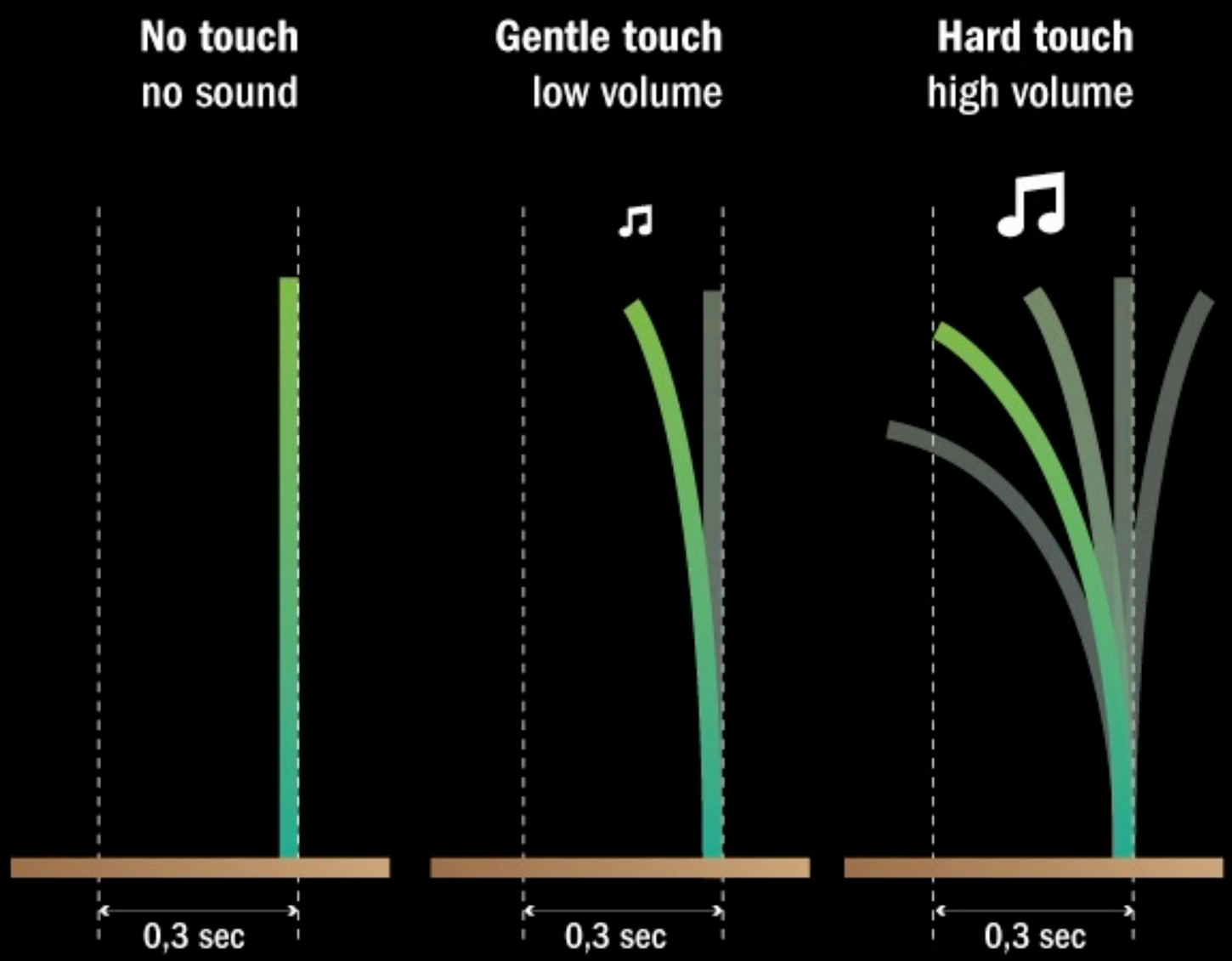


Just like in percussive instruments:
one plate plays one note.

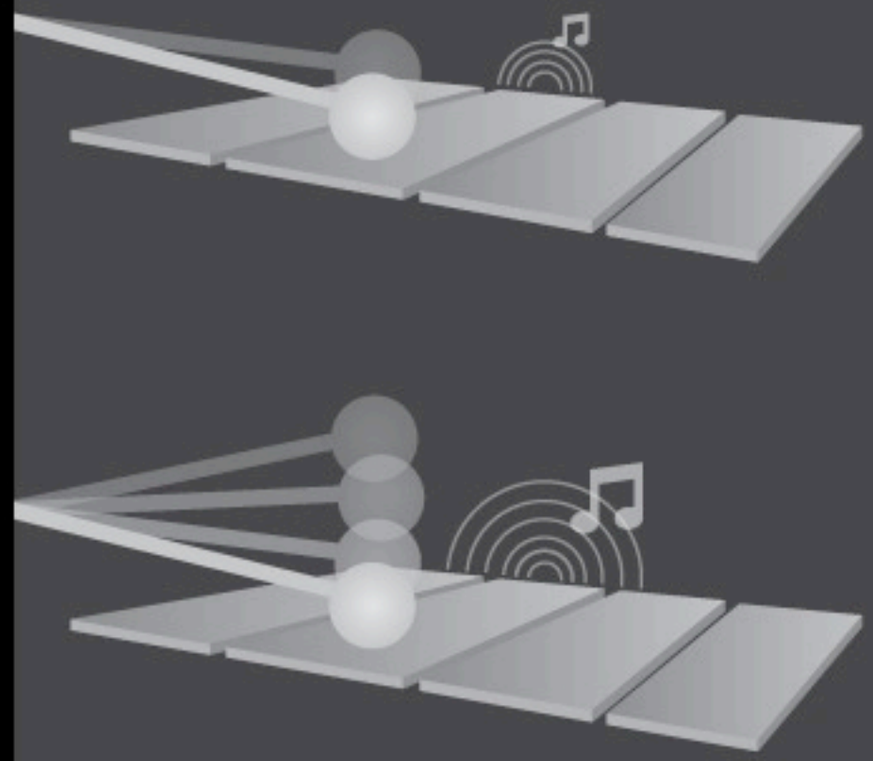


sounds

Volume is determined by bending / time



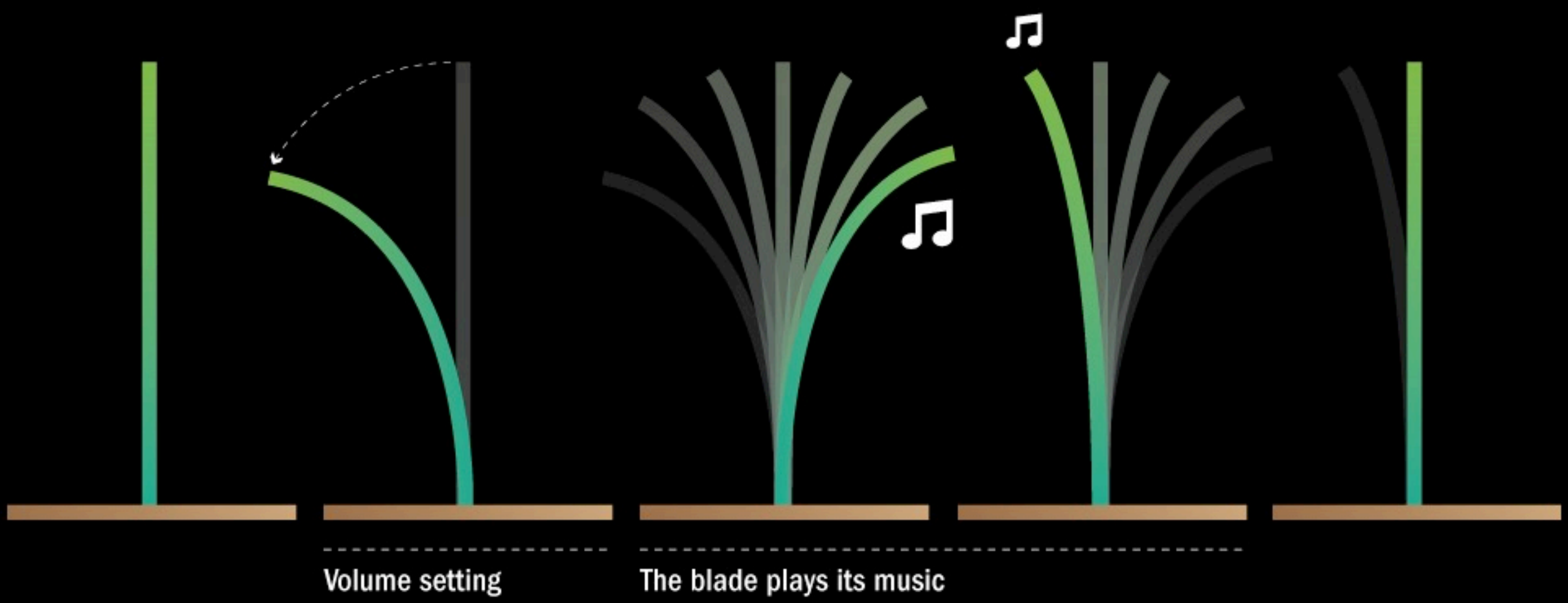
Just like in percussive instruments...



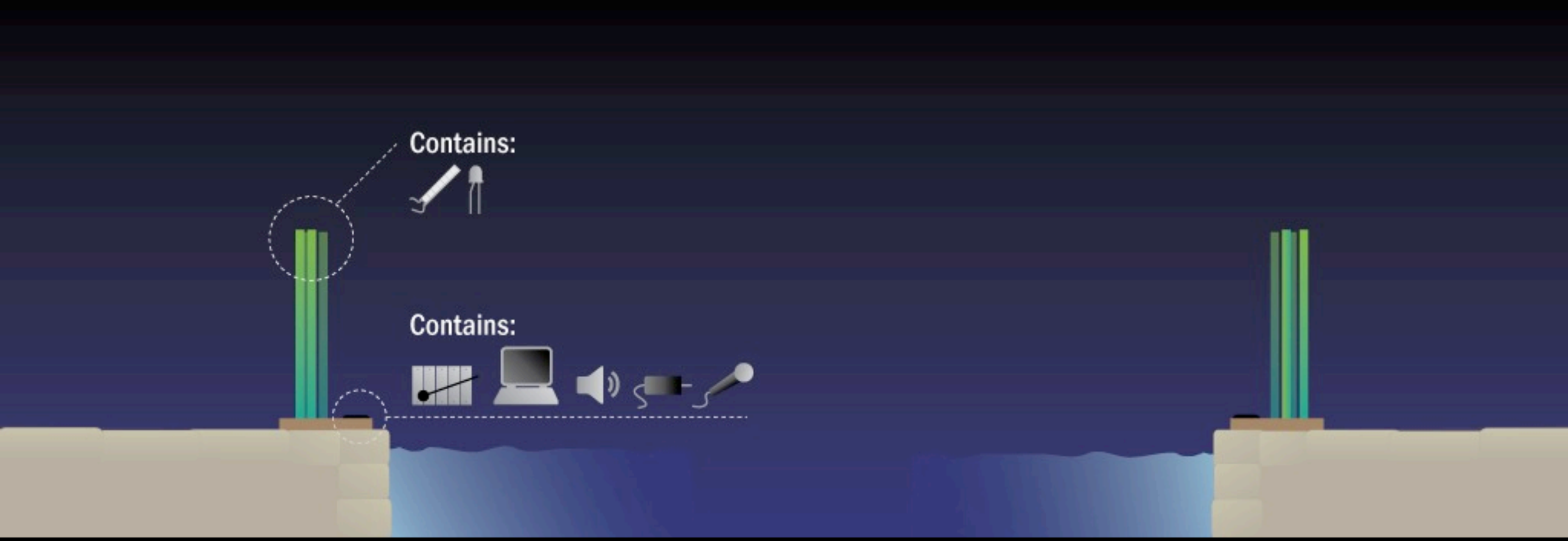
The harder the gesture, the higher the volume

sounds

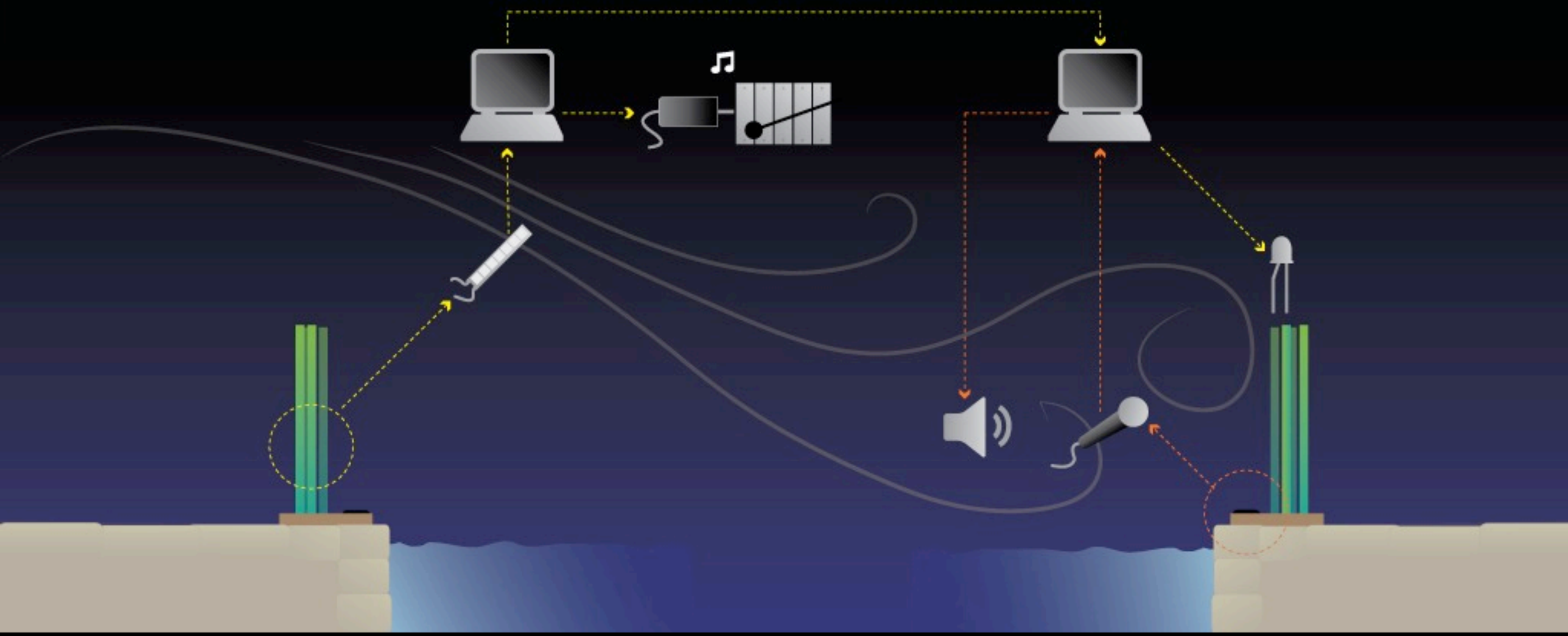
Bending the blade first sets the volume. Releasing it makes it play.
You will hear a note at every bounce of the blade.



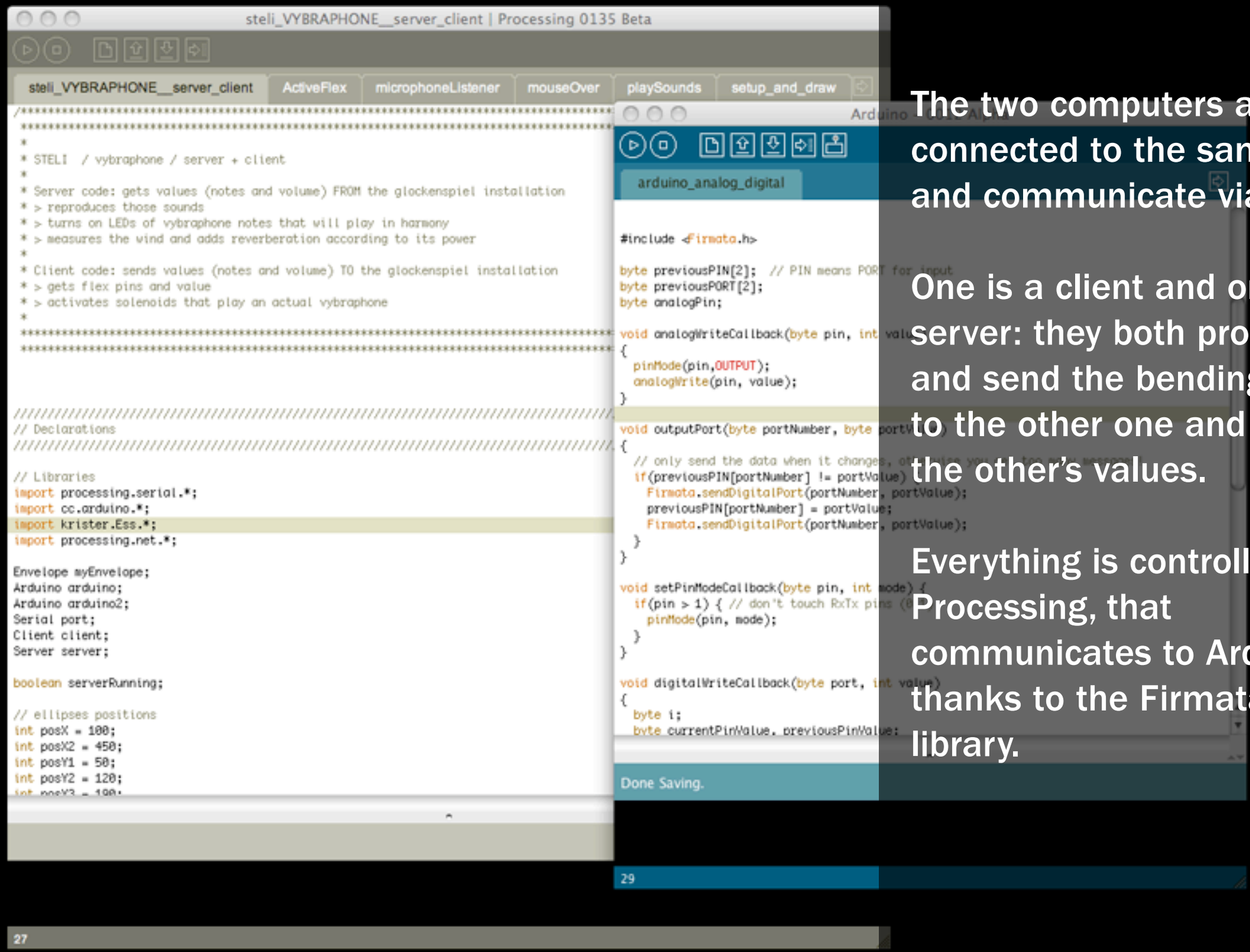
telecommunication | components



telecommunications



coding



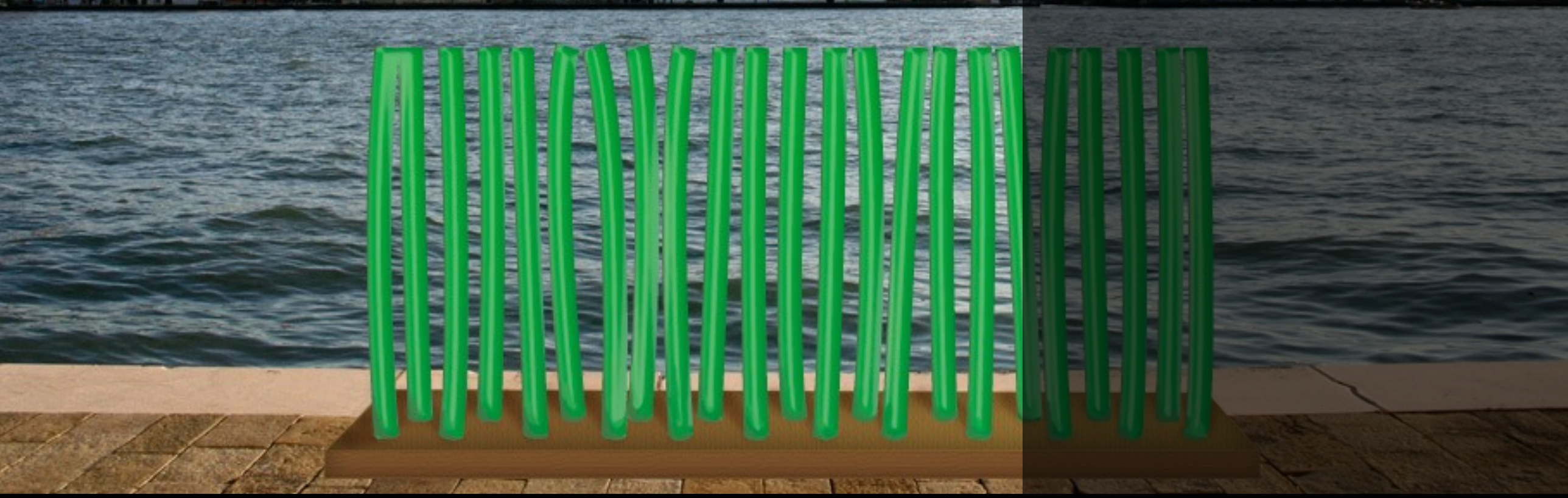
The two computers are connected to the same net and communicate via Wifi.

One is a client and one is a server: they both process and send the bending values to the other one and receive the other's values.

Everything is controlled by Processing, that communicates to Arduino thanks to the Firmata library.

the real thing

The real thing should have all the direct sounds played by solenoids, that are regulating in intensity by the bending values.



thank you

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