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Fundamentals of Computational Media Design

the
AUTO
HARP

the goal of the autoharp is to simulate and recreate the sound experience of an urban existence.

a pad, embedded with touch sensors, is activated by the movement of step. human energy, expressed through movement, through dance, through any type of personal transport, relates itself to the pad. movement translates into life.

radios are attached to the pad, each emitting sound only when its particular sensor is activated. the radios represent different facets of the urban soundscape, blaring and superimposing upon themselves to create a sophisticated aural chaos. the rumble of a car, a stylish yuppie couple yakking over double cafe lattes, the melody of an unseen apartment piano, the drops of rain falling upon the rooftops... we need to realize and examine our personal states within a world teeming with endless noise.

we are defined by what we choose to hear.   to play the autoharp is to find one's own voice amidst the world's.

	[place foot here] [listen] [mix and match] [understand] [listen]	

30' x 30' plexiglass
seven radios
meters of wire
assorted electrical components
environmental inspiration
 	
prepare ingredients.
combine with care.
blend to desired consistency.
serves those willing to hear.
	a conceptual view
	on the selective and
	combinatorial nature of
	individual
	soundscapes
		`int key4 = 0;`
		`int key5 = 0;`
		`int key6 = 0;`
		
		`int blink = 100;`
		`int press = 0;  // # of sensors activated`
		
		`while (true) {`
		
		`  press = key0 + key1 + key2 + key3 + key4 + key5 + key6;`

		urban coffee urban stereo urban grass urban stilettos urban subway urban yells urban pets urban studio u r b a n n o i s e urban camera urban shadow urban traffic urban clothing