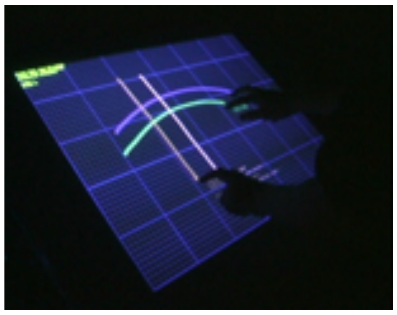
dorkbot-nyc

people doing strange things with electricity

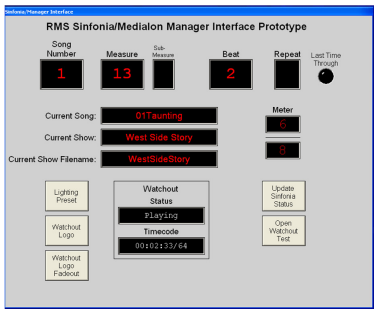
The nine million and eighty seventh dorkbot-nyc meeting will take place on Wednesday, April 5th, 2006 at 7pm at Location One in SoHo. Please bring snacks to share!

Featuring the lovely and talented:

John Arroyo: Eingen Rhythm Software
Using machine learning statistical analysis a rhythmic synthesizer was created, a rhythm composer of sorts that is trained instead of user programmed. The end result is an intelligent groove box where interpolations of the seed rhythms are possible to generate in real-time. Each of the seed rhythms is automatically extracted and projected into a space, the user can then move around in this space and morph one rhythm into the next.
http://www.rhythmicresearch.com



Jeff Han: Multi-Touch Interaction Research
While touch sensing is commonplace for single points of contact, multi-touch systems enable a user to interact with a system with more than one finger at a time. These kinds of interactions hold tremendous potential for efficiency, usability, and intuitiveness, and are able to accommodate multiple users simultaneously -- especially useful for collaborative scenarios. We've developed a new multi-touch sensing technique that's unprecedented in precision and scalability, and I will be demonstrating some of our latest research.
http://mrl.nyu.edu/~jhan/ftirtouch



John Huntington: Synchronizing Live Performance with Musical Time
Modern entertainment and show control systems are often used in a linear mode, where all the elements of a show are locked to a fixed time base. This approach is cost-effective and relatively easy to program, but the performers have to synchronize themselves to this pre-determined, rigid clock structure, severely limiting the performance. Prof. John Huntington and Dr. David B. Smith believe that that the technology should track the performers, not the other way around; this is the focus of our research into the use of Musical Time as a synchronization source. Music runs on "musical" or "metric" time, where the musician has total control over the tempo. Unlike linear time, Musical Time can slow down or speed up, allowing the music to respond to the actions of performers.
http://www.zircondesigns.com

http://dorkbot.org/dorkbotnyc/

26 Greene Street (between Canal and Grand Streets)
Subway: A, C, E, N, R, 6, J, M, or Z to Canal Street