



# **MultiMultiTouchTouch (M2T2)**

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# Outline

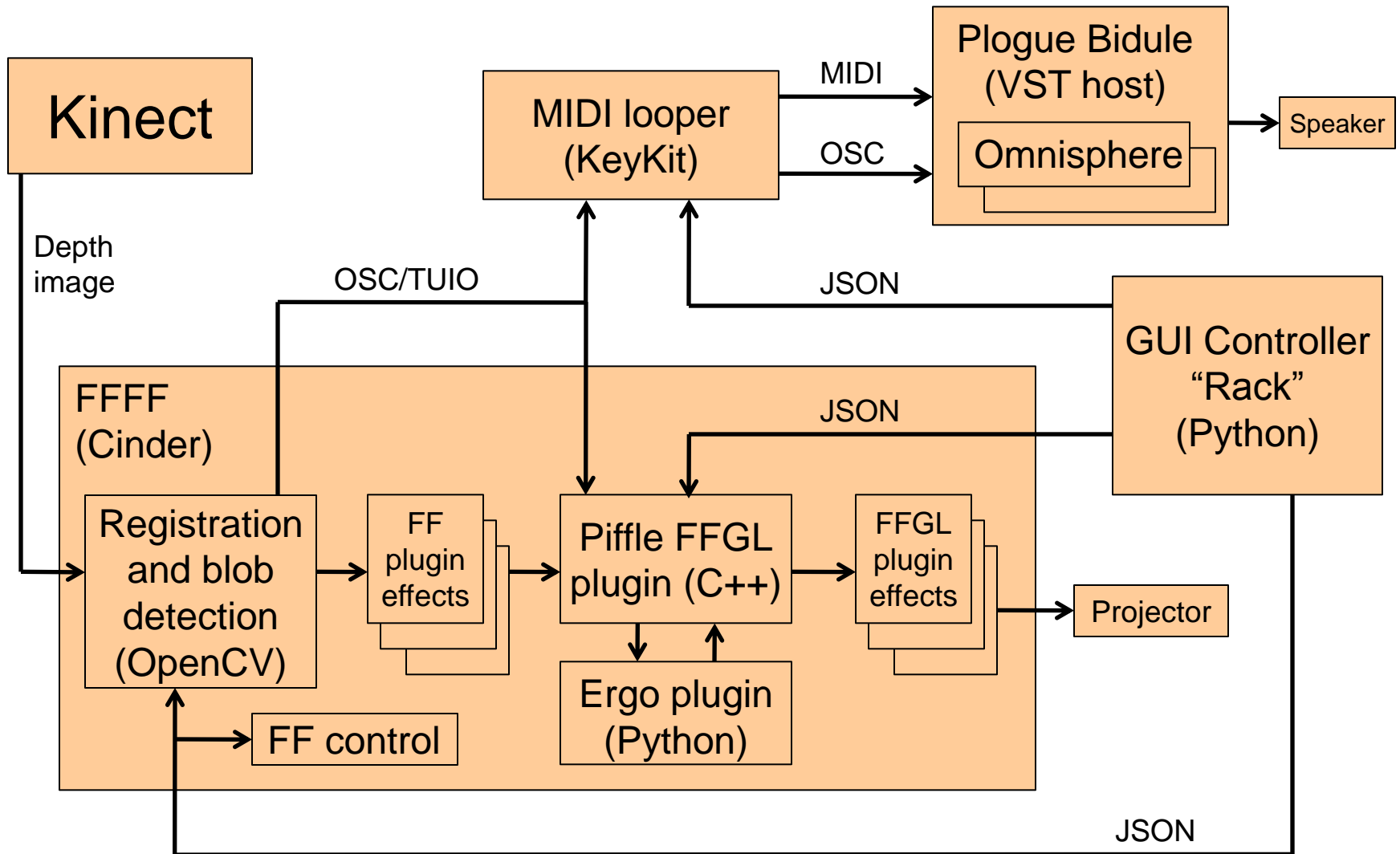
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- Desire
- Design
- Details
- Demo

# Desire

- Cross functional exploration of new things
  - media: software, hardware, music, visual
  - target: realtime performances and installations
  - continuous reworking and remixing
- Previous multitouch work
  - Fingerworks iGesture pads: multitouch **plus area**
  - Fantastic expressive potential (think finger painting)
  - Limited availability
- Kinect
  - New, 3d multitouch, cheap and available

# Design



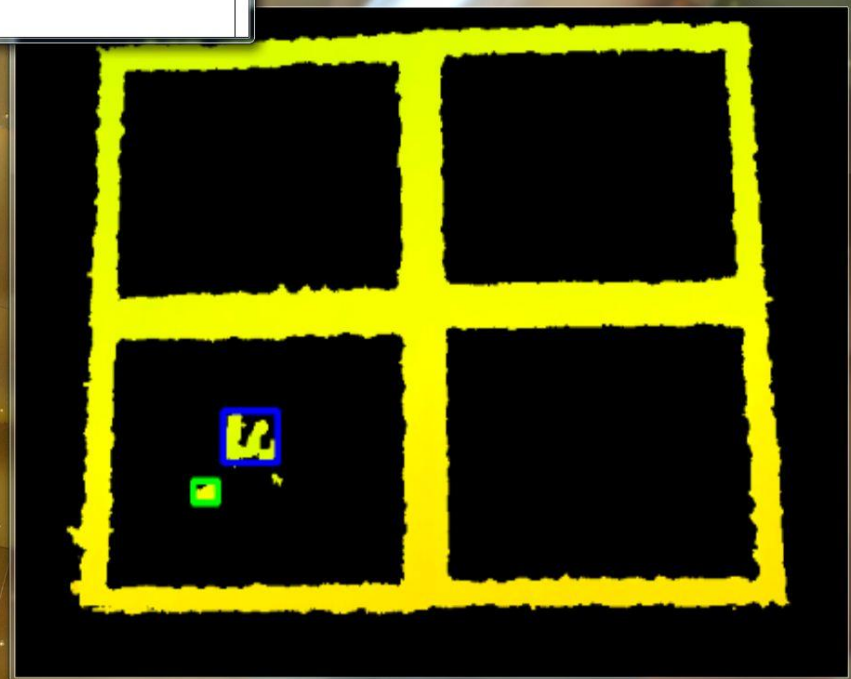
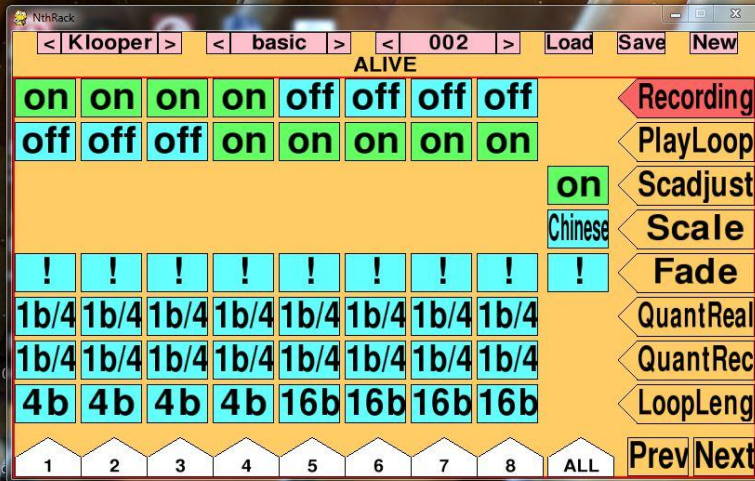
# Details

- **Output**
  - TUIO: standard multitouch protocol
- **Tweakable parameters**
  - Kinect: Min/max blob size, movement detection threshold
  - Musical: scale and time quantization, looping
  - Graphical: not yet explored, can use previous Python-based efforts
- **Registration**
  - Can use anything with holes, not limited to rectangular or four areas
  - Frame can be removed
  - Needs work to be more automatic and less fragile
- **Feedback to performer and audience**
  - Desirable, either using projector, or LEDs on frame

# Demo



```
key>  
key>  
key>  
key>  
key>  
key> klooper()  
Listening for OSC on 7777  
Listening for JSON on 7778  
Sending OSC to BIDULE, hostname= 127.0.0.1 port= 3210  
NOW ACTIVE!  
GLOBAL ACTION = clear  
Setting BPM to 120  
SENDING bidule on/off = [0="/play",1=1]  
OSC to_bidule msg= [0="/play",1=1]  
OSC to_bidule msg= [0="/Omnisphere_0/Mode",1=0]
```





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