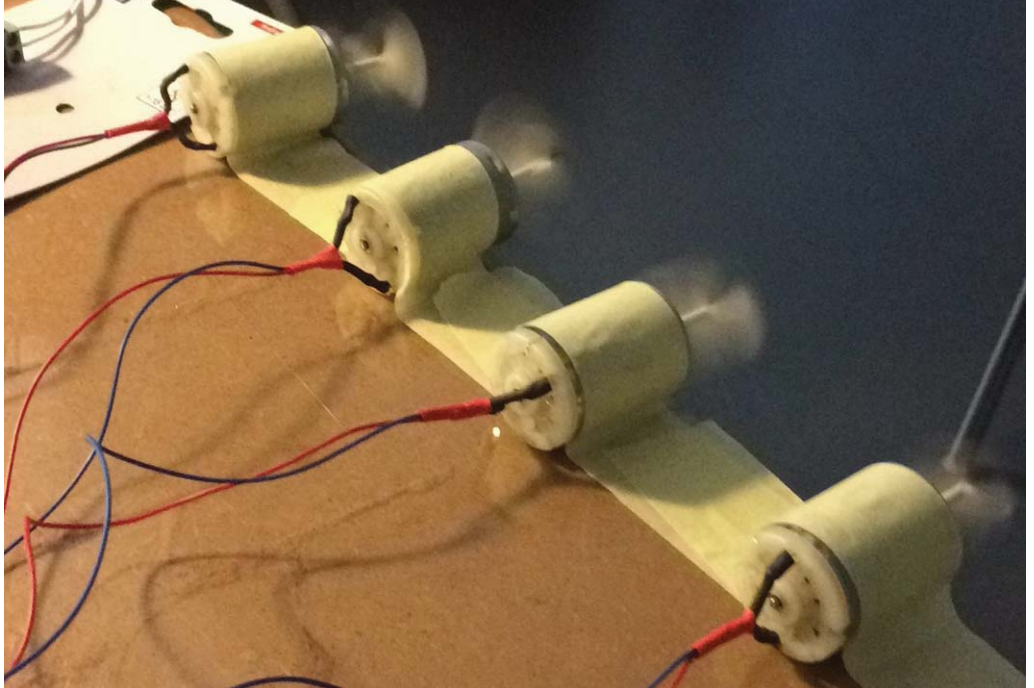
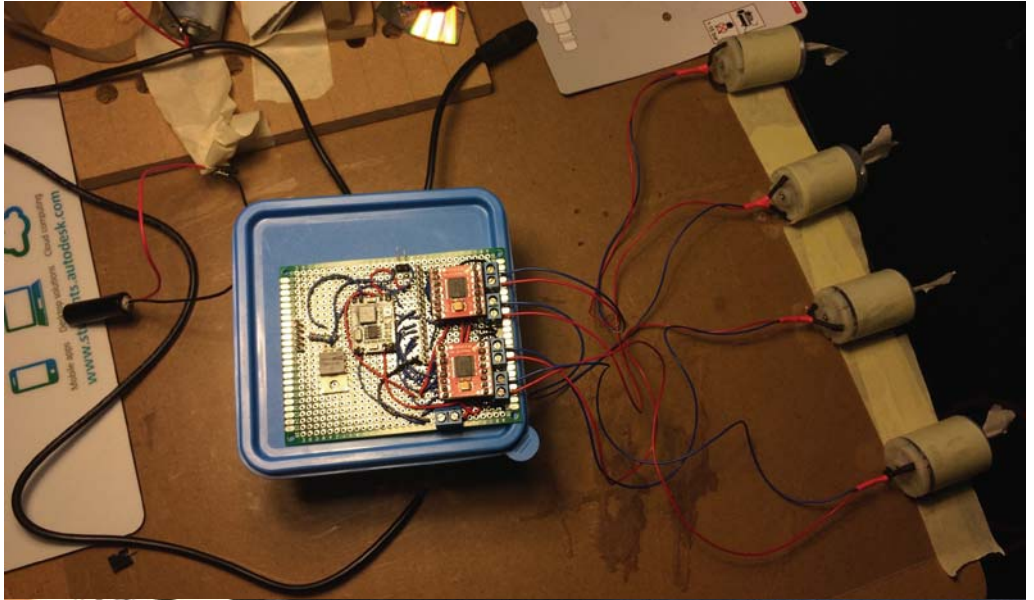


Innenseite der tiefgezogenen Schale mit
Tagesleuchtfarbe gespritzt

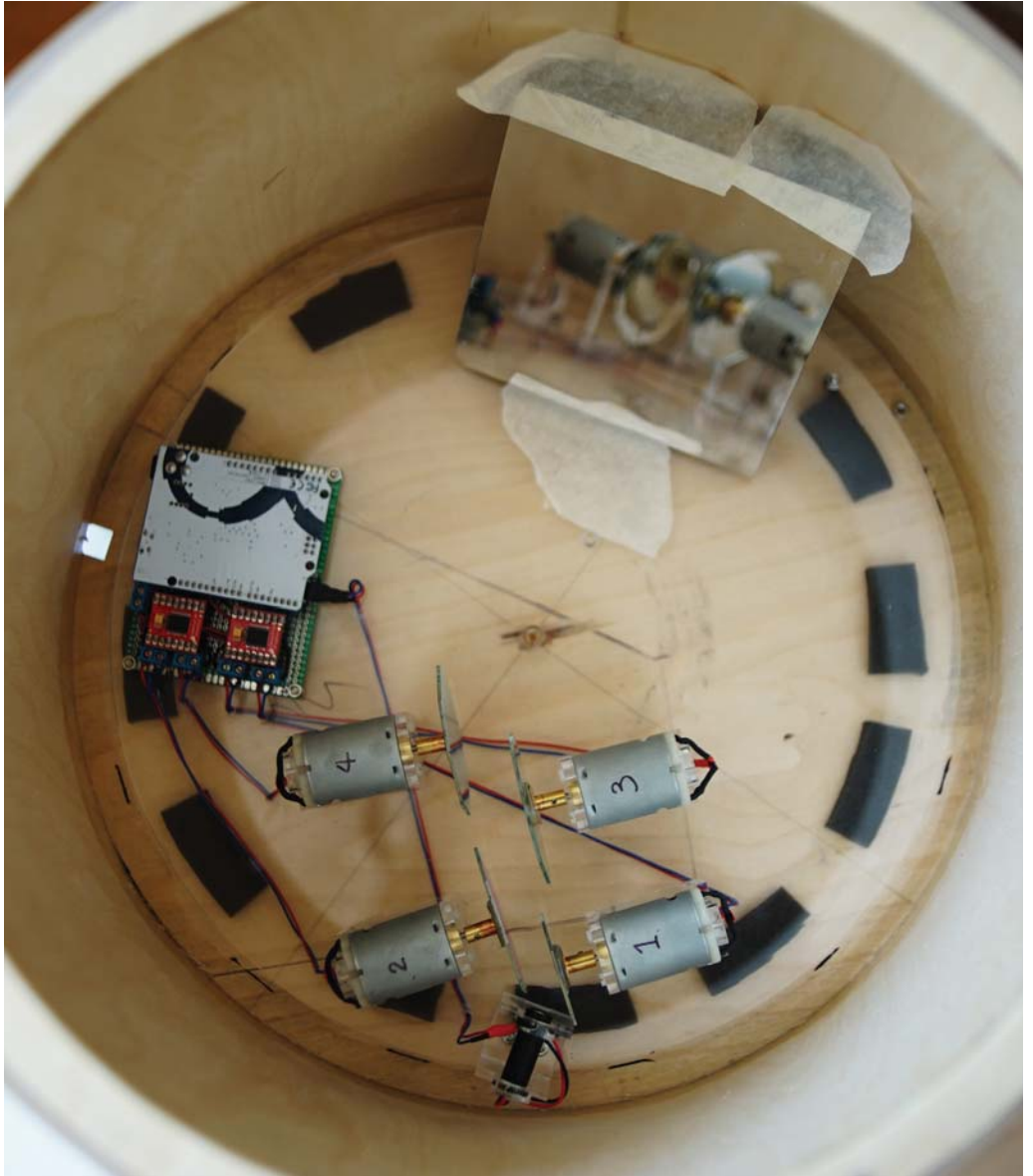




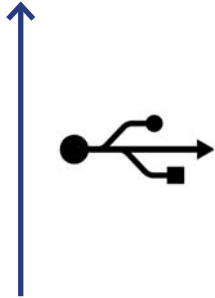
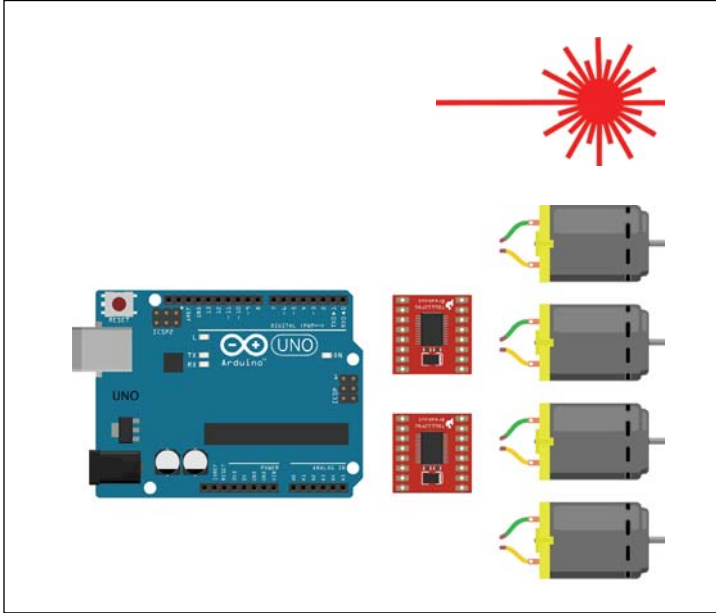
Mit Furnierholz zu einem Fass gerollt



Reflektierensweg



Logicplan





OSCulator



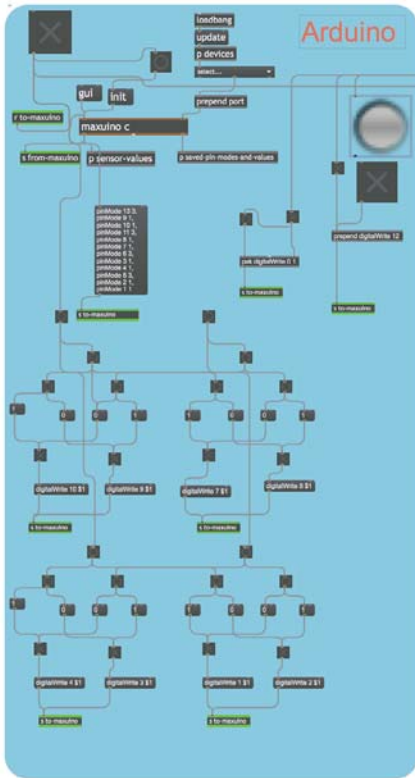
Max

Message	Event Type	Value	Chan.
▼ /wii/1/accel/pry	OSC Routing	∅	-
0: pitch	-	-	-
1: roll	-	-	-
2: yaw	-	-	-
3: accel	-	-	-
▼ /wii/1/accel/xyz	-	-	-
0: x	-	-	-
1: y	-	-	-
2: z	-	-	-
/wii/1/button/1	-	-	-
/wii/1/button/2	-	-	-
/wii/1/button/A	OSC Routing	∅	-
/wii/1/button/B	OSC Routing	∅	-
/wii/1/button/Down	-	-	-
/wii/1/button/Home	-	-	-
/wii/1/button/Left	-	-	-
/wii/1/button/Minus	-	-	-
/wii/1/button/Plus	-	-	-
/wii/1/button/Right	-	-	-
/wii/1/button/Up	-	-	-
▼ /wii/1/motion/angles	OSC Routing	∅	-
0: pitch	-	-	-
1: roll	-	-	-
2: yaw	-	-	-
▼ /wii/1/nunchuk/accel/pry	-	-	-
0: pitch	-	-	-
1: roll	-	-	-
2: yaw	-	-	-

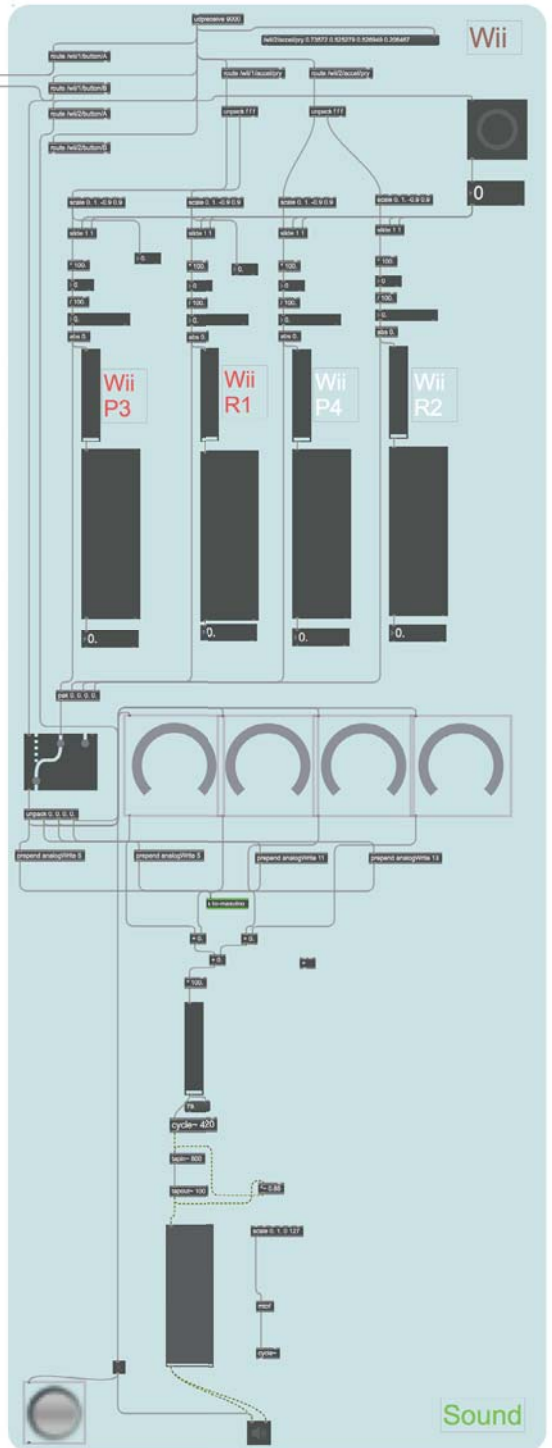
Running...

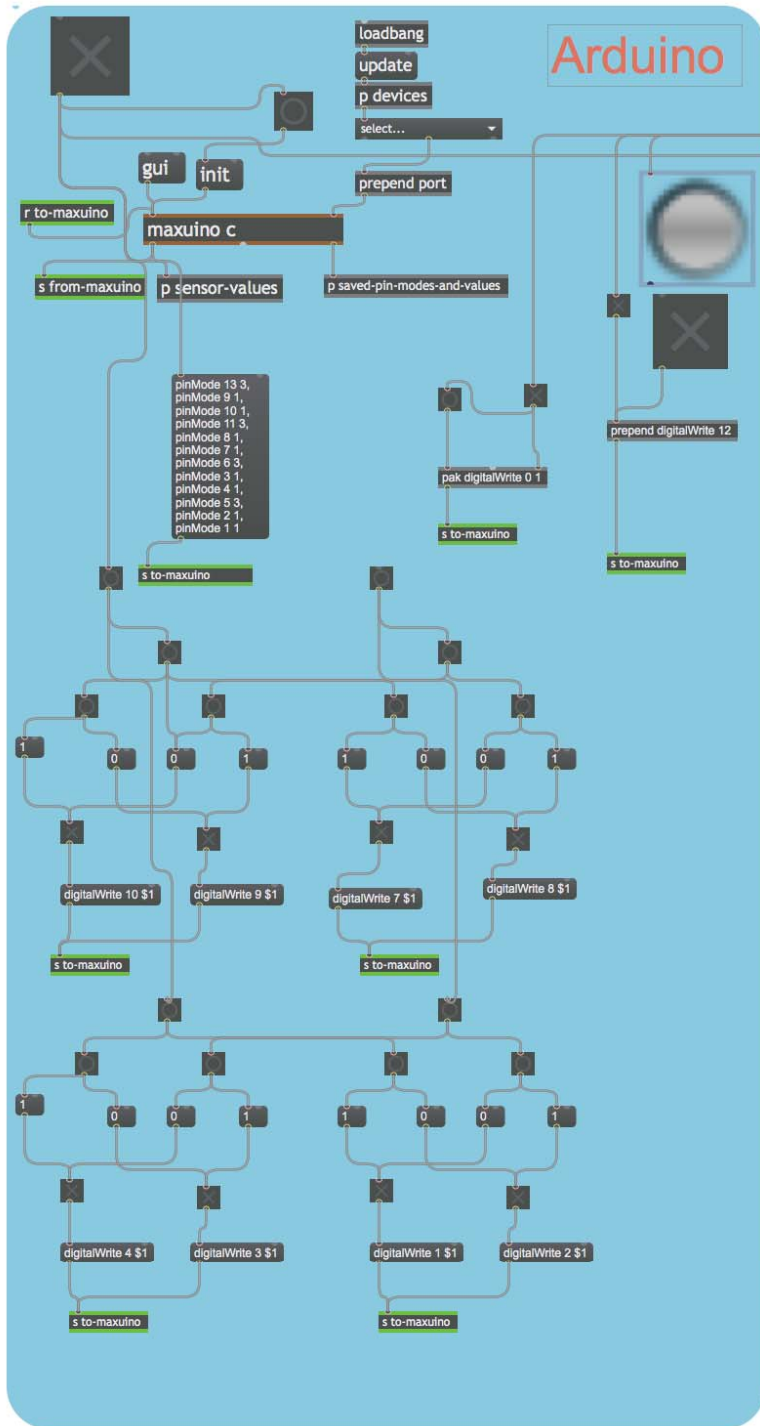


Wiimote send pry data to the OSCulator
and send pry data to Max

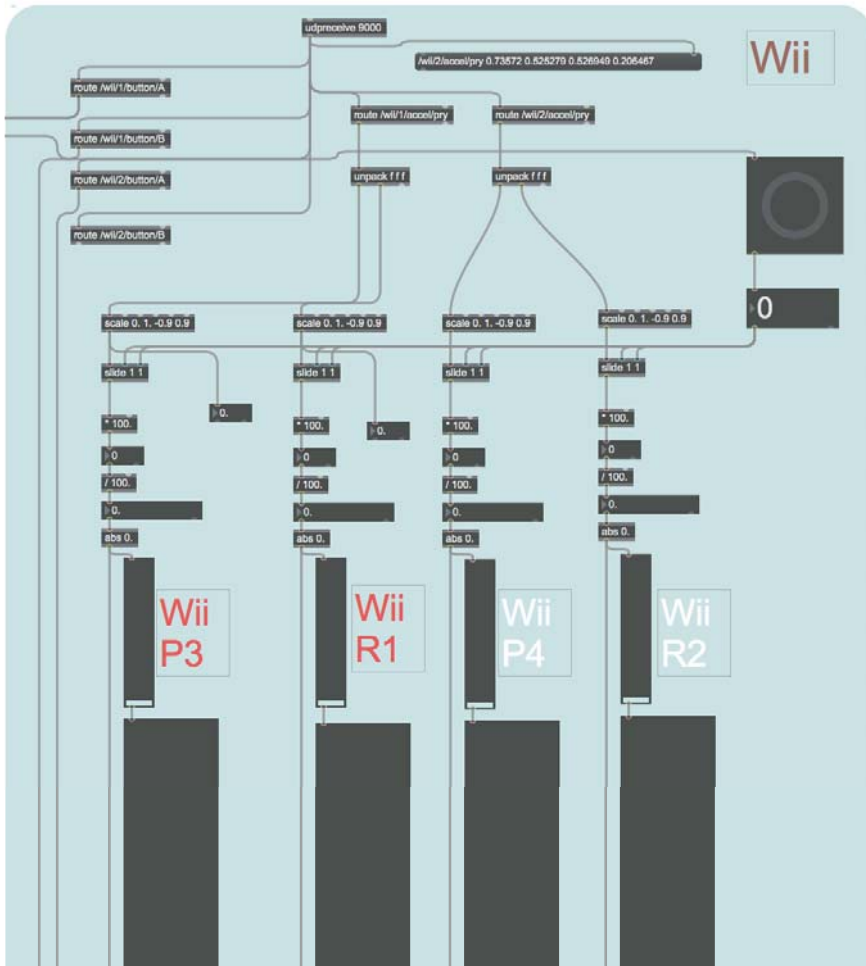


Max receive the pry data from OSCulator and control the Arduino to drive the motors , laser and sound.

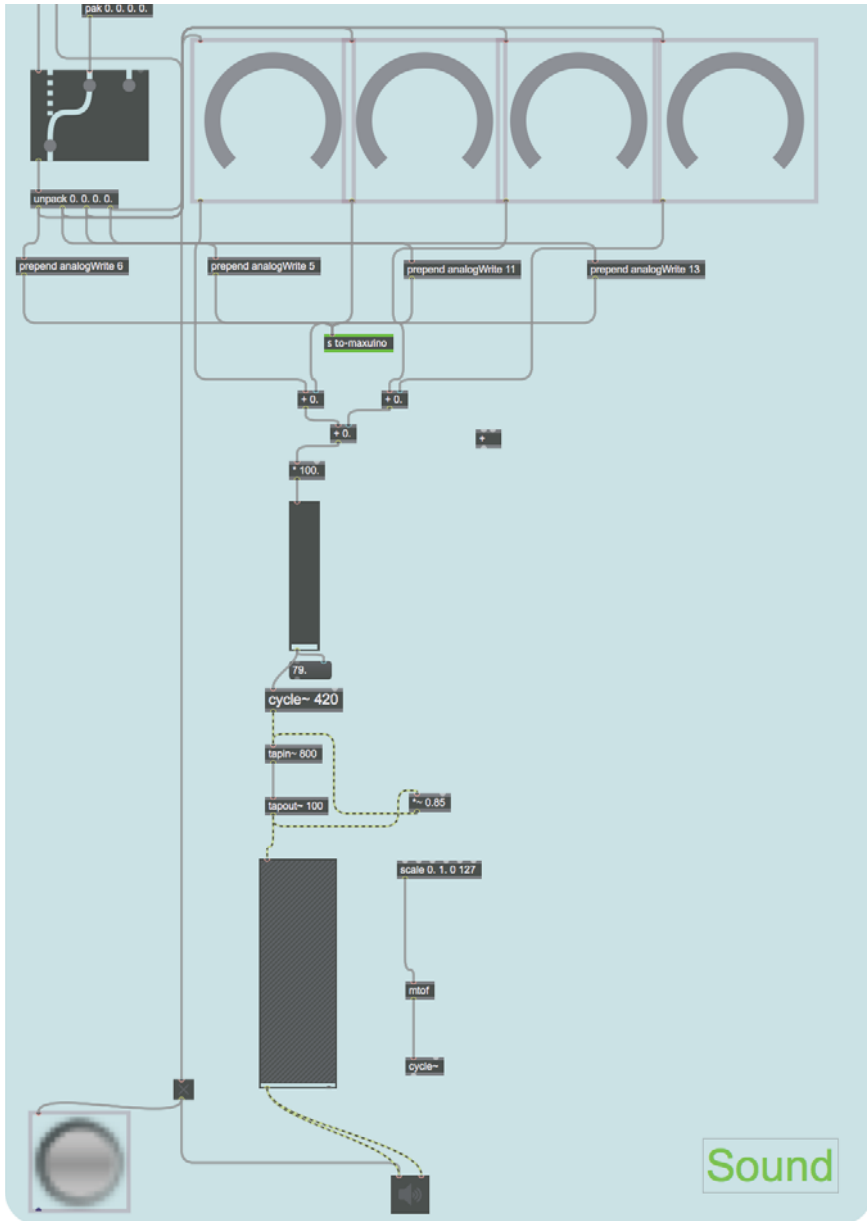




maxuino patch
 Aduino Setup
 pins, serialport

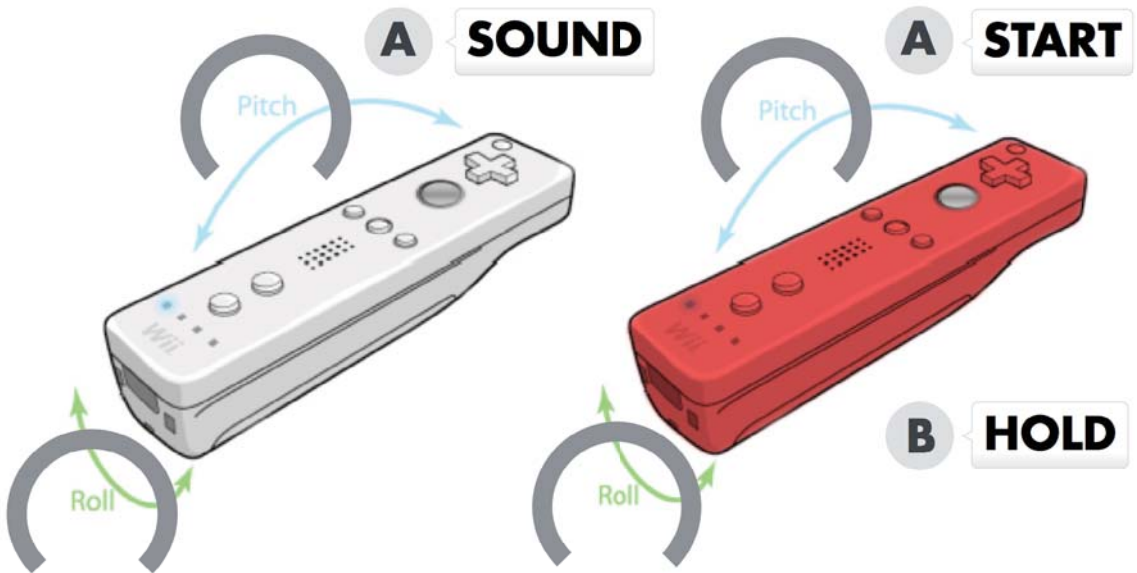


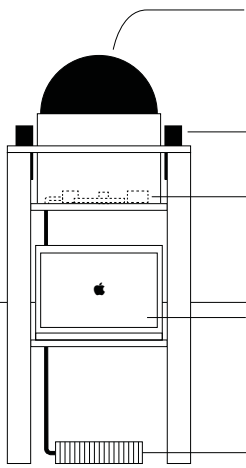
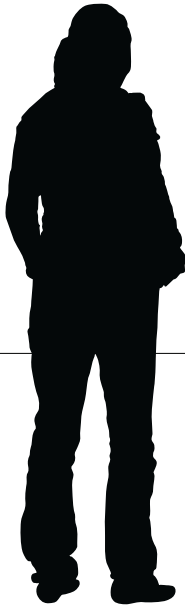
smooth the data from OSCulator and send it to maxuino patch



conversion the OSCulator data to sound data

User-interface





Halbkugel
innen mit kurz wirkenden
nachtleuchtenden Pulver
beschichtet

Wii Controller
durch Bluetooth mit dem Rechner
verbunden, schickt zu dem Rechner

Laserkopf, Motoren und Arduino
produzieren Laser-Zeichnungen

Rechner mit Max/Msp
analysiert die Daten von Wii Controller
steuert die Motoren durch Arduino

Netzteil



Setup Skizze







