Transduction.2

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Transduction.2 is an immersive environment that makes use of spherical electronic interfaces. Five balls lie spread about here and there on the floor. Visitors pick them up to trigger spatial sound diffusion and to interact the environment.

Sounds are only produced when an interface is being moved. The distribution of the sounds is determined by the position of the interfaces in the space. The sounds "follow" the interactors as they move in the space. The system also allows users to "throw" sound from one speaker to another by simply making a movement to throw the spheres toward the chosen speaker. Interactors can control the volume of the sound according to their position in the space. Transduction.2 use three types of sound: sound samples, sound produced by algorithms and, live sound introduced by the interactors in the system.

Interactors have the possibility of introducing sounds into the system via a miniaturized microphone inserted into one of the interfaces. This allows interactors to input spoken words, breathing, music, rhythms or any other sound proposition. By moving the interface, they modify their input sound. The input of live sounds allows users to influence Transduction.2's sound environment in a personal way.

The Local Positioning System (LPS) used in Tranduction.2 was developed by Ubisense..