



# Dream Space

---

## E-TRACES CONNECTING IMAGES TO MOVEMENT

---



'E-traces' captures dance movements and transforms them into visual animations through the use of new technologies. After observing the motions of ballerina shoes as they glide and pirouette, 'E-traces' creator Lesia Trubat realized that through contact with the ground, a lilypad arduino microcontroller board could record the pressure and actions of the feet and send the signal to an electronic device.

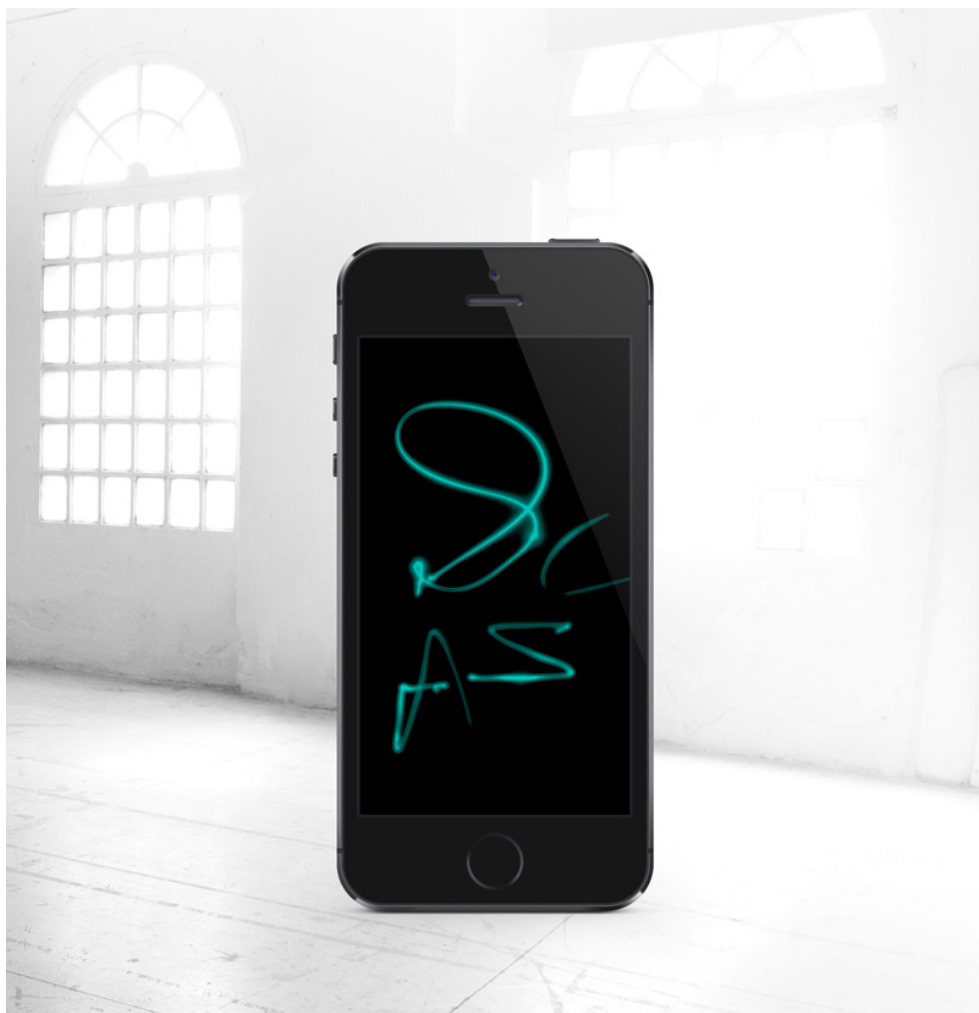
From there, a special mobile application allows users to reflect this data in a graphical manner and even customize it to suit their preferences. The technology is implemented inside the sole and an computerized pattern indicates its significance.

E-traces' can be extrapolated to other disciplines and provides a variety of possible applications, from a person who is learning on their own to a troupe using it to supplement a live visual and dance show.



# Dream Space

E-TRACES CONNECTING IMAGES TO MOVEMENT





# Dream Space

E-TRACES CONNECTING IMAGES TO MOVEMENT







# Dream Space

E-TRACES CONNECTING IMAGES TO MOVEMENT





# Dream Space

---

## PHONOTONIC, CONNECTING MUSIC TO MOVEMENT

---



Phonotonic changes the way we make, listen and live music. It consists of a wearable and an app that turn movement into music!

With Phonotonic, one can enjoy making music in a way that's easy, personal and fun! Phonotonic is a smart object and an app that turn dance moves into music. It changes the way we make, listen, enjoy and use music. It allows control of the beats, the melody, and sounds effects, just by moving.

Phonotonic has spent 2 years in development, and is designed for would-be musicians who can't play instruments or seasoned players, performers and dancers looking for something new. Each player will need one of two smart objects connected over Wi-Fi to an iOS app running on an iPad or iPhone (Android coming soon) and a bit of room to move around. Players select a beat and melody from a list in the app, grab an object and start a movin' and a groovin'.

One connected object is used to provide rhythm, the other some sort of lead instrument and the players riff off each other's creative juices. The data from the sensor unit within the 2.75 in (7 cm) diameter, 7.76 oz (220 g) object is converted into real-time music by the app using technology developed by phonotonic.

The motion sensor unit (which includes an accelerometer, gyro and magnetometer) within the object can be removed and placed in something else – under your cap, inside a child's toy, in your shoes or even strapped to the underside of a frisbee, for example. The unit's built-in batteries are said to be good for 2 hours of movement-driven music creation before needing a top-up via micro-USB, and will auto wake-up when connected to the app, and enter sleep when the connection is broken.



# Dream Space

---

**PHONOTONIC, CONNECTING MUSIC TO MOVEMENT**

---

