CYBER NOMAD

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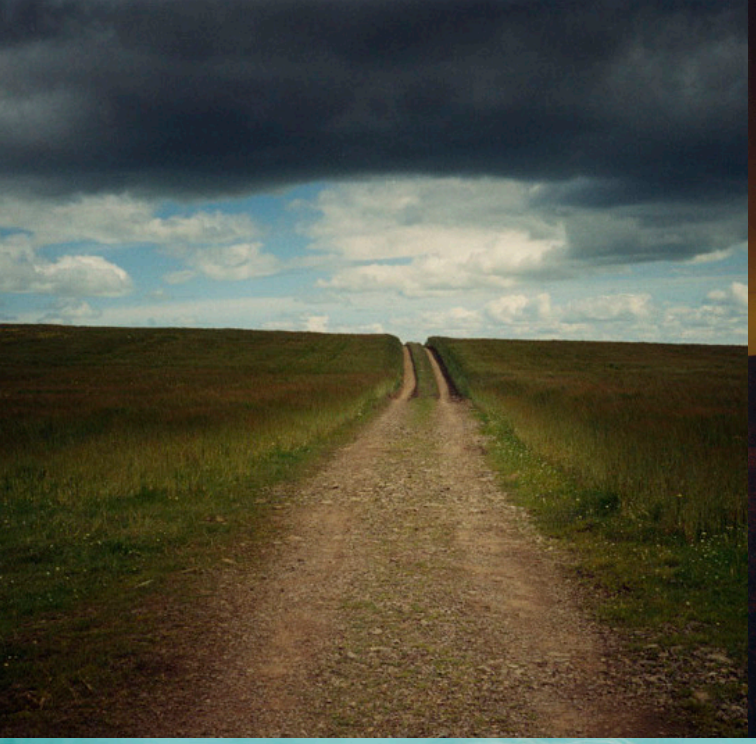
MFA Design and Technology, Parsons, Fall 2013

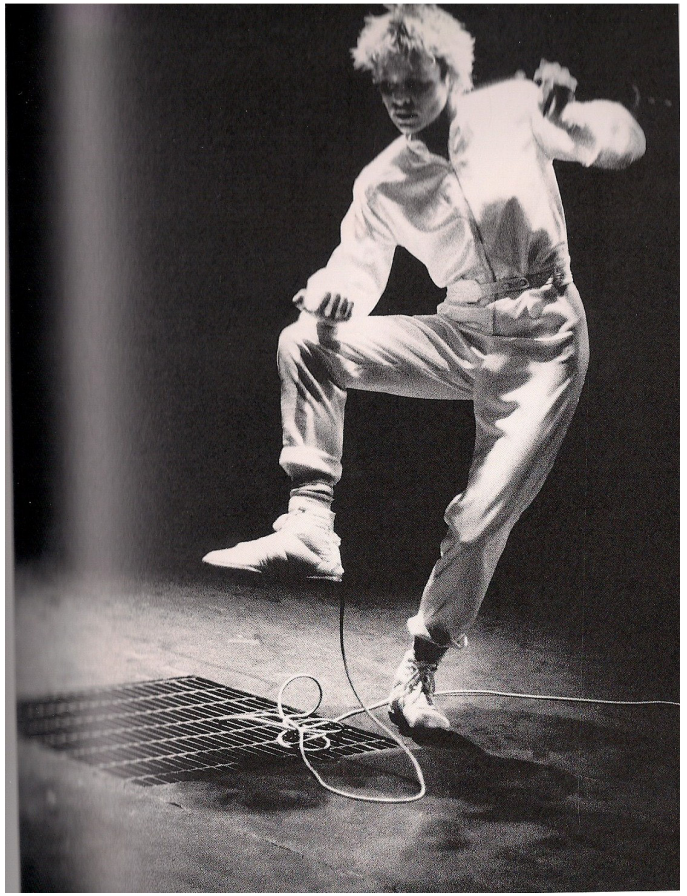
artist STATEMENT

This project investigates the future of nomadism through a cross-disciplinary approach, critically exploring the production and consumption of sound as a subversive tool for cultural preservation. Shaped by movement, the lives of nomads are in a constant dialogue with the natural environment. Artifacts, habits, perception, memory, and materials of the environment are considered as the wearer of the garment experiences aural cognition through sonification or the mapping of sound. Continual movement in space hones the senses differently. The idea of 'mapping', through grids and boundaries, stems from our desire to know where we are and where we are going in order to orient ourselves. Unlike maps, sound does not rely on surfaces or depths; rather, it penetrates them. Sound waves literally impinge upon bodies; they break through the boundaries of organic and inorganic bodies in the form of vibrations. Sound is experienced as simultaneously interior and exterior, while mapping (in the case of place) only deals with exteriority. This project proposes that sound has the potential to help nomads to make sense of territories, to objectify and dissect landscapes so that they are easier to interpret and navigate.



PRECEDENTS

Orchestra Scarf by POPKALAB

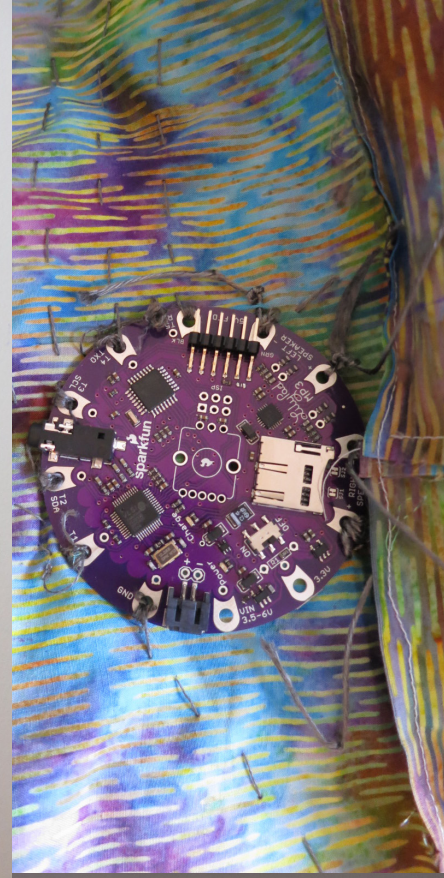


Drum Dance by Laurie Anderson

MOTET by Janet Cardiff

PROTOTYPE ONE

SINGER
10
Self-Threading Hand Needles
Agujas Manuales Enhebrables
Aiguilles pour Couture à la
Main Auto-Enfilées
WESTCOTT


sparkfun

PUBLIC sparkfun / **LilyPad_MP3_Player**

Star 0 Fork 8

branch: master **LilyPad_MP3_Player** / Arduino / LilyPad MP3 Player / Trigger / **Trigger.ino**

mgrusin 8 months ago Initial commit

1 contributor

file | 364 lines (278 sloc) | 10.46 kb

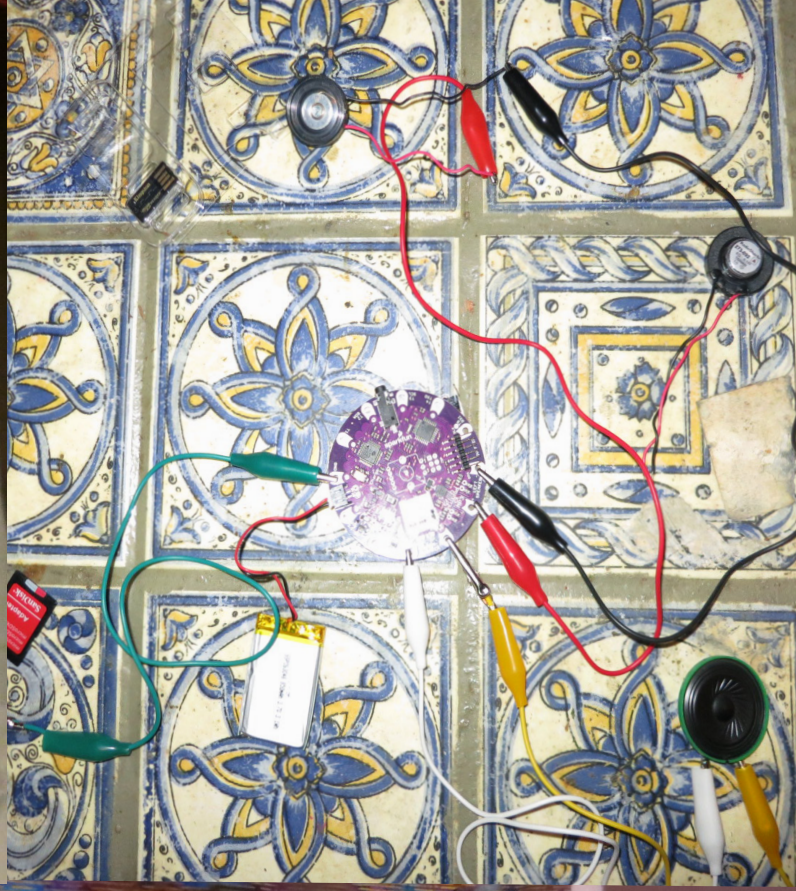
Open Edit Raw Blame History Delete

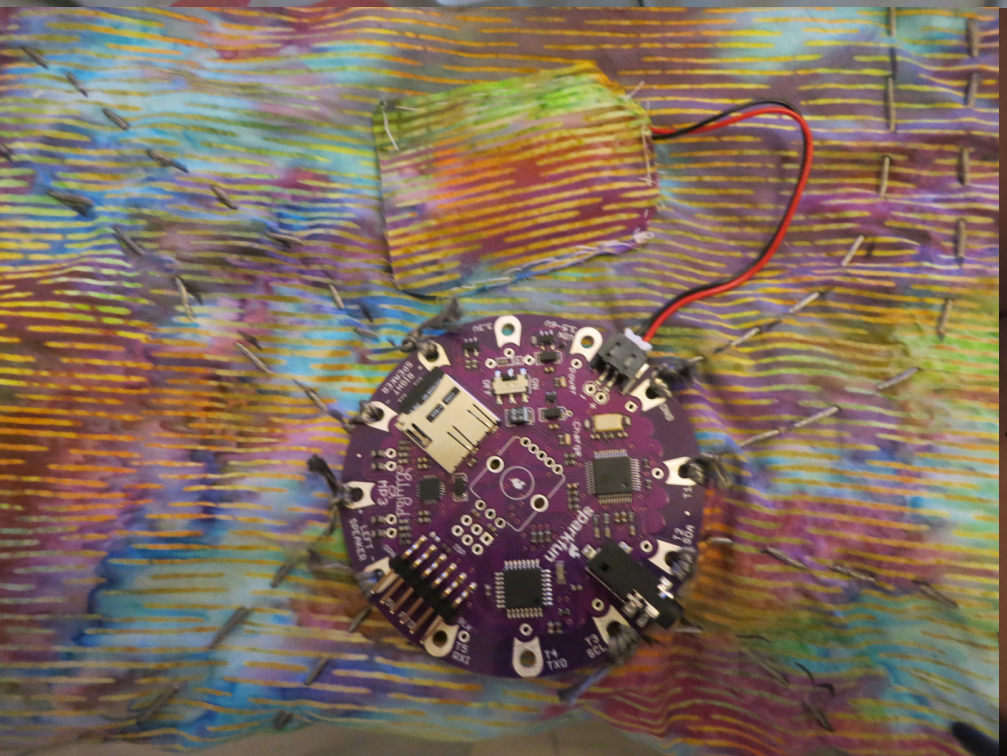
```
// "Trigger" example sketch for Lilypad MP3 Player
// Mike Grusin, SparkFun Electronics
// http://www.sparkfun.com

// This sketch (which is preloaded onto the board by default),
// will play a specific audio file when one of the five trigger
// inputs (labeled T1 - T5) is momentarily grounded.

// You can place up to five audio files on the micro-SD card.
// These files should have the desired trigger number (1 to 5)
// as the first character in the filename. The rest of the
// filename can be anything you like. Long file names will work,
// but will be translated into short 8.3 names. We r
// 8.3 format names without spaces, but the followin
// are OK: .$%'-_@~`!(){}^#&. The VS1053 can play a
// audio formats, see the datasheet for information.

// By default, a new trigger will interrupt a playin
// itself. (In other words, a new trigger won't rest
// already-playing file). You can easily change this
// modifying the global variables "interrupt" and "i
// below.
```

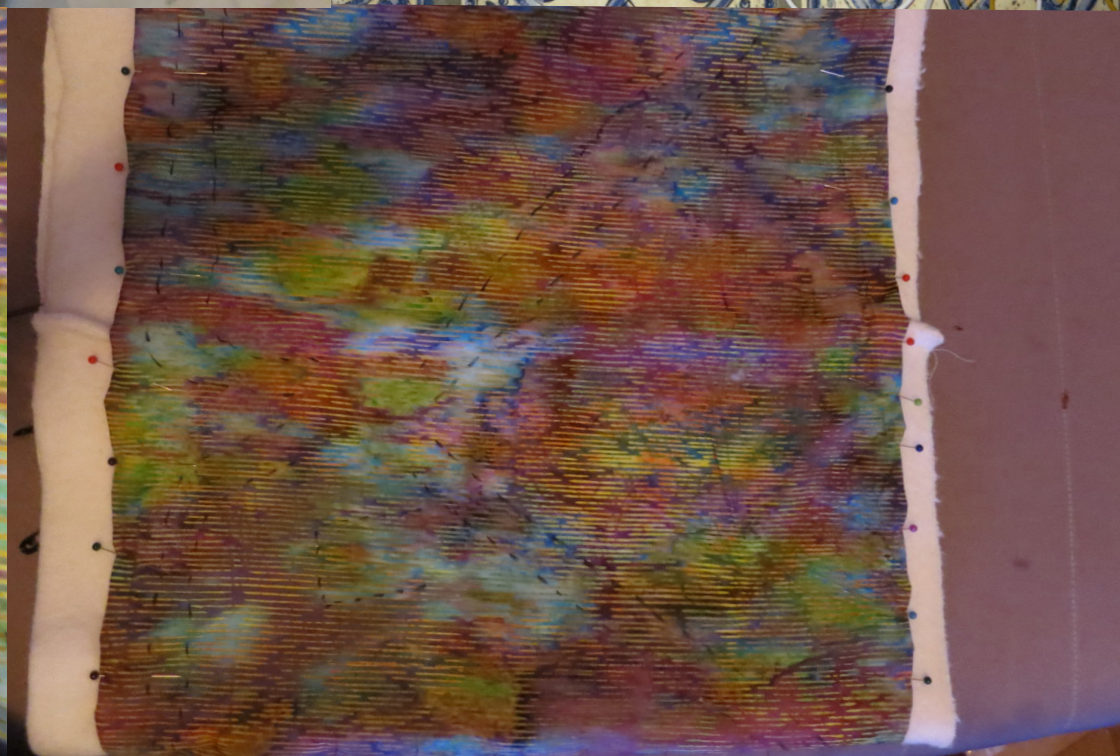
```
}

if (debugging)
{
  Serial.print(F("got trigger "));
  Serial.println(t);
}

// Do we have a valid filename for this trigger?
// (Invalid filenames will have 0 as the first character)

if (filename[t-1][0] == 0)
{
  if (debugging)
    Serial.println(F("no file with that number"));
}
else // We do have a filename for this trigger!
{
  // If a file is already playing, and we've chosen to
  // allow playback to be interrupted by a new trigger,
  // stop the playback before playing the new file.

  if (interrupt && MP3player.isPlaying() && ((t != last_t) || interruptself))
  {
    if (debugging)
      Serial.println(F("stopping playback"));

    MP3player.stopTrack();
  }

  // Play the filename associated with the trigger number.
  // (If a file is already playing, this command will fail
  //  with error #2).

  result = MP3player.playMP3(filename[t-1]);

  if (result == 0) last_t = t;  // Save playing trigger

  if(debugging)
  {
    if(result != 0)
    {
```

PROTOTYPE TWO

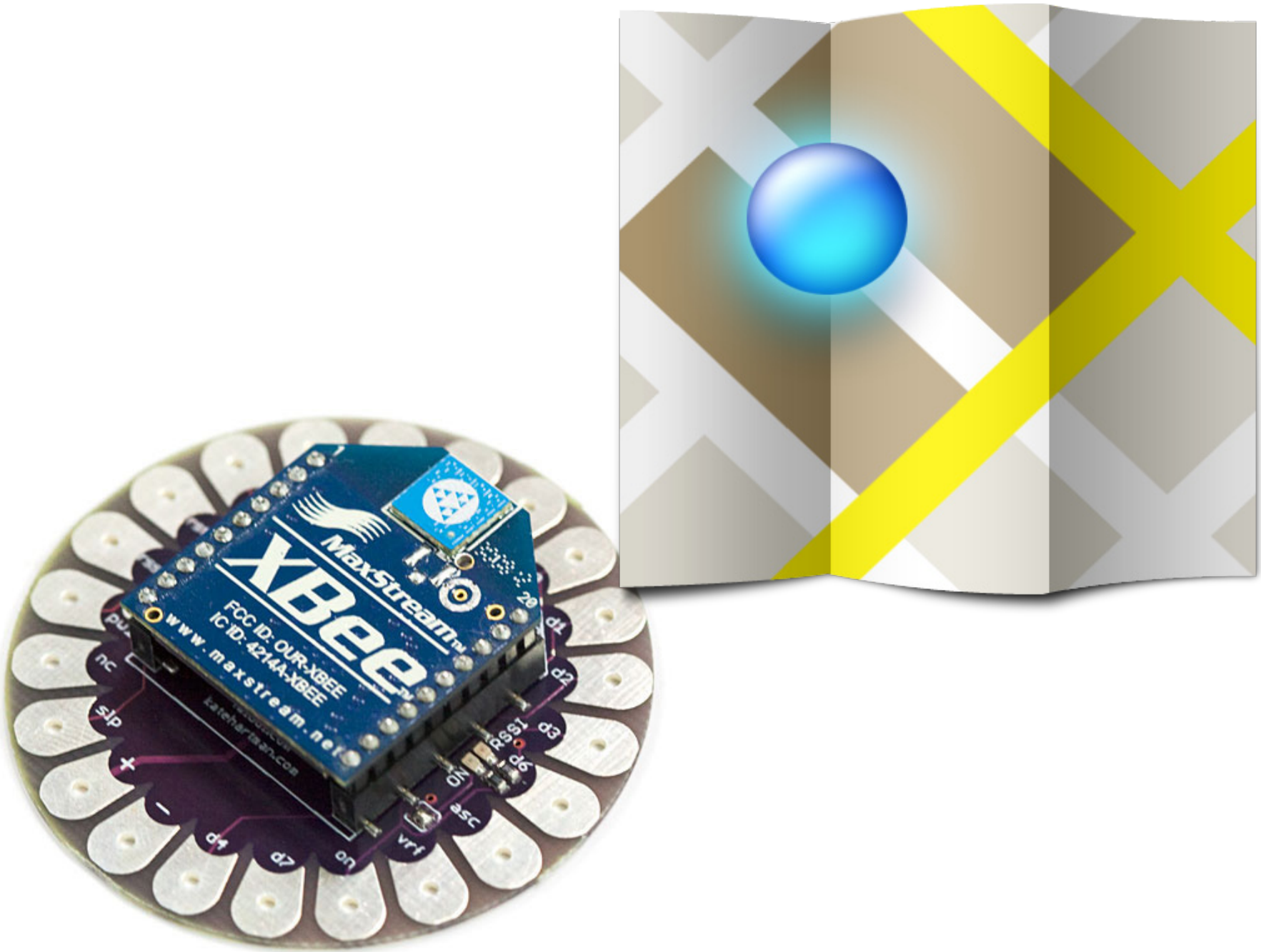
SanDisk
Adapter







FUTURE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THANK YOU