Welcome to my User Page

I searched long for a system I can build upon my musical and artistic artwork - and I am thankful that Thorsten opened this wonderful project and community to us ;)

My real name is Michael Markert and I live in Nuremberg, Germany. I studied Communications-Design focused on Multimedia and am currently doing a postgraduated diploma at the College of Fine Arts in Nuremberg (Public Arts, Intermedia). The focus of my work and research is the development of intuitive interactive interfaces for harmonized sensoric music.

Visit my Blog audiocommander.de and my Band zeichensprecher.de.

I will use this page to document what I've done with MIOS and MBHP so far:

Complete Projects

Complete projects, with Hardware Interfaces, custom developed applications and full documentation:

ACSensorizer Stage



- sensorizes 4 sensors and interpolates its AIN-readings.
- The main target of this application are sensoric devices delivering not exactly 0 - 5 V, like pressure-, distance-, resistor-based sensors or softPots.
- Uses 8 Encoders, 4 Buttons, 1 Switch, 40×2 LCD
- A newer, smaller and improved version is the ACSensorizer Basic!

ACSensorizer Basic



- Updated Version of Sensorizer Stage
- ACSensorizer rewritten for up to 8 sensors
- Improved HUI
- Much smaller case
- uses only 4 Encoders and 4 Buttons, one 20×2 LCD

ACSyncronizer

- In development
- See Quantize Box for further ongoing informations

ACHarmonizer

- In development
- To be announced...

Speakjet Application Interface

- In development
- An application interface that can receive MIDI-signals to enable full MIDI-control of the SpeakJet.
- Also see:
  - SpeakJet Forum discussion)
  - Breadboard Construction Tutorial
  - SpeakJet Control Overview
  - SpeakJet Definition List

SoundGin Application Interface

- Planned
- An application interface that can receive MIDI-signals to enable full MIDI-control of the SoundGin SpeechChip
- Also see:
  - SpeakJet Forum discussion)

Dev Tools

ACSim

- Simulator
- Debugger
- for C Application Development

Misc Projects

..by using the above described MIOS-based Boxes or slightly altered versions:

Kontaktstation 2.0

Body-Contact-Music: You need to use the arm-wrists or touch a terminal with your hand. Two persons are needed minimum. If these persons touch each other, their skin-contact will be translated to music.
Image-Gallery

Kontaktstation 3.0

Body-Contact-Music improved for up to 8 Dancers!

Wiki-Sources

I've done some documentation stuff, here are the sources, if they ever need to be edited:



http://www.audiocommander.de/downloads/midibox/MIOS_Overview.ai.tgz

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Last update: **2006/11/26 19:27**