

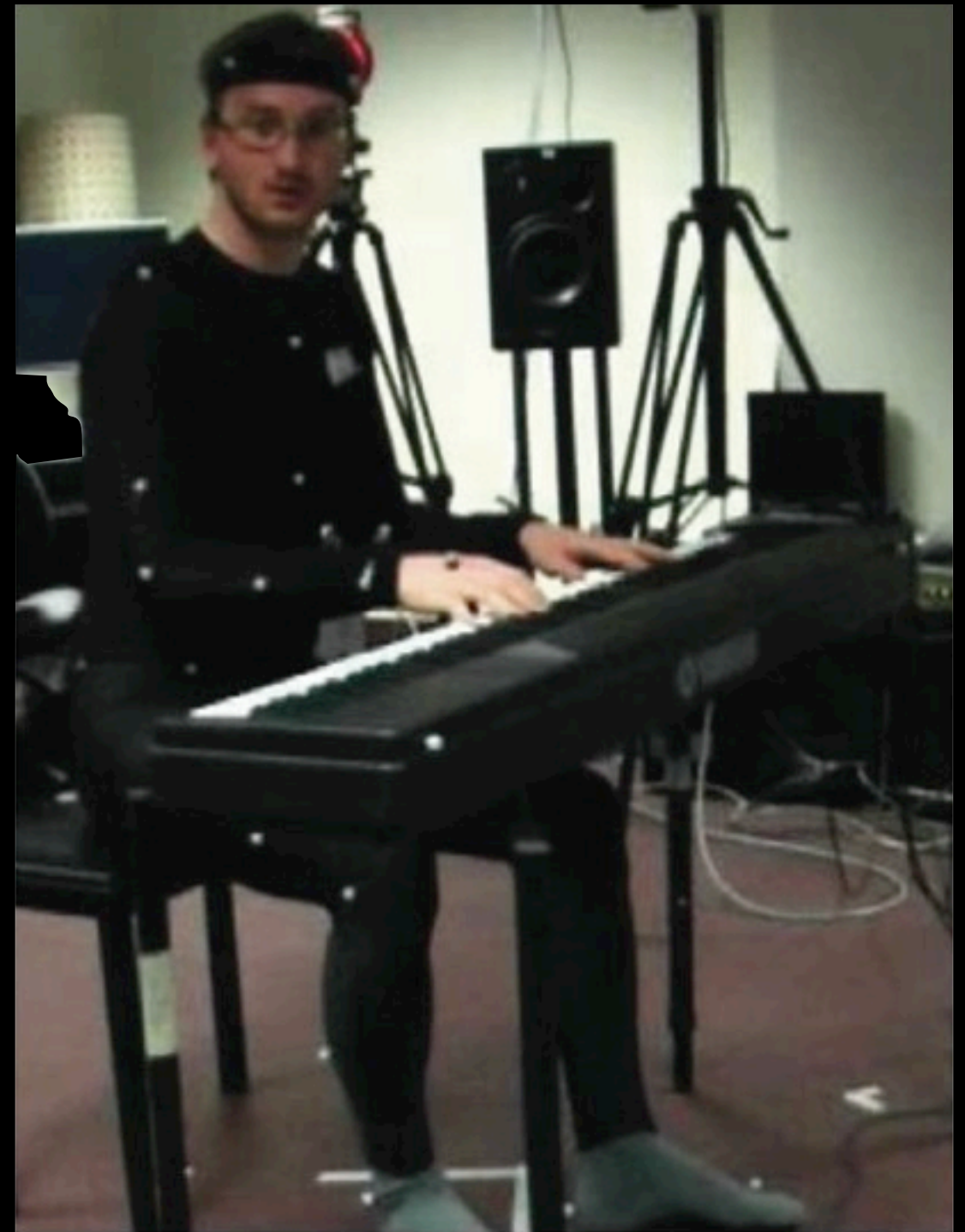
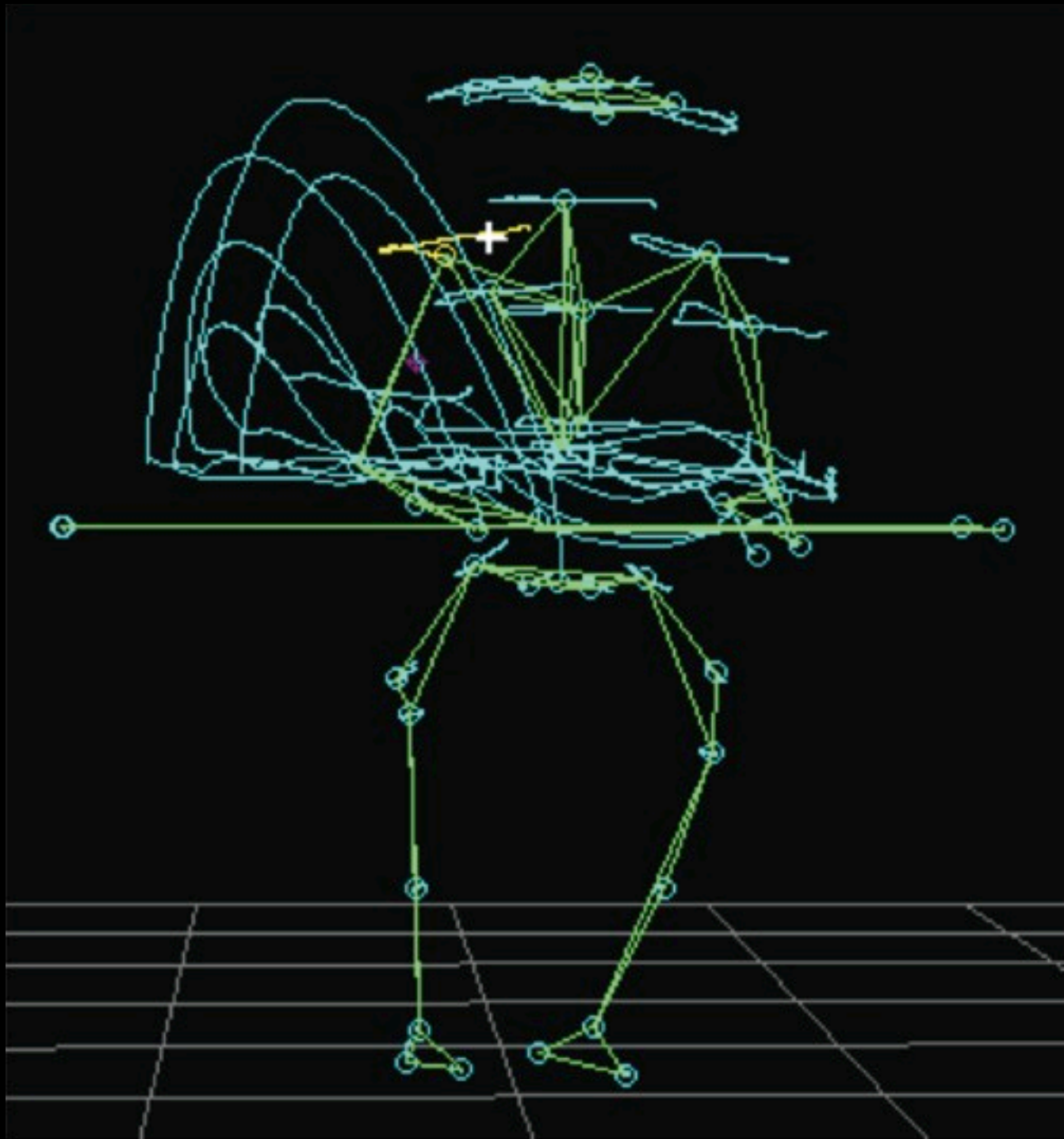
motion capture in music analysis and performance

Alexander Refsum Jensenius
fourMs labs, Dept. Musicology, University of Oslo

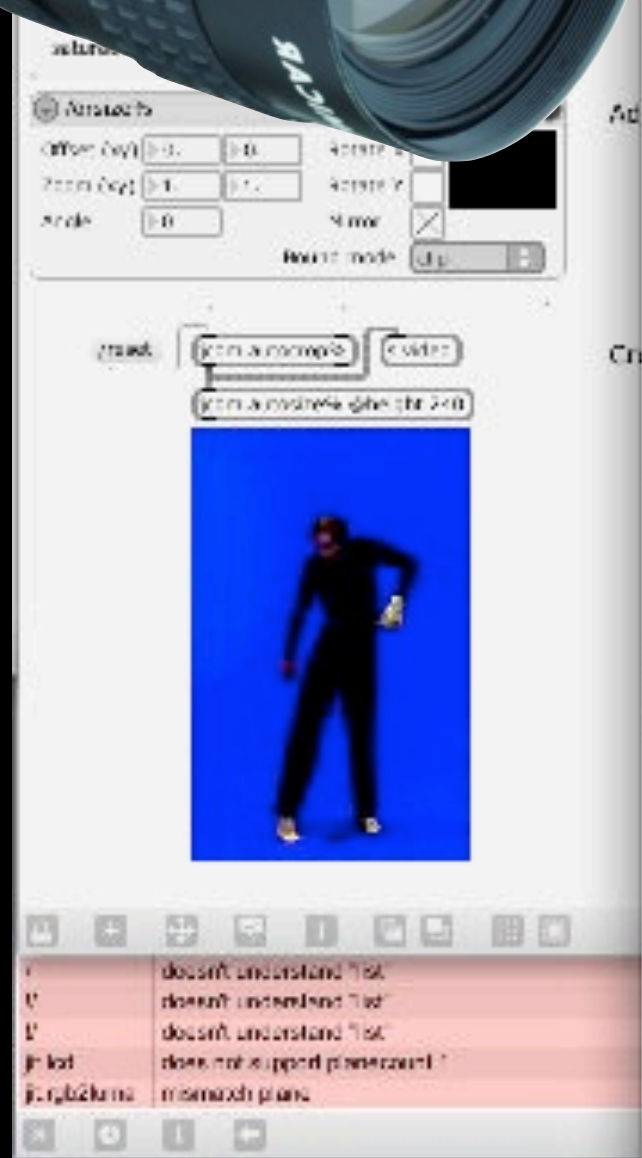


09:30-10:15. **Lecture: MoCap in music**
10:15-10:30. **Demo: Musical Gestures Toolbox**
10:30-11:00. **Demo: Xsens**
11:00-12:00. **Workshop: misc. controllers**

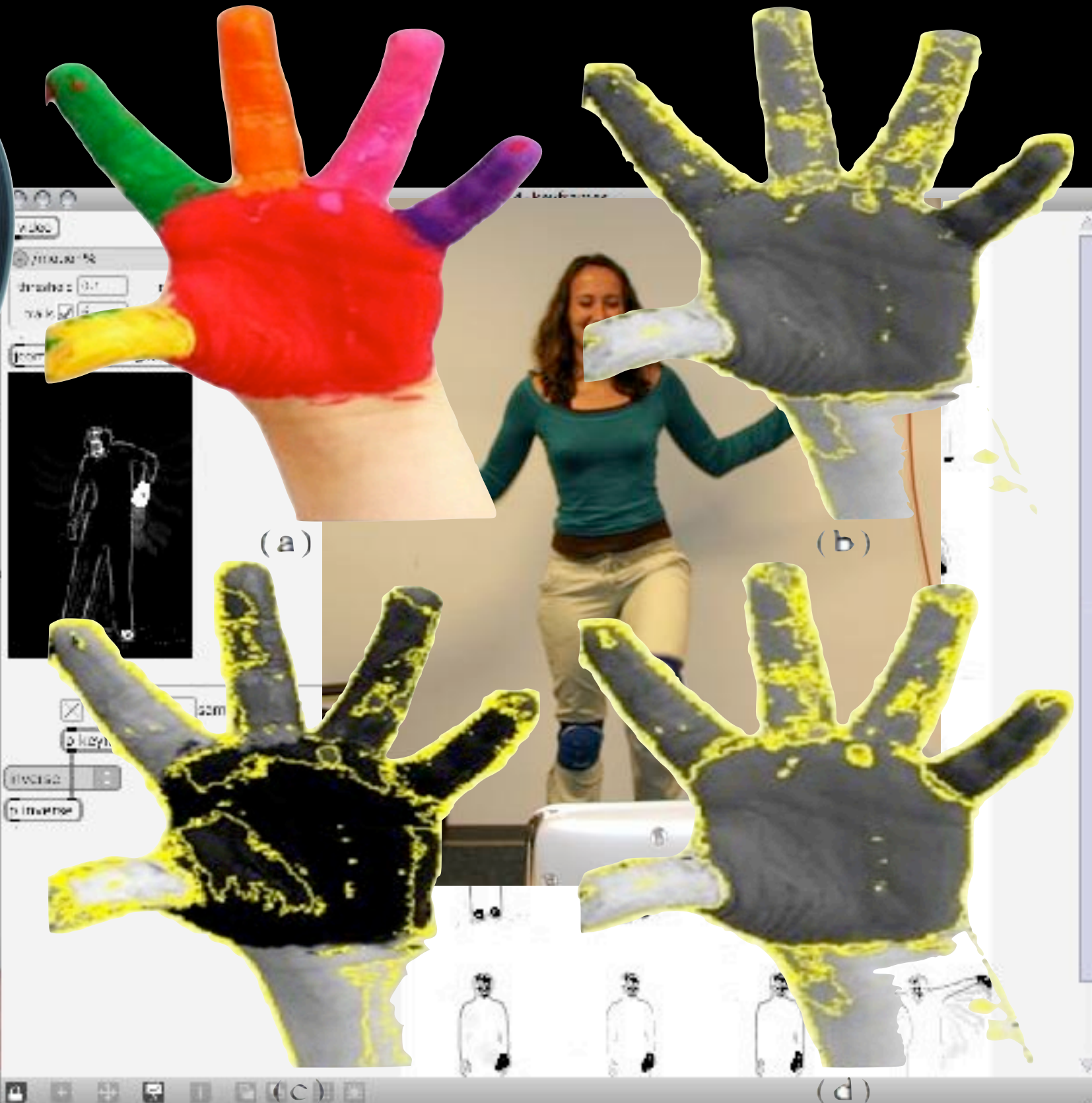
motion capture



optical infrared marker-based motion capture



optical



marker-based motion capture

KINECT™
for  **XBOX 360.**



optical infrared

motion capture



inertial sensor-based motion capture





mechanical

sensor-based motion capture



electromagnetic sensor-based motion capture



physiological

sensor-based motion capture



Optical (visual)



Optical (infrared)



Inertial



Electromagnetic



Mechanical motion capture



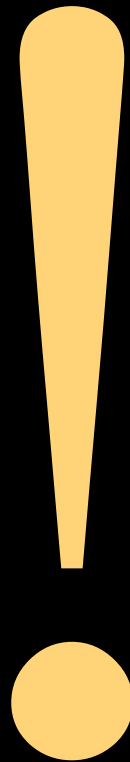
Physiological

	Inertial/ magnetic	Mechanical	Electro- magnetic	Optical (visual)	Optical (infrared)	Physiological
+	<ul style="list-style-type: none"> - flexible - small 	<ul style="list-style-type: none"> - flexible - small 	<ul style="list-style-type: none"> - resolution - identification - absolute 	<ul style="list-style-type: none"> - flexible - no cables - no markers - accessible 	<ul style="list-style-type: none"> - speed - resolution - # markers 	<ul style="list-style-type: none"> - indirect motion sensing
-	<ul style="list-style-type: none"> - relative 	<ul style="list-style-type: none"> - relative 	<ul style="list-style-type: none"> - cable - short range 	<ul style="list-style-type: none"> - 2D - speed - resolution - identification 	<ul style="list-style-type: none"> - markers - calibration - identification 	<ul style="list-style-type: none"> - indirect motion sensing

motion capture
in

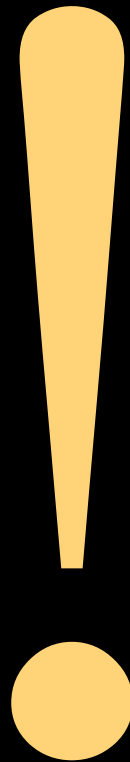
music analysis and performance

practical challenges



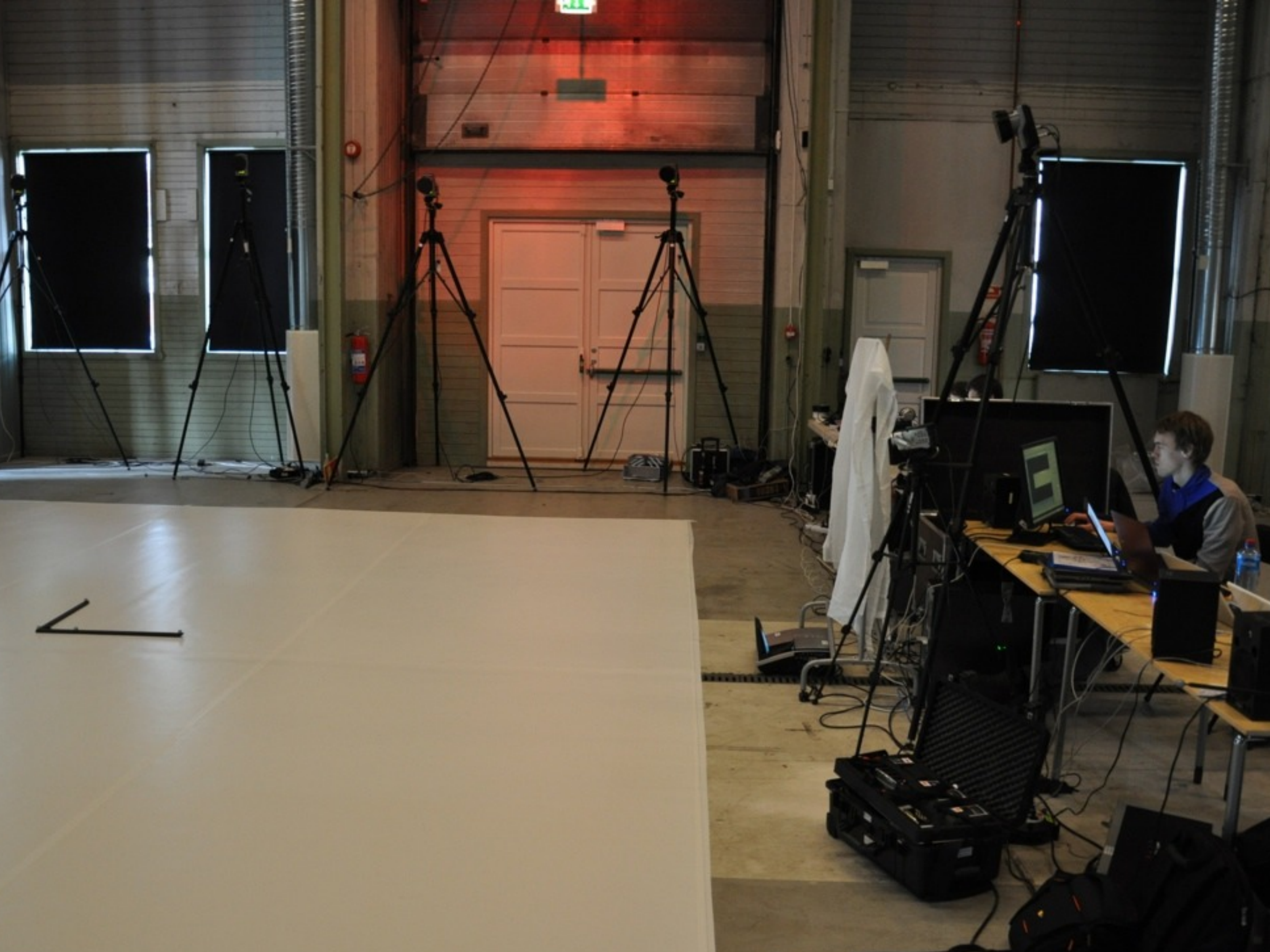
conceptual challenges

practical challenges

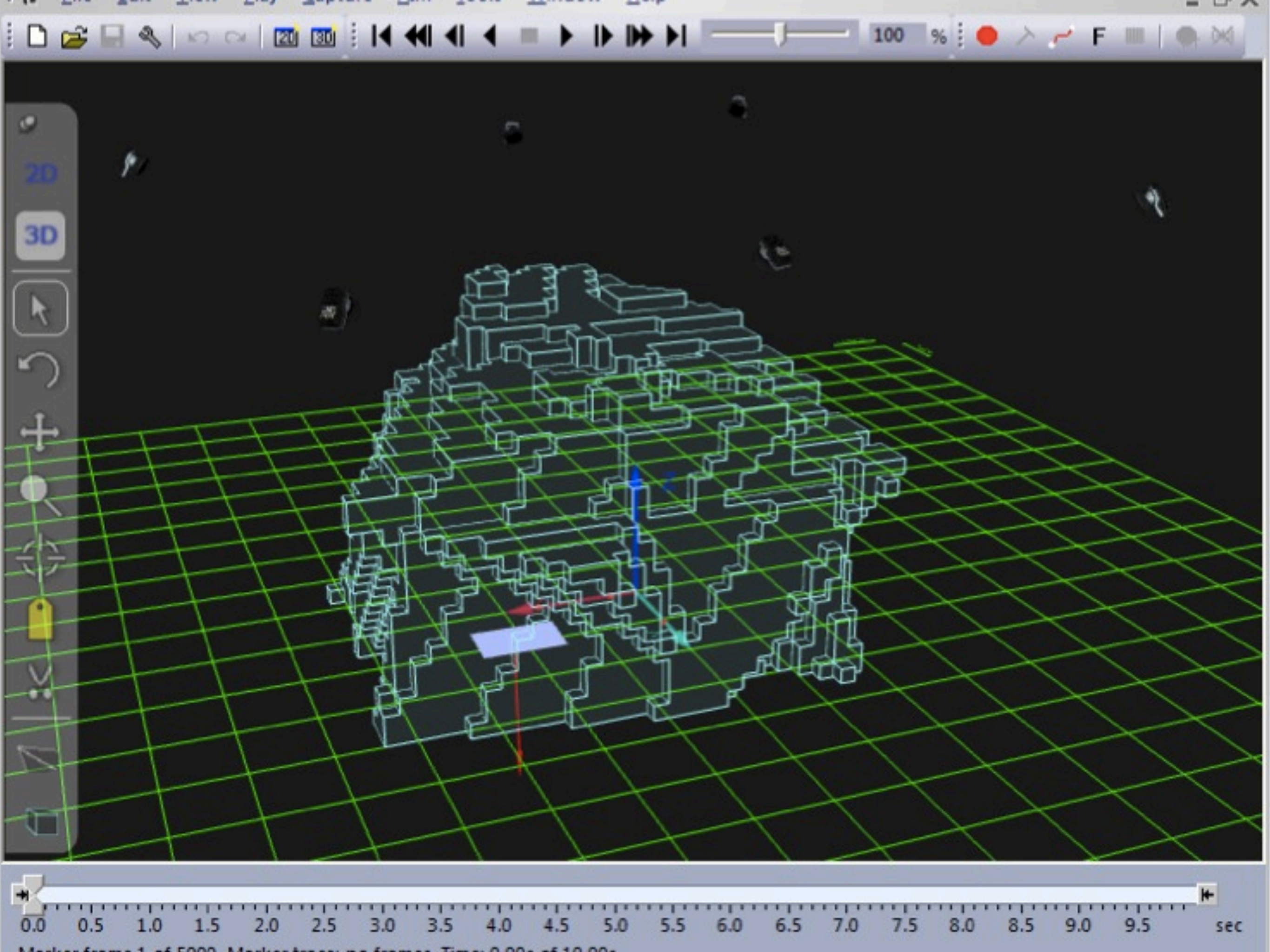


setup
calibration
streaming
recording
storing
analysing
mapping

setup

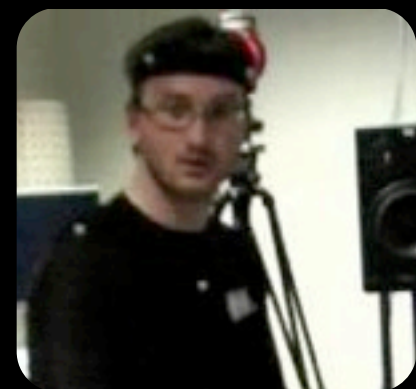


calibration

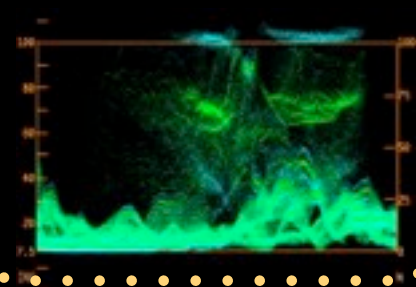




streaming
recording
storing
analysing
mapping



Annotations



Pre-process

Feature extraction

Realtime synthesis



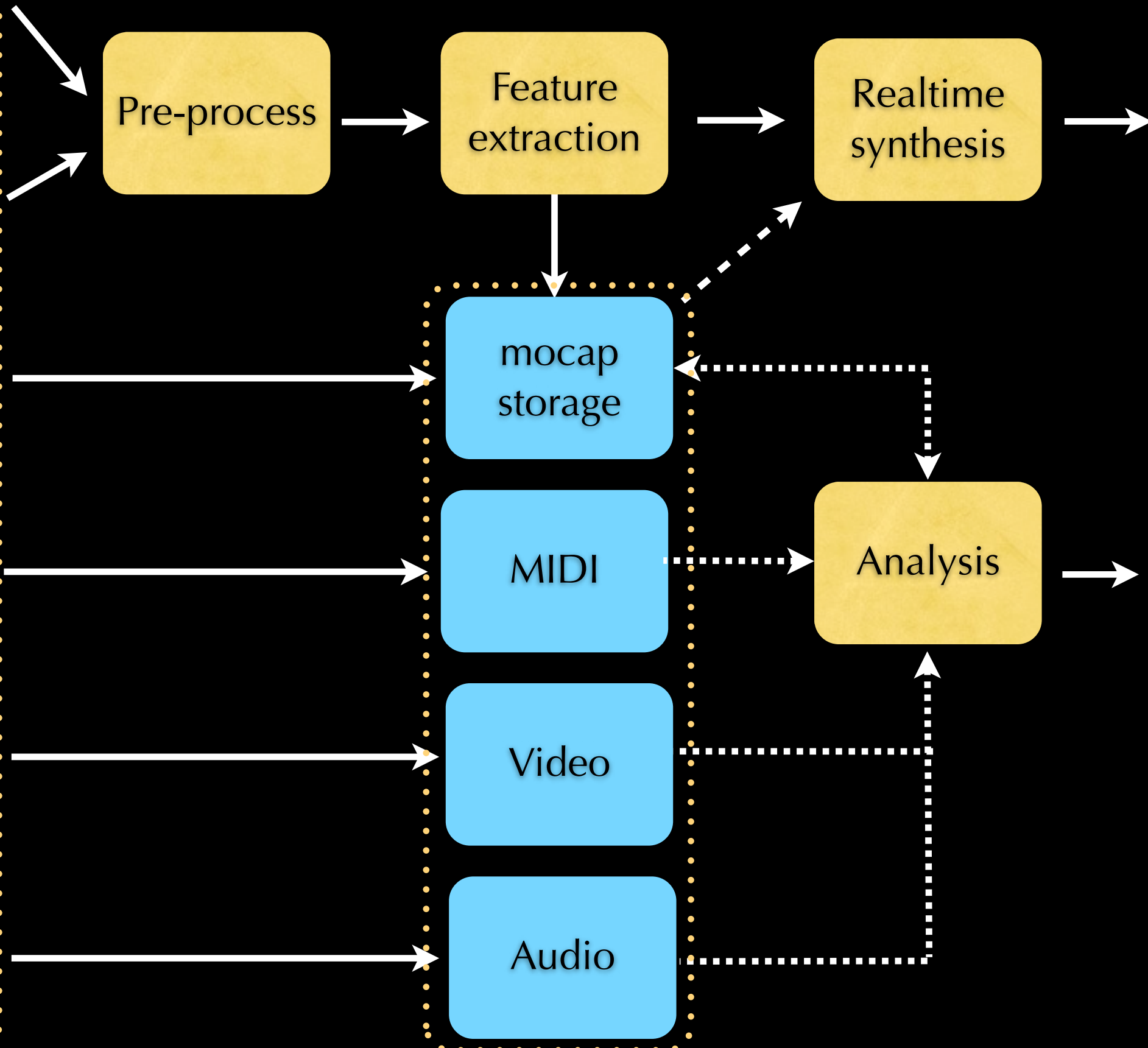
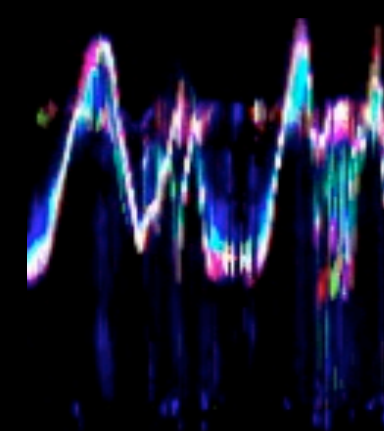
mocap storage

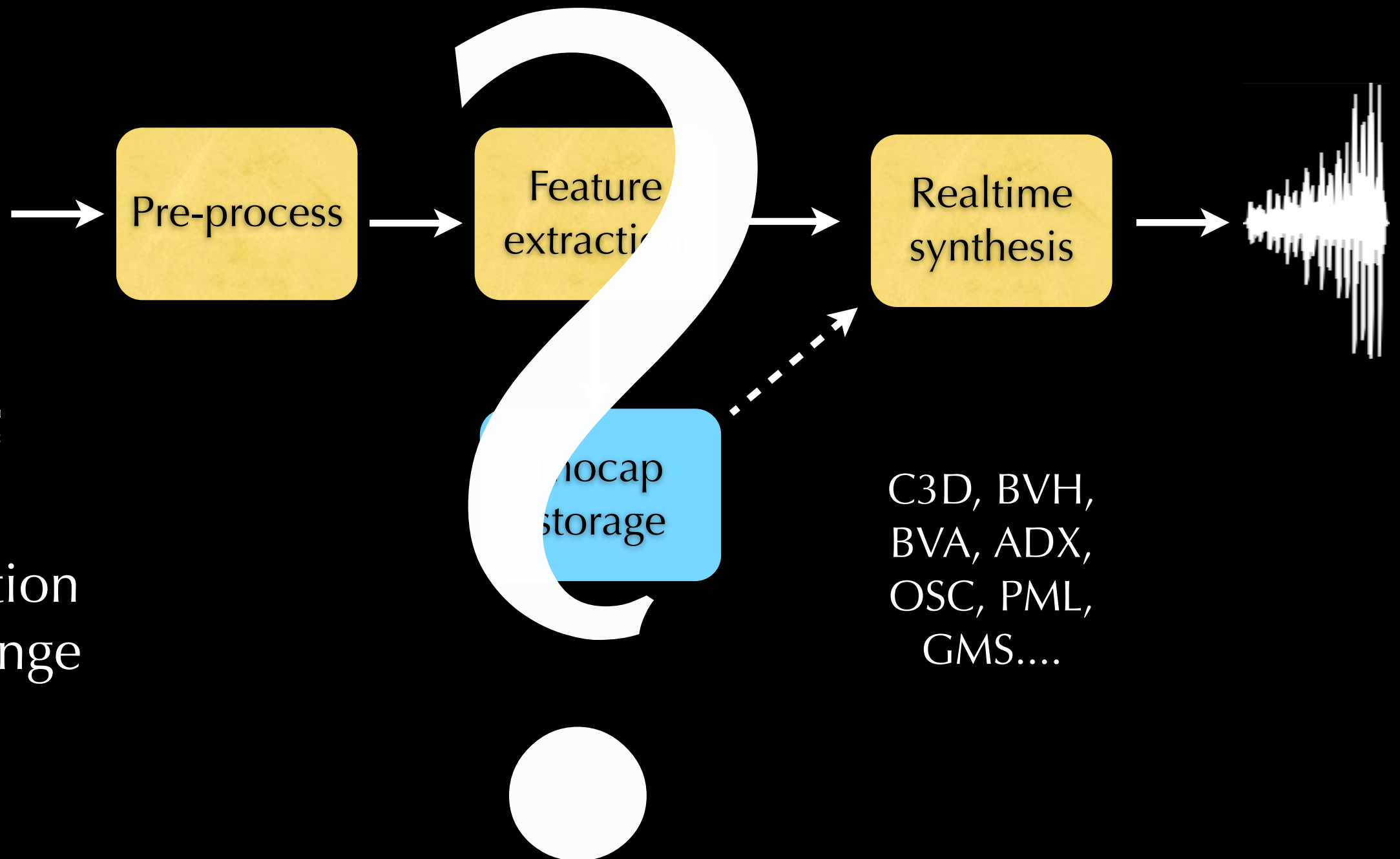
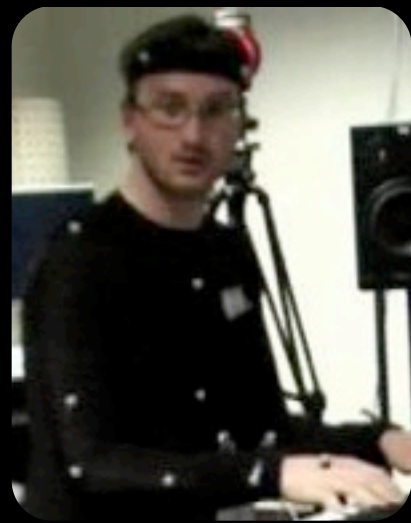
MIDI

Video

Audio

Analysis





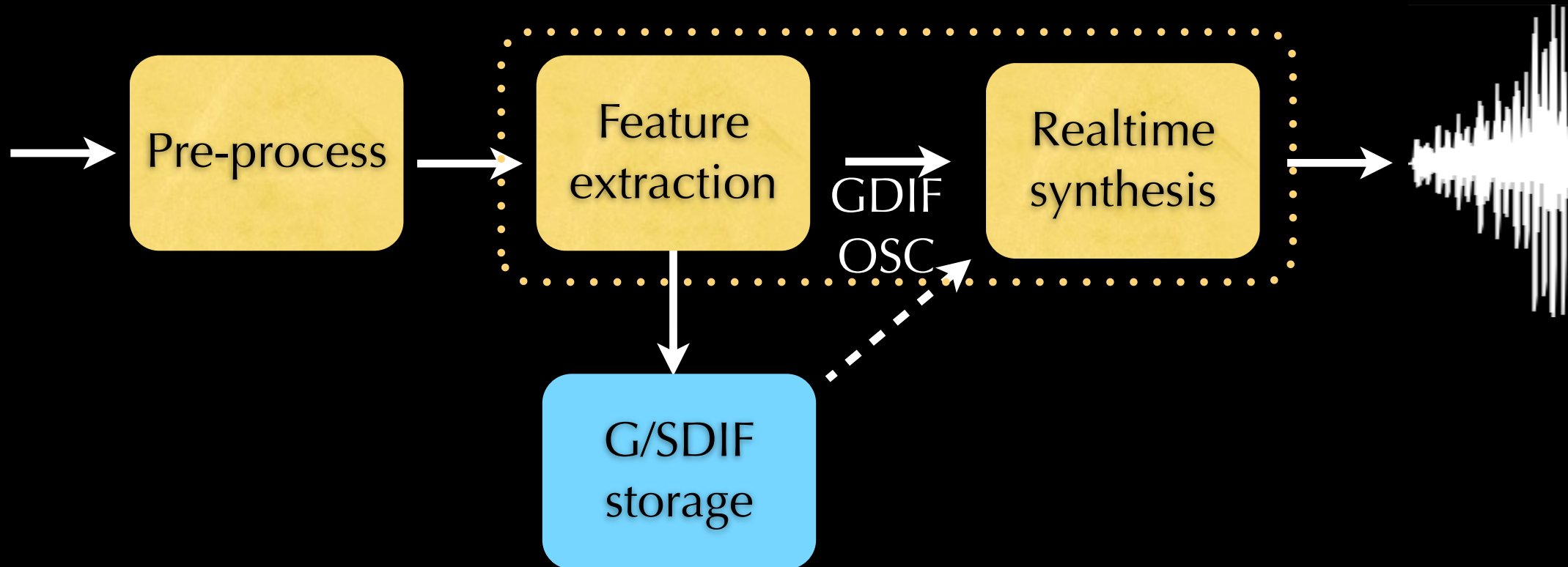
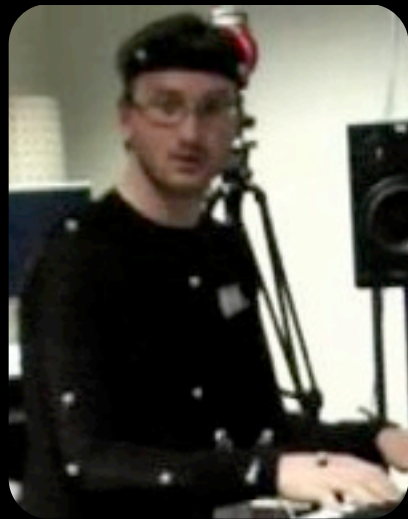
GDIF

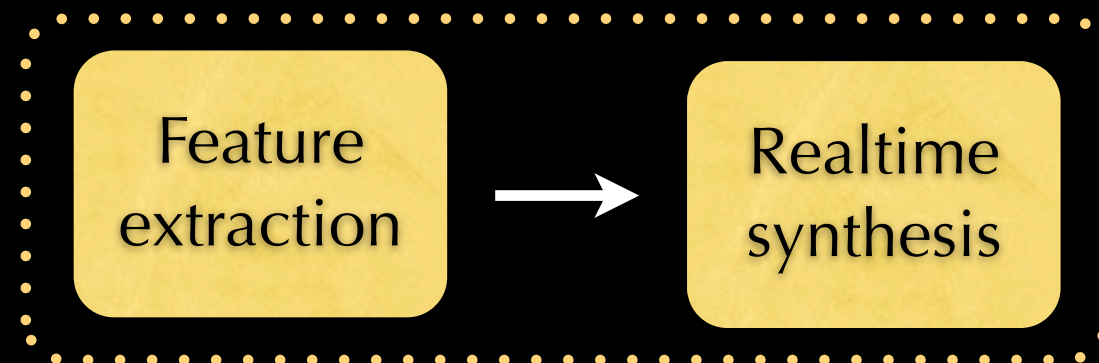
Gesture
Description
Interchange
Format

C3D, BVH,
BVA, ADX,
OSC, PML,
GMS....

Jensenius, Kvifte, Godøy: *Towards a gesture description interchange format*. NIME 2006

Jensenius, et al.: *Panel: the need of formats for streaming and storing music-related movement and gesture data*. ICMC 2007



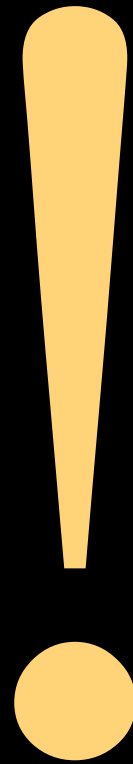


mapping

motion

sound





conceptual challenges



motion?
action?
gesture?

action

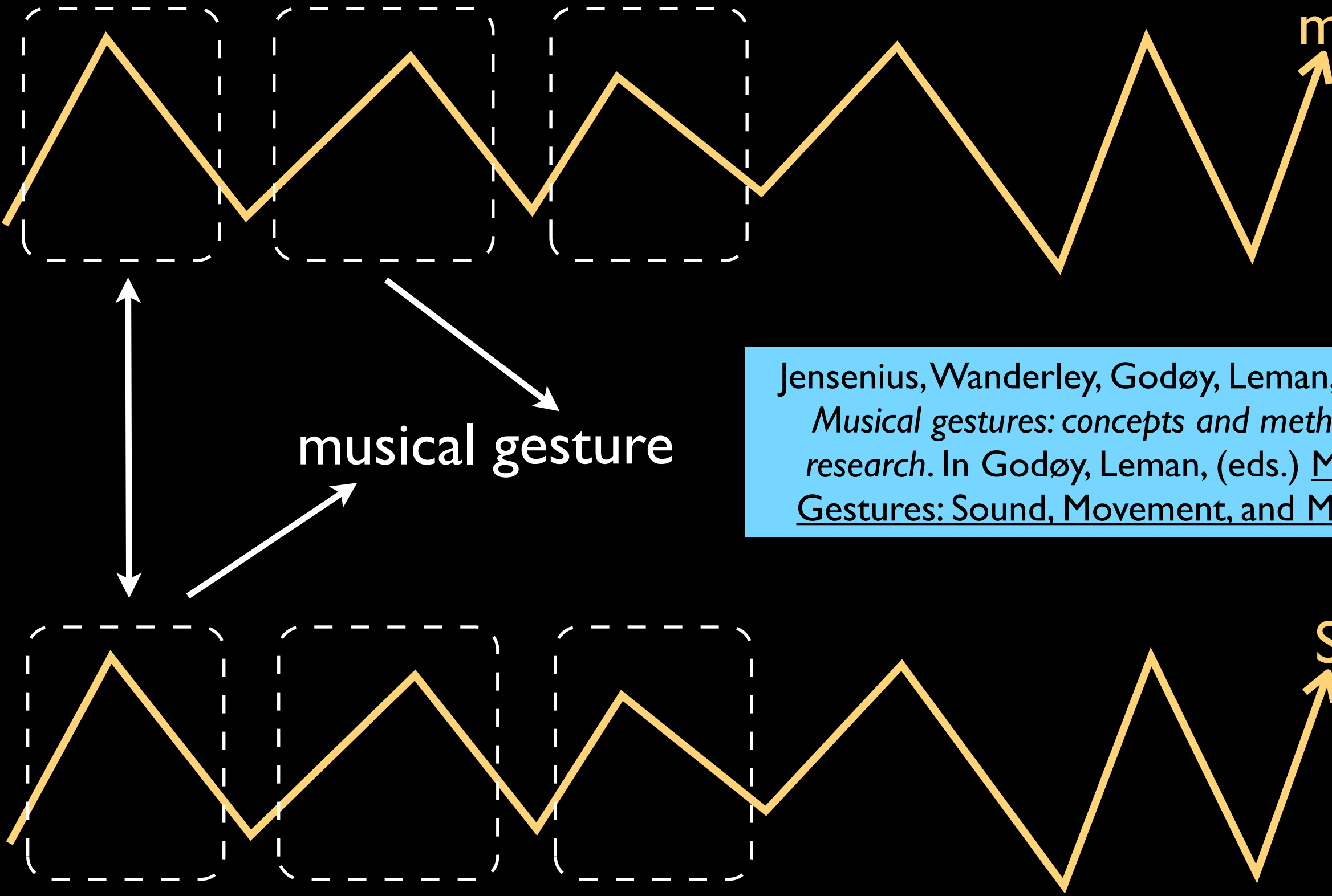
motion

musical gesture

Sound

sound objects

Jensenius, Wanderley, Godøy, Leman, (2010).
Musical gestures: concepts and methods in research. In Godøy, Leman, (eds.) Musical Gestures: Sound, Movement, and Meaning

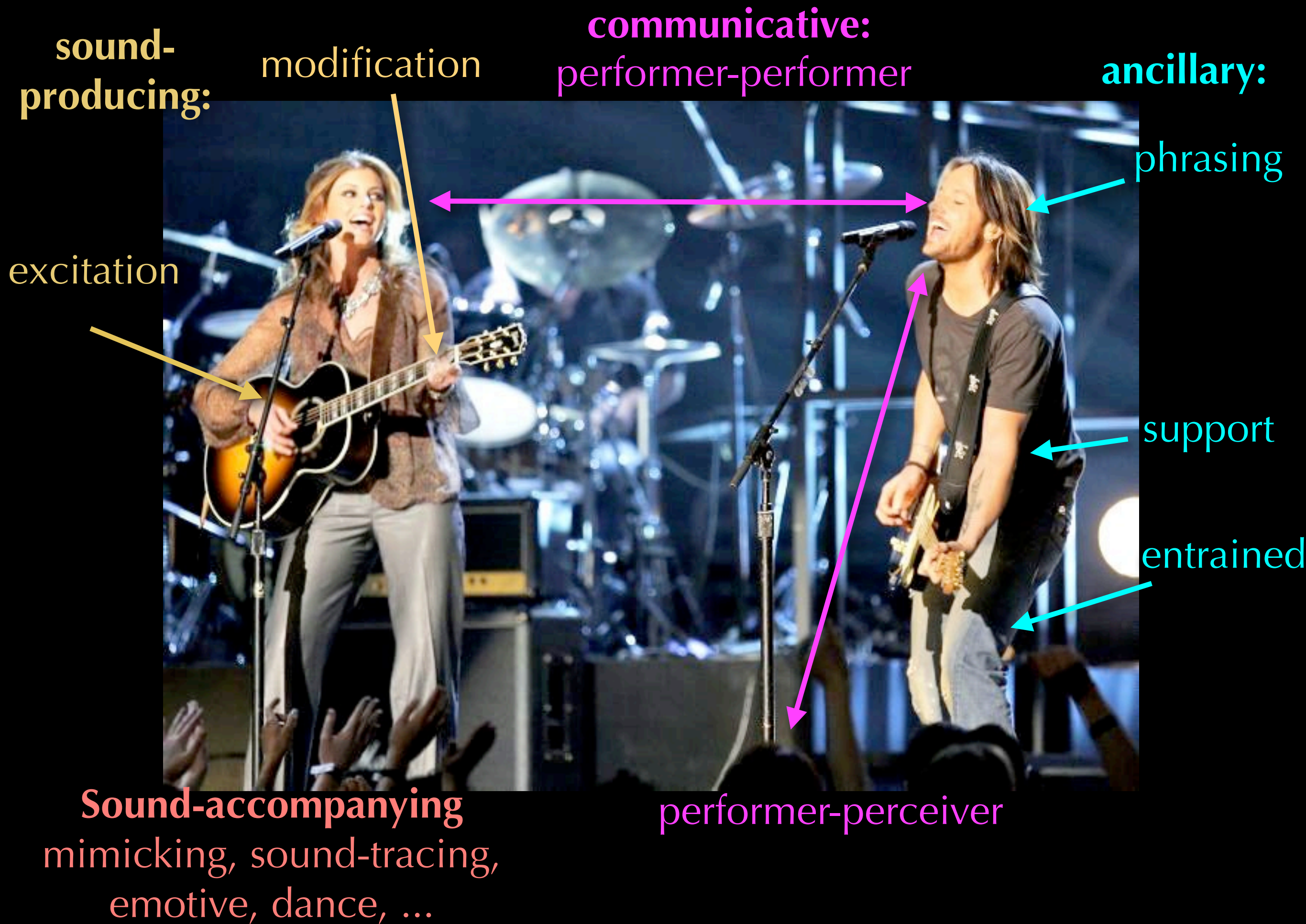


motion



sound

functional relationships



action-sound relationships



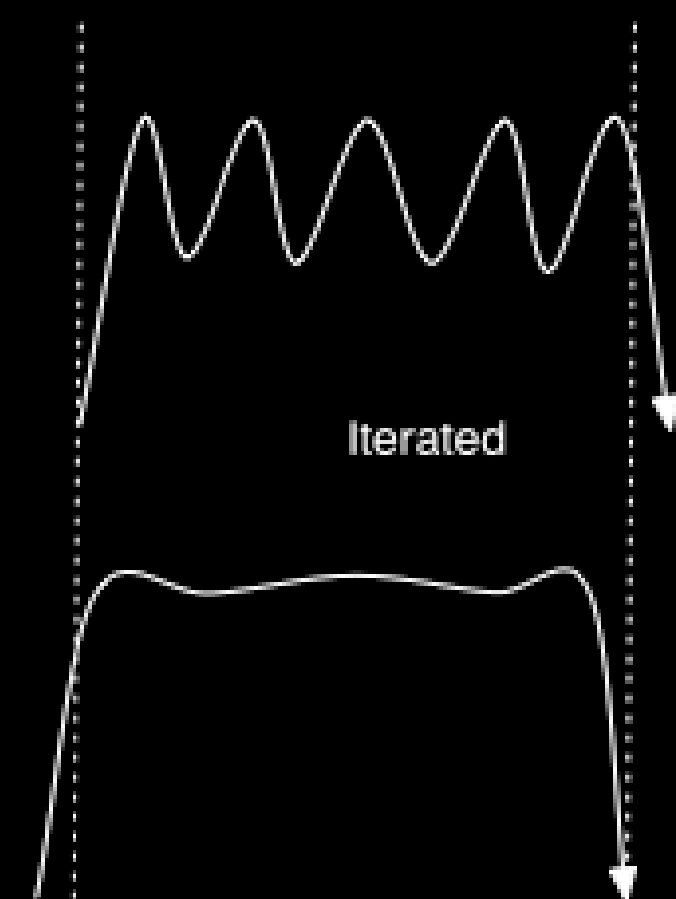
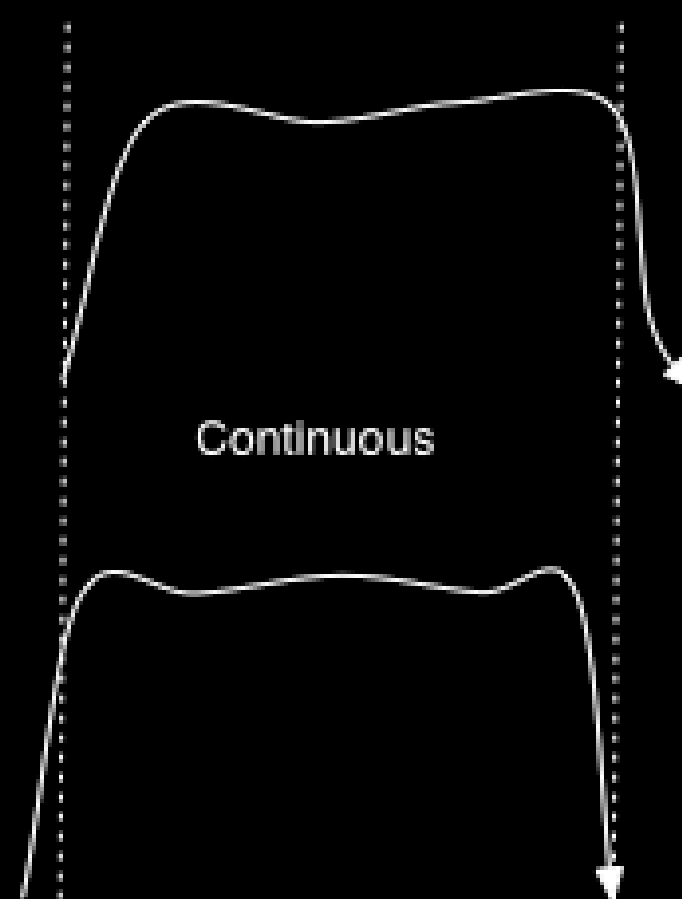
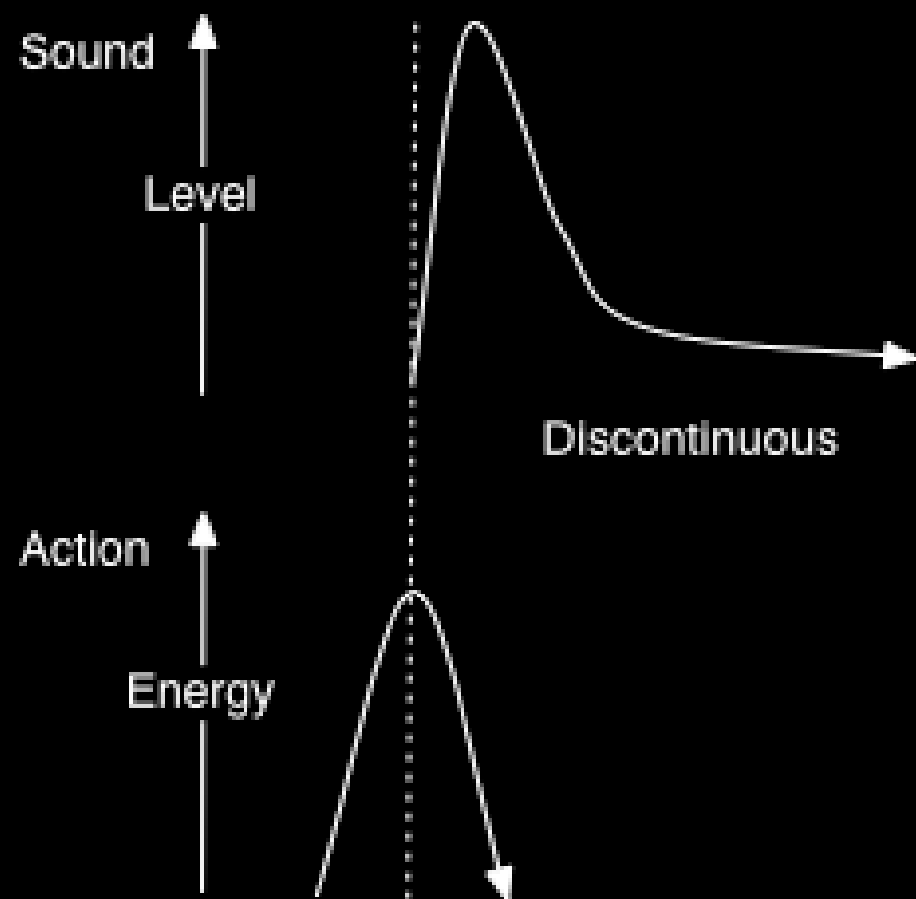
impulsive



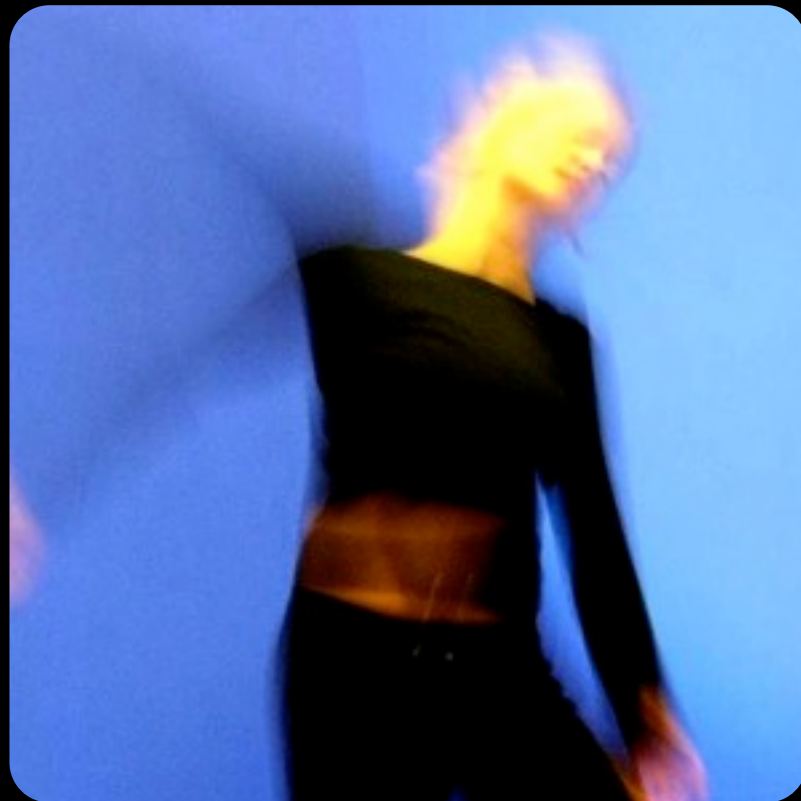
sustained



iterative



time



examples

simple motion capture



Laser dance (2001)

performing in the air



Dance Jockey (2010)

musician =? dancer



Transformation (2011)

motion capture instrument?

Soundsaber (2010)



micromovements





arj.no

fourMs.uio.no