

# Kinectofon

## Performing with Shapes in Planes

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### Abstract

The paper presents the Kinectofon, an instrument for creating sounds through free-hand interaction in a 3D space. The instrument is based on the RGB and depth image streams retrieved from a Microsoft Kinect sensor device. These two image streams are used to create different types of motiongrams, which, again, are used as the source material for a sonification process based on inverse FFT. The instrument is intuitive to play, allowing the performer to create sound by "touching" a virtual sound wall.

