HandSonor: A Customizable Vision-based Control Interface for Musical Expression max planck institut informatik

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MOTIVATION

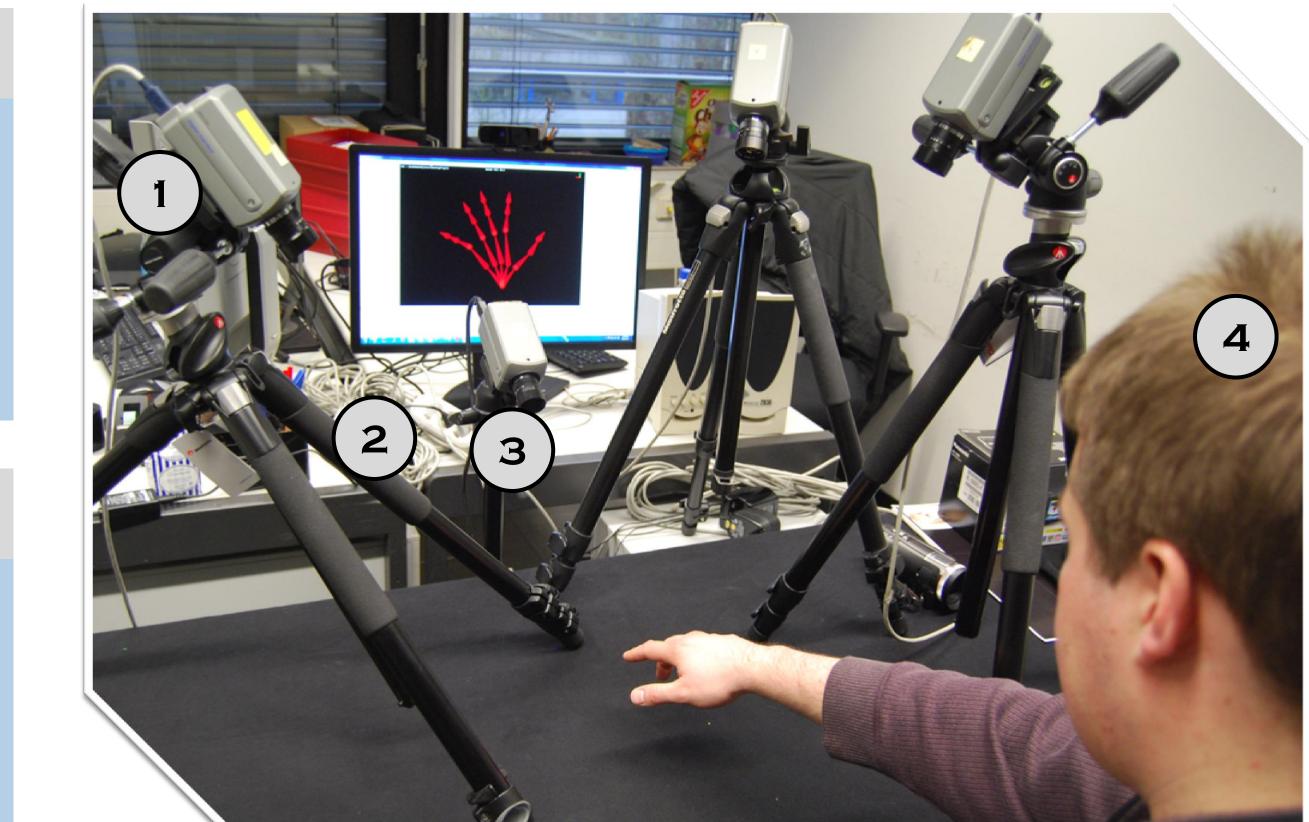
Interfaces for music synthesis are typically *non-customizable* and do not make use of all the degrees-of-freedom of the human hand.

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GOALS

- Develop a method that uses *computer vision* to track the user's full hand motion and convert it into music.
- Give users *complete control* over the type of musical instrument and how they want to play it.

Experimental Setup



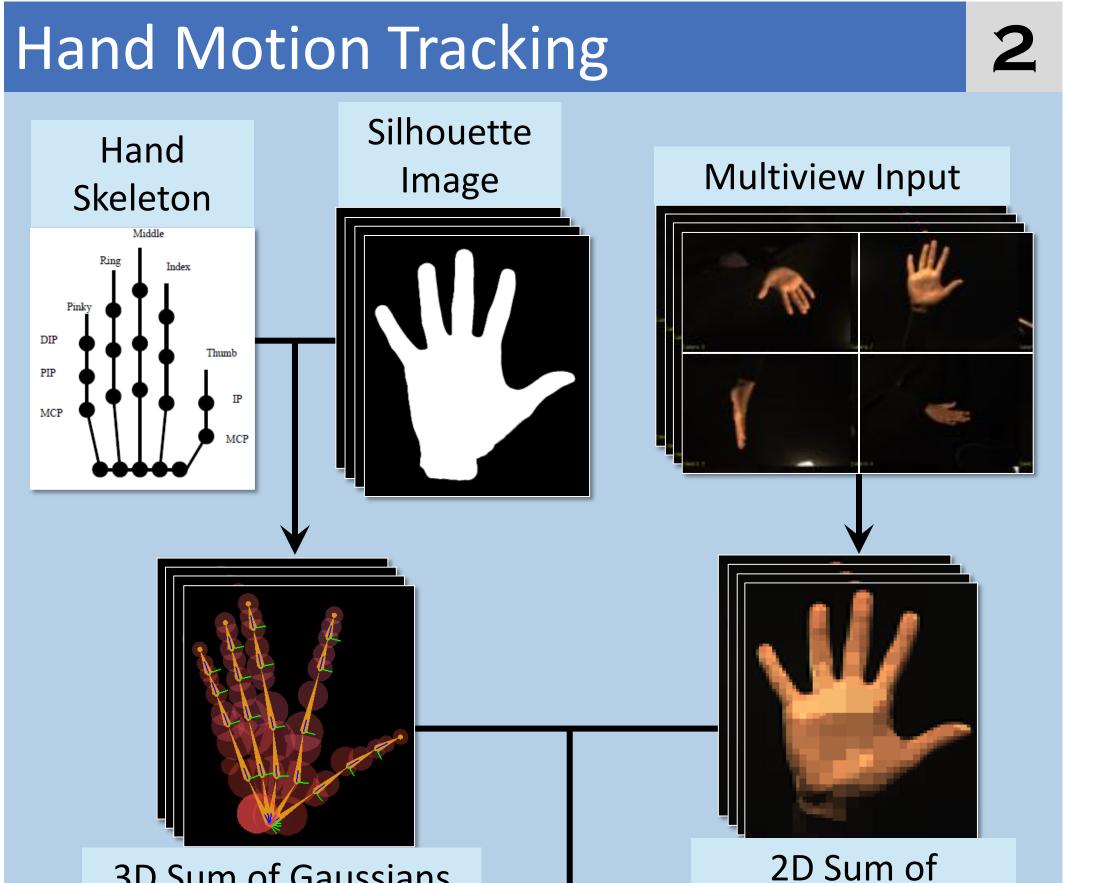
CONTRIBUTIONS

- Computer vision based *hand motion tracking system* \bullet
- Instrument-hand *parameter mapping system*
- *Music synthesis system* to transform hand motions into sounds
- **Pilot study** to assess user perception about HandSonor

Technical Performance and Pilot Study 4



Setup with 4 calibrated and synchronized cameras, a display and speakers.





Continuous instrument parameters are mapped using mapping functions *e.g.* theremin, violin.









Degrees-of-freedom: **26** Interactive Framerate: 17 FPS

Hand Motion Tracking

Latency: **30-60 ms**



Pilot study consisted of a *playing task* to evaluate if users were able to reproduce a musical piece and an *exploration task* to evaluate if they could create new mapping schemes.

3D Sum of Gaussians Hand Model

Gaussians Image

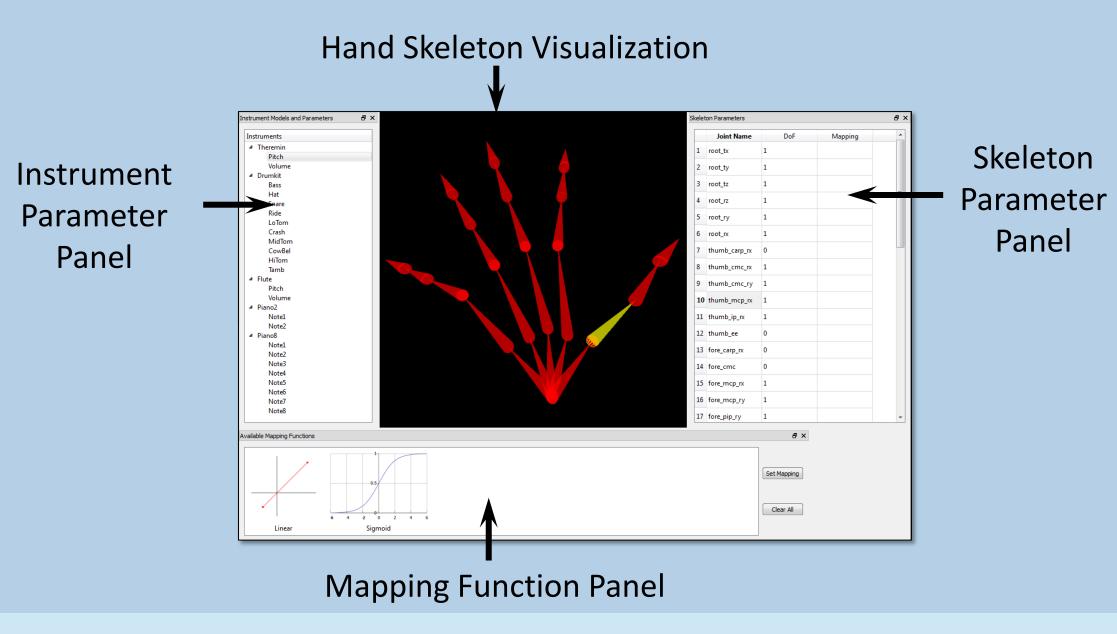


Tracked Hand Motion

Optimization using a modified gradient ascent algorithm to maximize a similarity measure between 2D sum of Gaussians (SoG) images and 3D SoG hand model^[1].

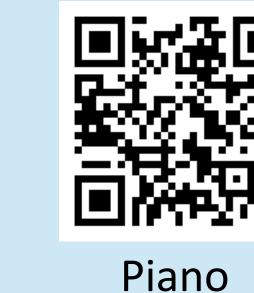
Skeleton Paramete

Discrete instrument parameters are modeled as boolean parameters and mapped using an indicator function and several activation regions *e.g.* **piano**, drumkit.



GUI allows users to creating mapping schemes for continuous and discrete instrument parameters.

Users playing music using HandSonor





Theremin

Supervised by	
Prof. Dr. Christian Theobalt	Dr. Antti Oulasvirta

I would like to thank Anna Feit and Thomas Helten.



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[1] C. Stoll, N. Hasler, J. Gall, H. Seidel, and C. Theobalt, "Fast articulated motion tracking using a sums of Gaussians body model," in 2011 IEEE International Conference on Computer Vision (ICCV), 2011, pp. 951-958.