

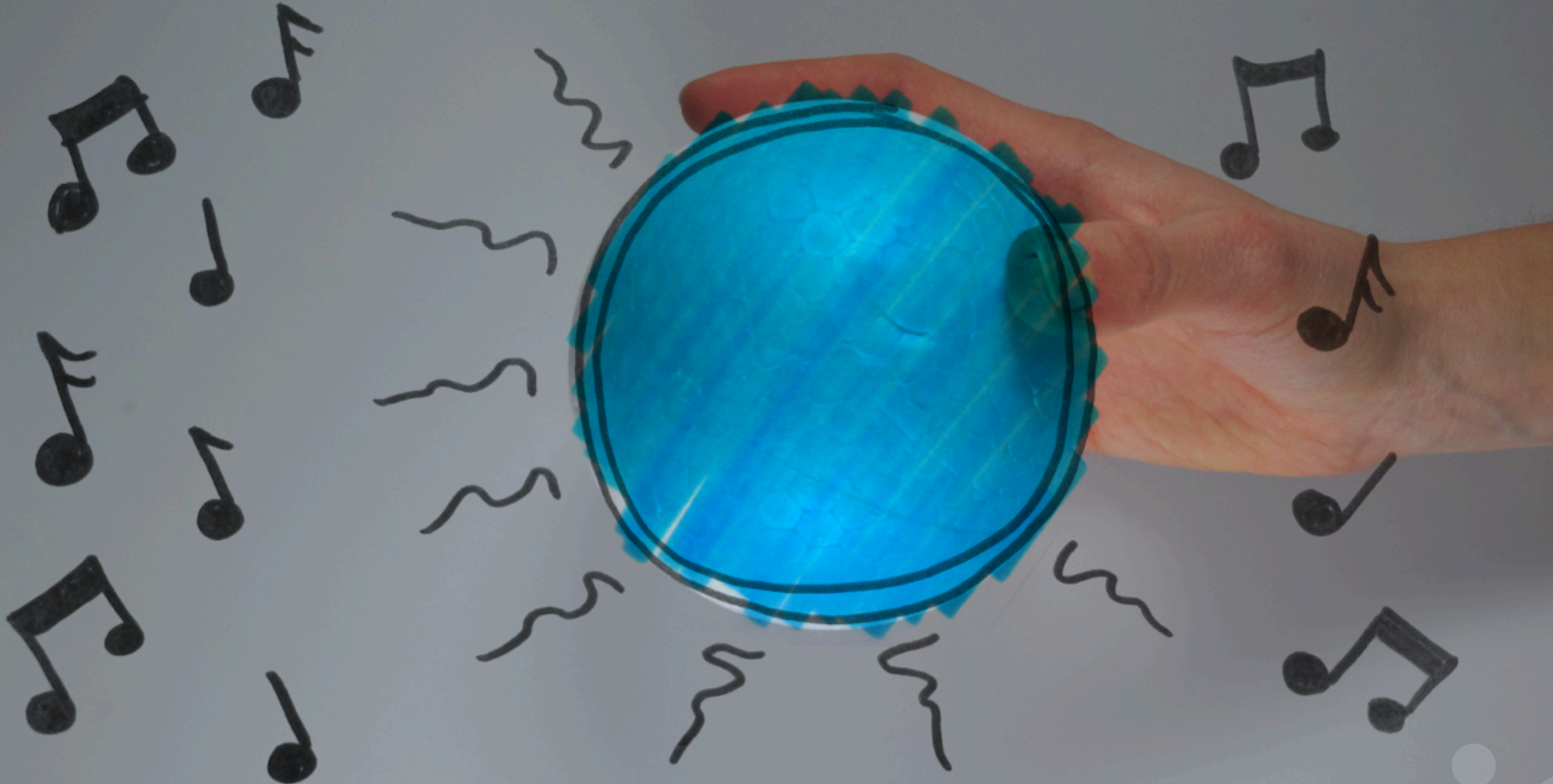


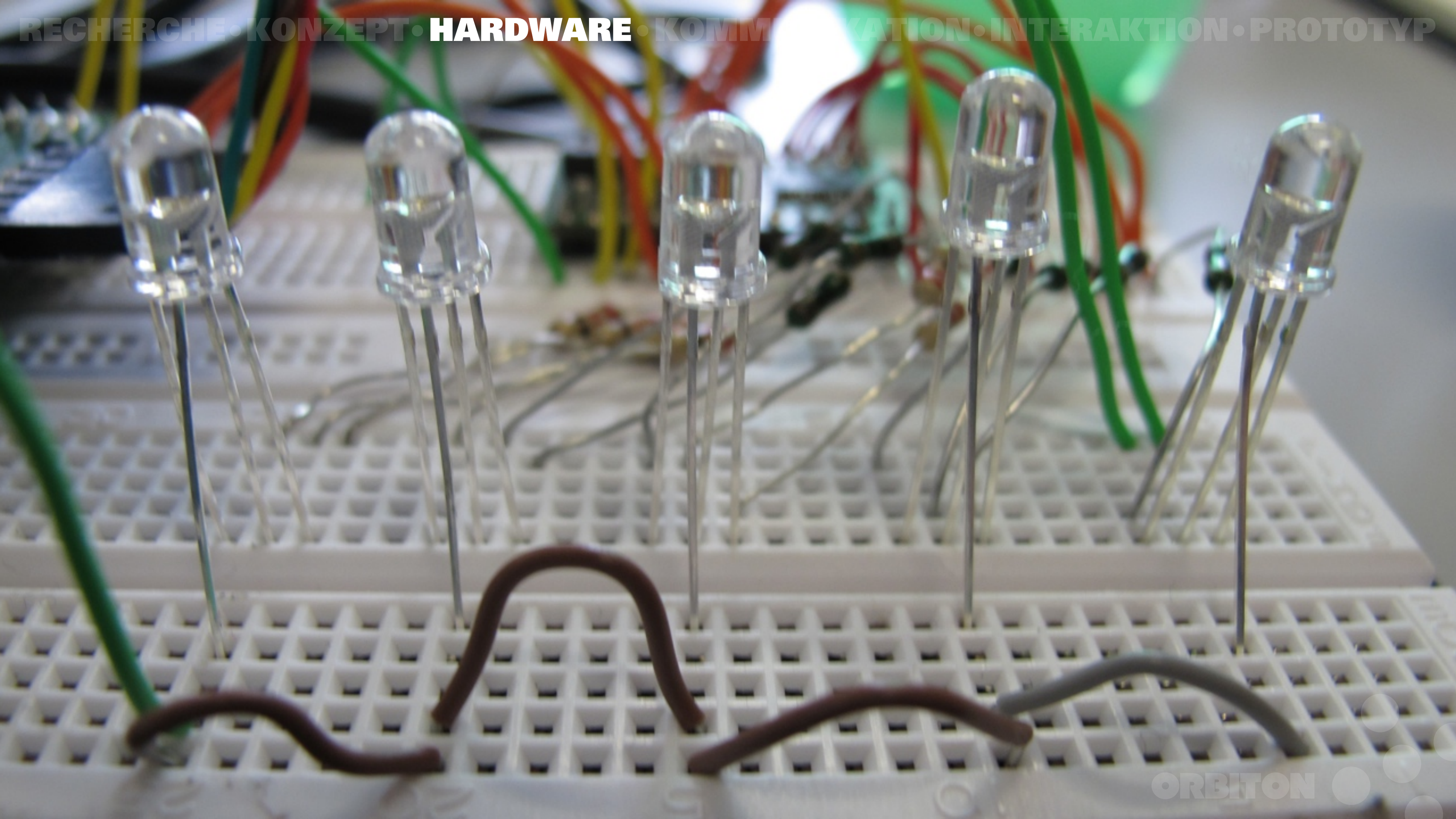
# ORBITON

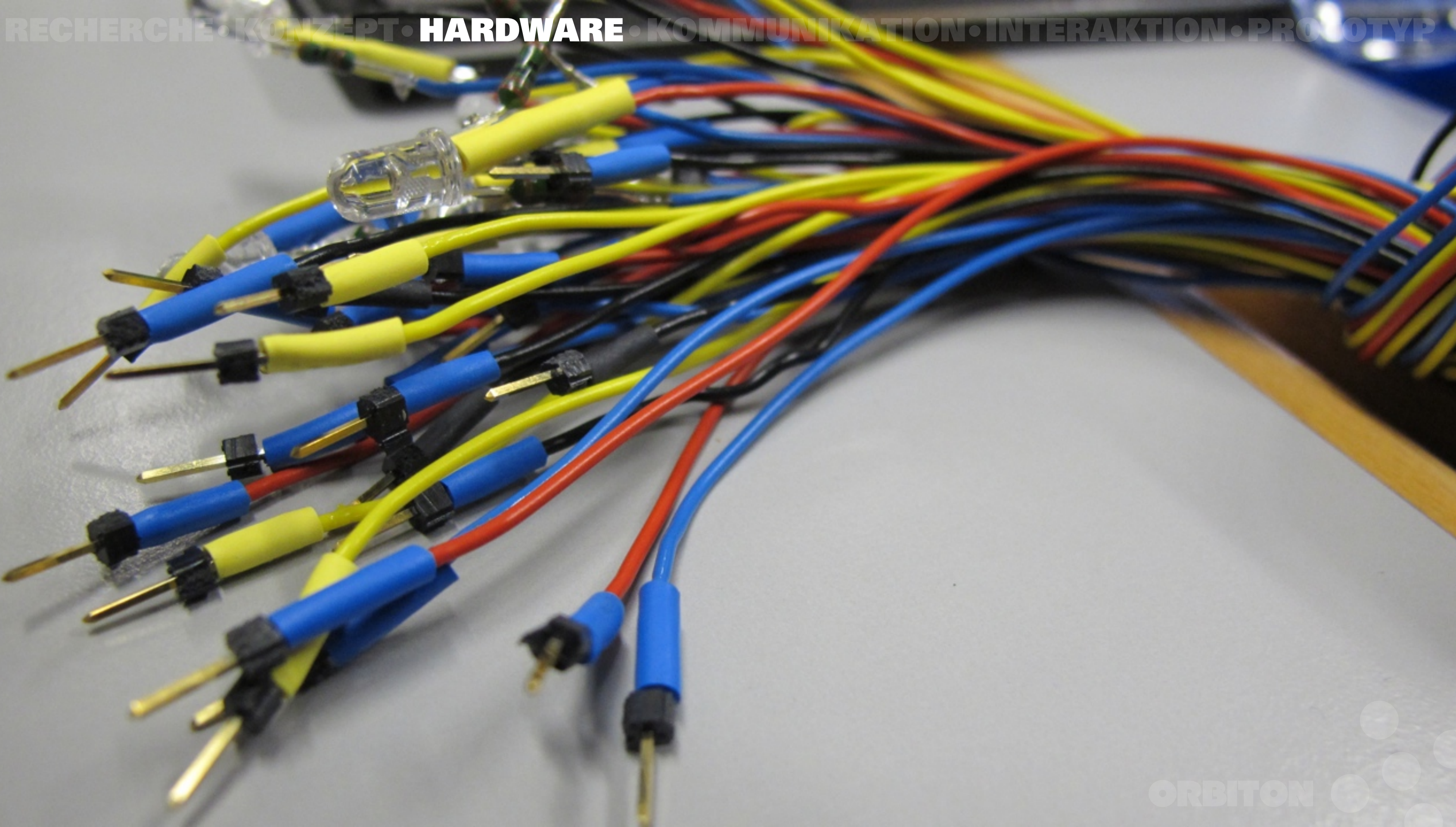
PRÄSENTATION PROTOTYP









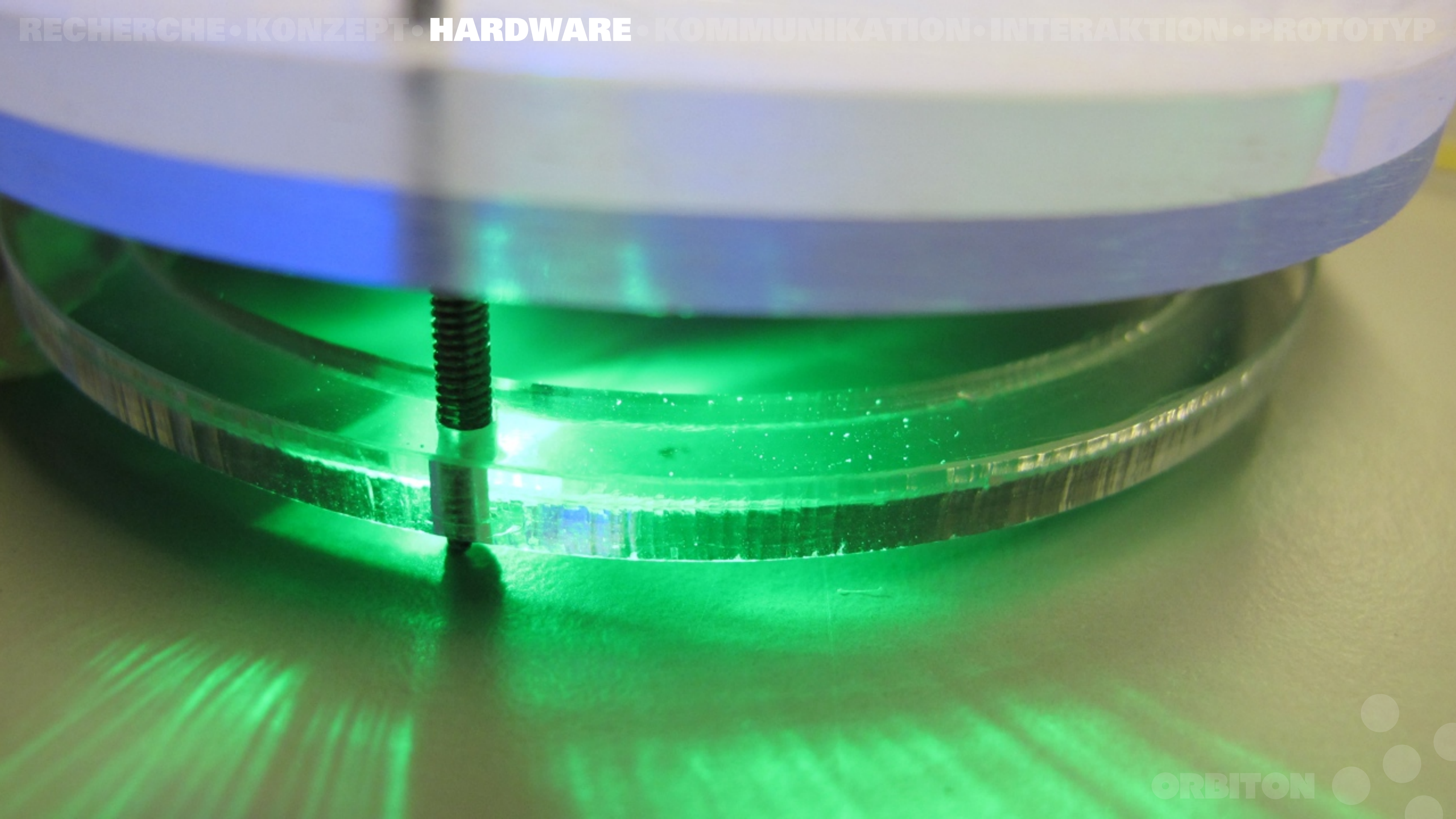




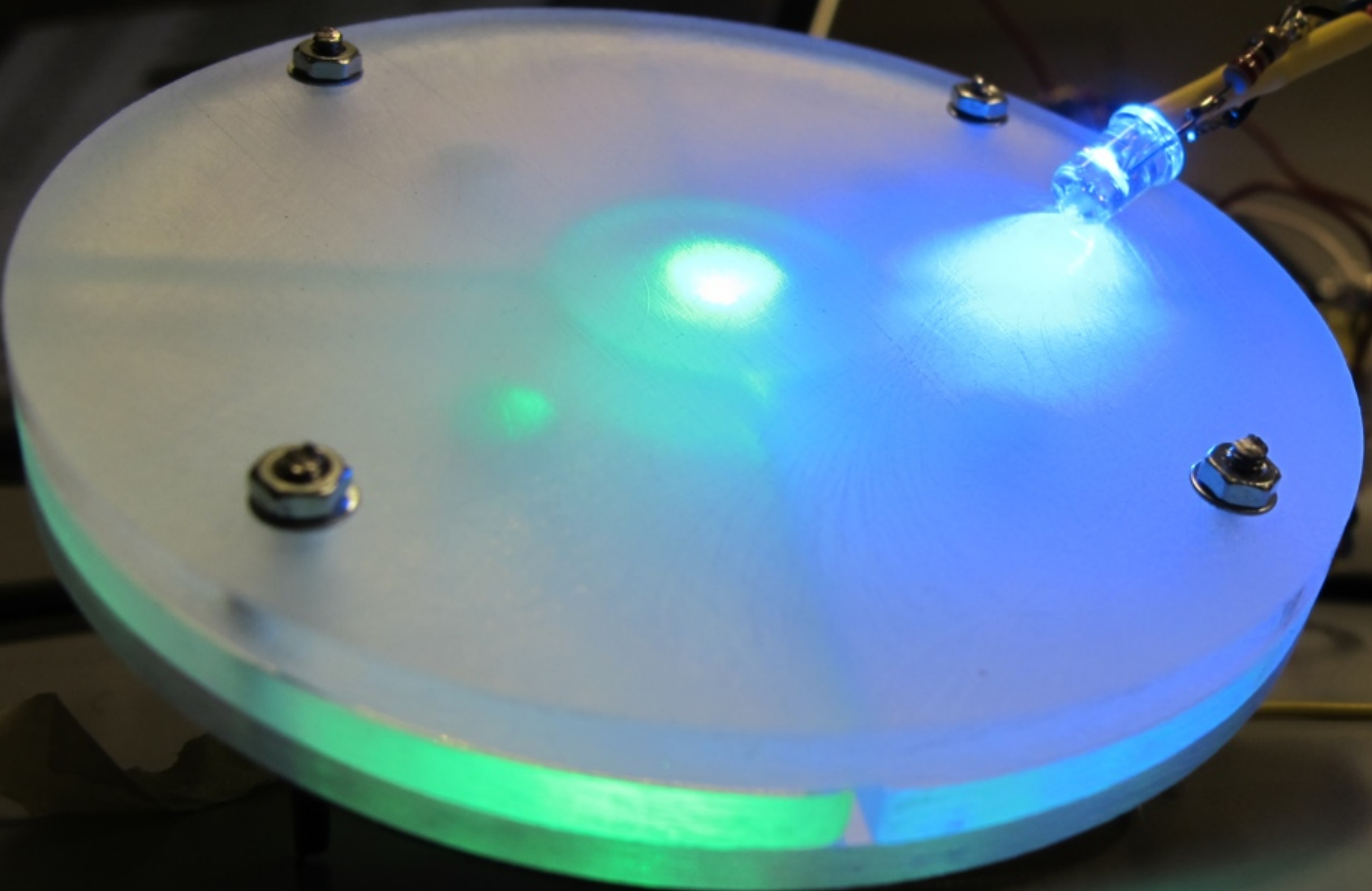
RECHERCHE • KONZEPT • **HARDWARE** • KOMMUNIKATION • INTERAKTION • PROTOTYP

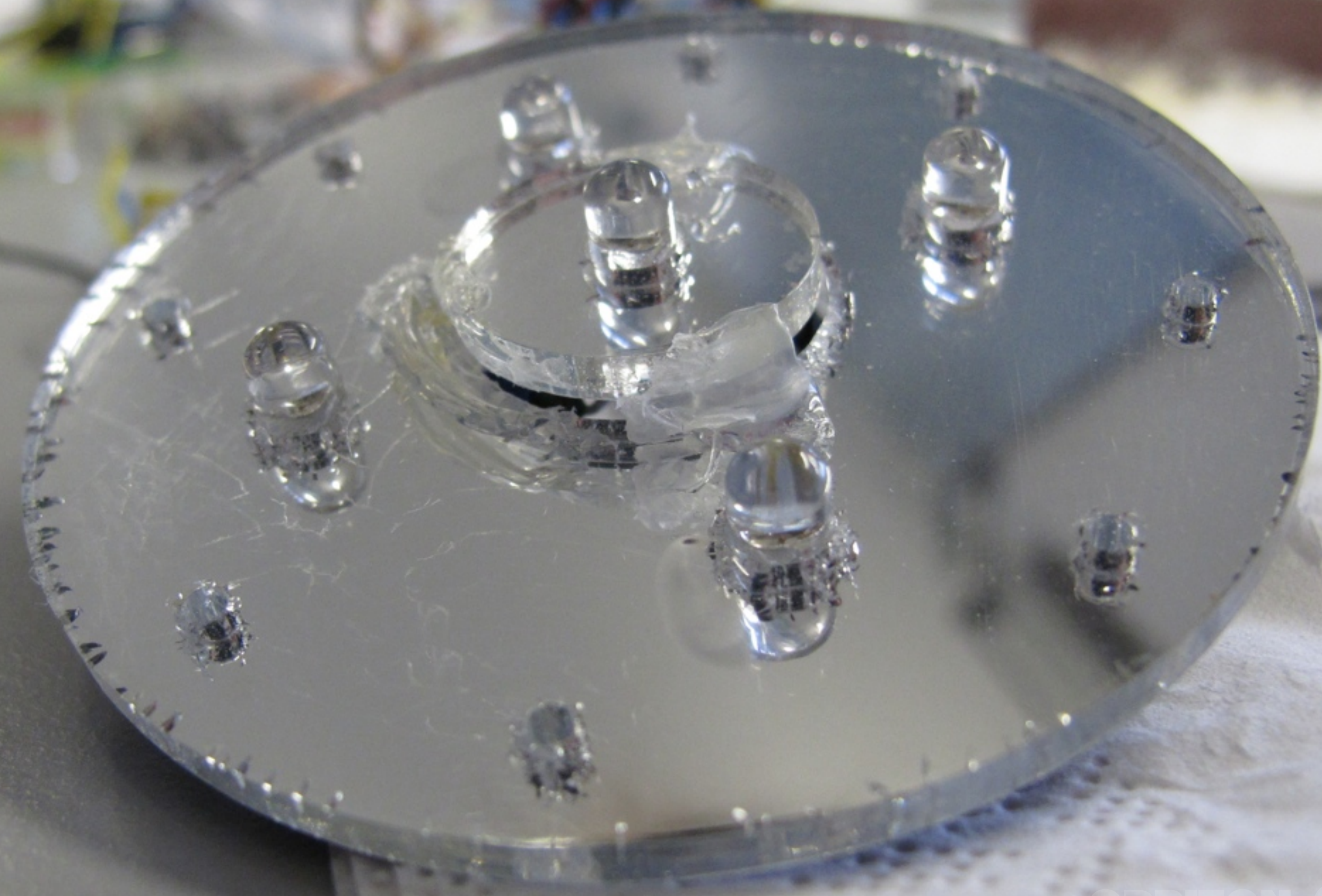
Isapdie ni elidsvel  
192216V-3  
192216V-3

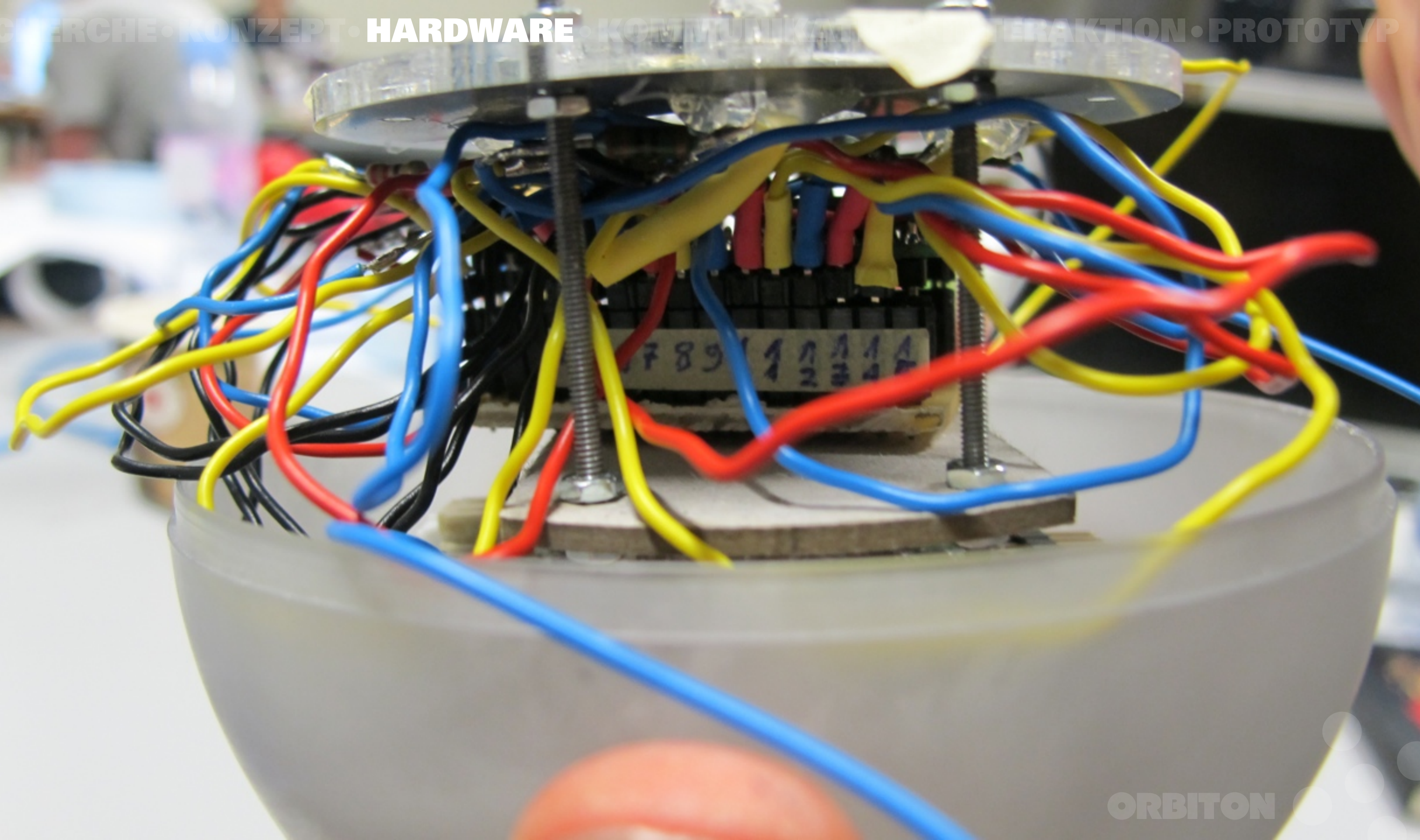
ORBITON











789 1 1 1 1 1  
1 2 3 4 5







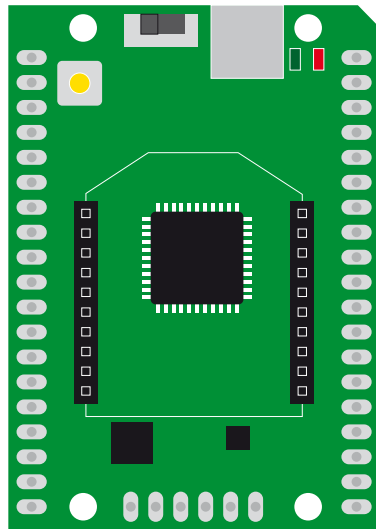
Live



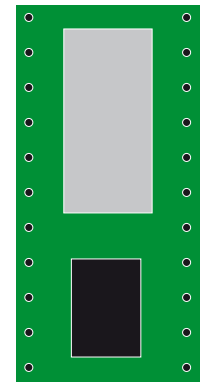
MaxMSP



Processing



DakaX



Chip

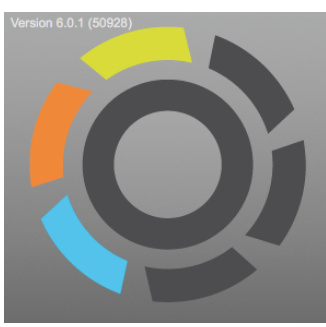


LEDs





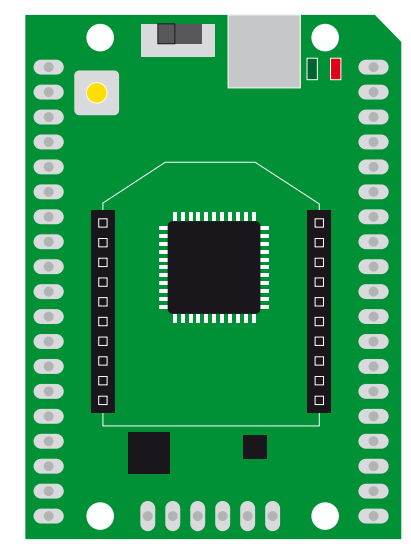
Live



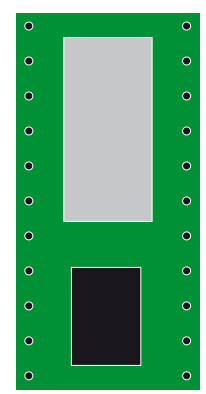
MaxMSP



Processing



DukaX



Chip



LEDs



sendet Daten an Processing





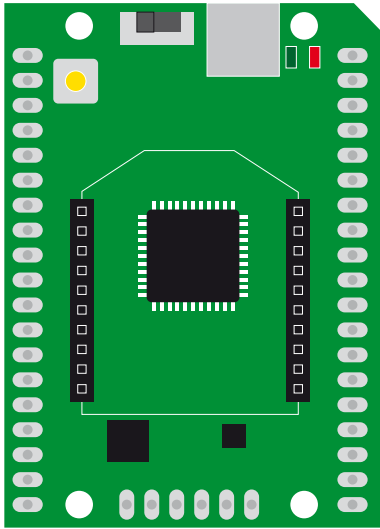
Live



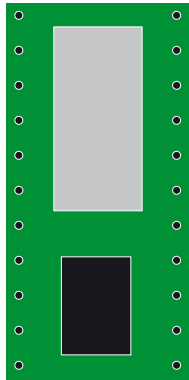
MaxMSP



Processing



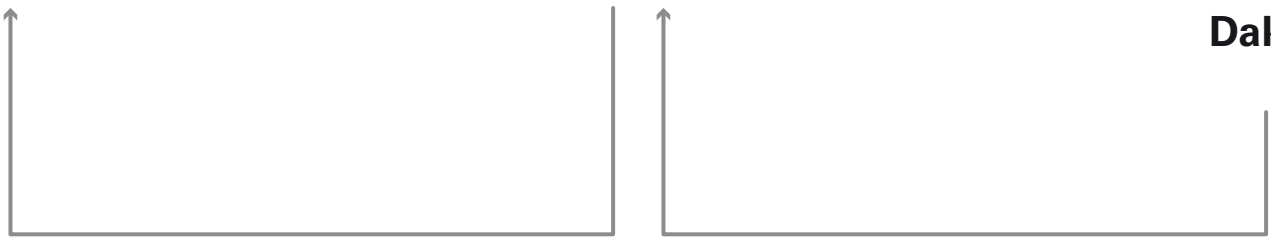
DakaX



Chip



LEDs



wandelt Daten um  
sendet sie an MaxMSP

sendet Daten an Processing







Live

Befehle für  
Soundsteuerung

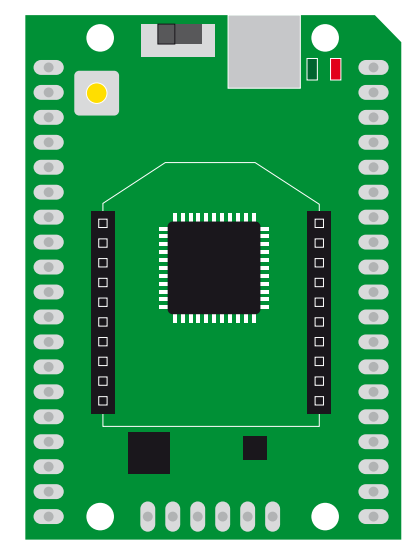
Programmlogik



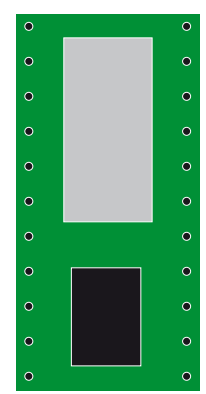
MaxMSP



Processing



DakaX



Chip



LEDs

sendet Befehle zur  
LED-Steuerung an Processing



wandelt Daten um  
sendet sie an MaxMSP



sendet Daten an Processing





Live

Befehle für  
Soundsteuerung

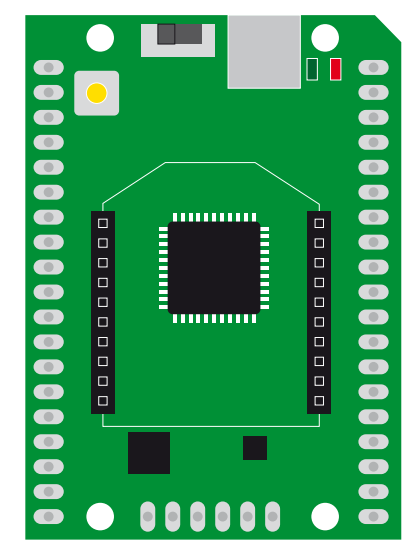
Programmlogik



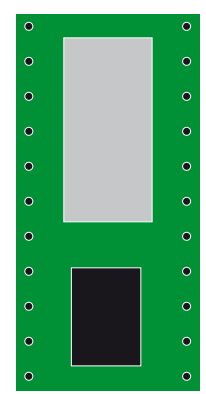
MaxMSP



Processing



DakaX



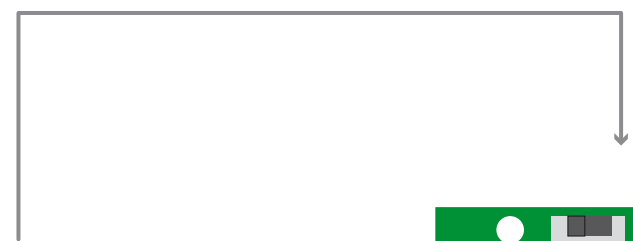
Chip



LEDs

sendet Befehle zur  
LED-Steuerung an Processing

wandelt Befehle um  
Pin-Nr / 0 - 4095



wandelt Daten um  
sendet sie an MaxMSP

sendet Daten an Processing





Live

Befehle für  
Soundsteuerung

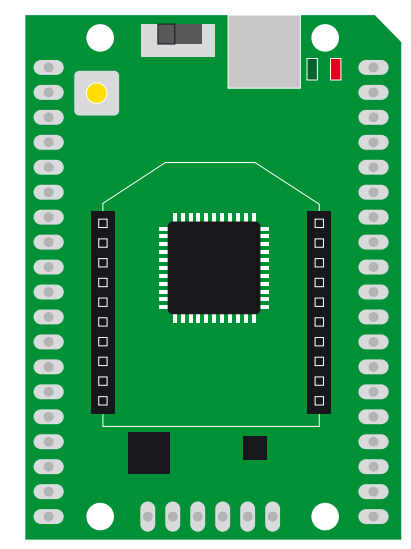
Programmlogik



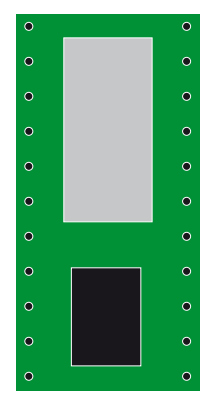
MaxMSP



Processing



DakaX



Chip



LEDs

sendet Befehle zur  
LED-Steuerung an Processing

wandelt Befehle um  
Pin-Nr / 0 - 4095

Pin-Nr. /  
0 - 4095

wandelt Daten um  
sendet sie an MaxMSP

sendet Daten an Processing



Live

Befehle für  
Soundsteuerung

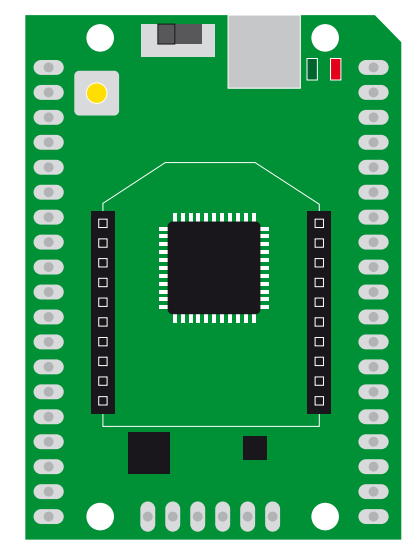
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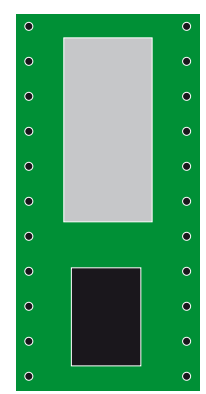
MaxMSP



Processing



DakaX



Chip

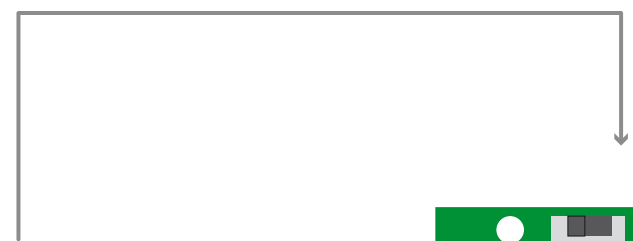


LEDs

sendet Befehle zur  
LED-Steuerung an Processing

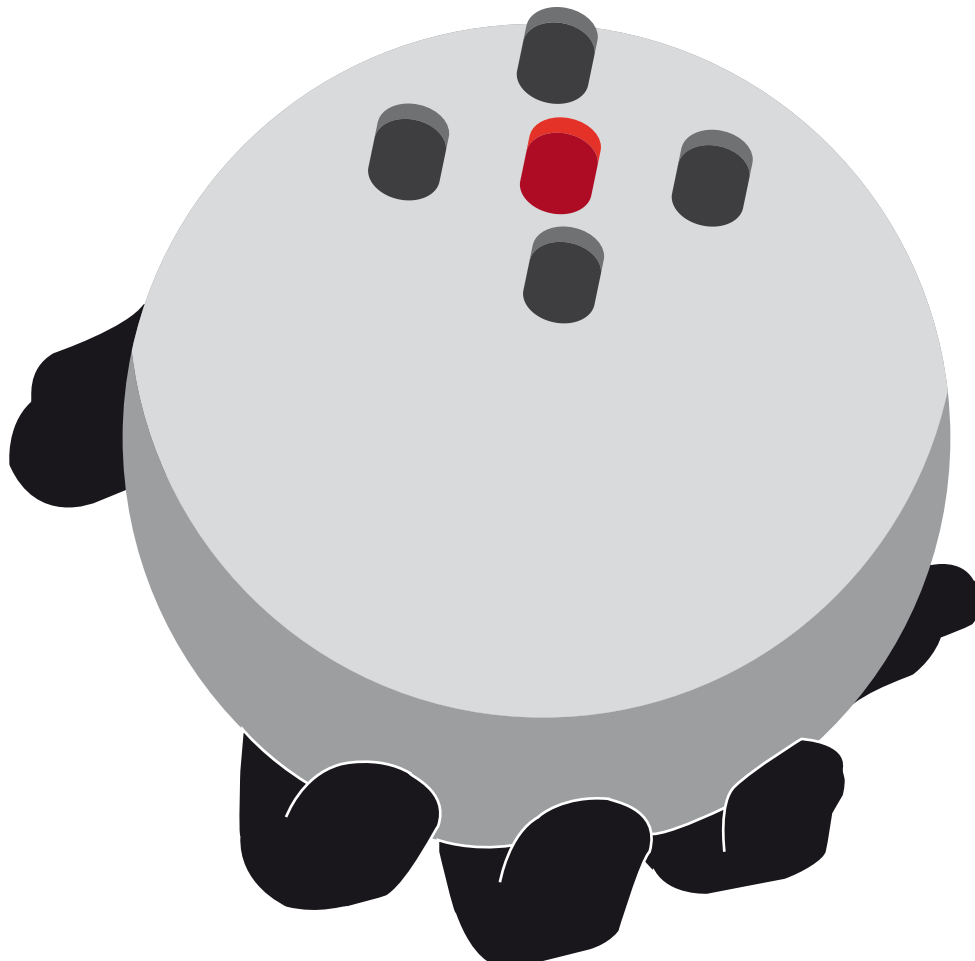
wandelt Befehle um  
Pin-Nr / 0 - 4095

Pin-Nr. /  
0 - 4095

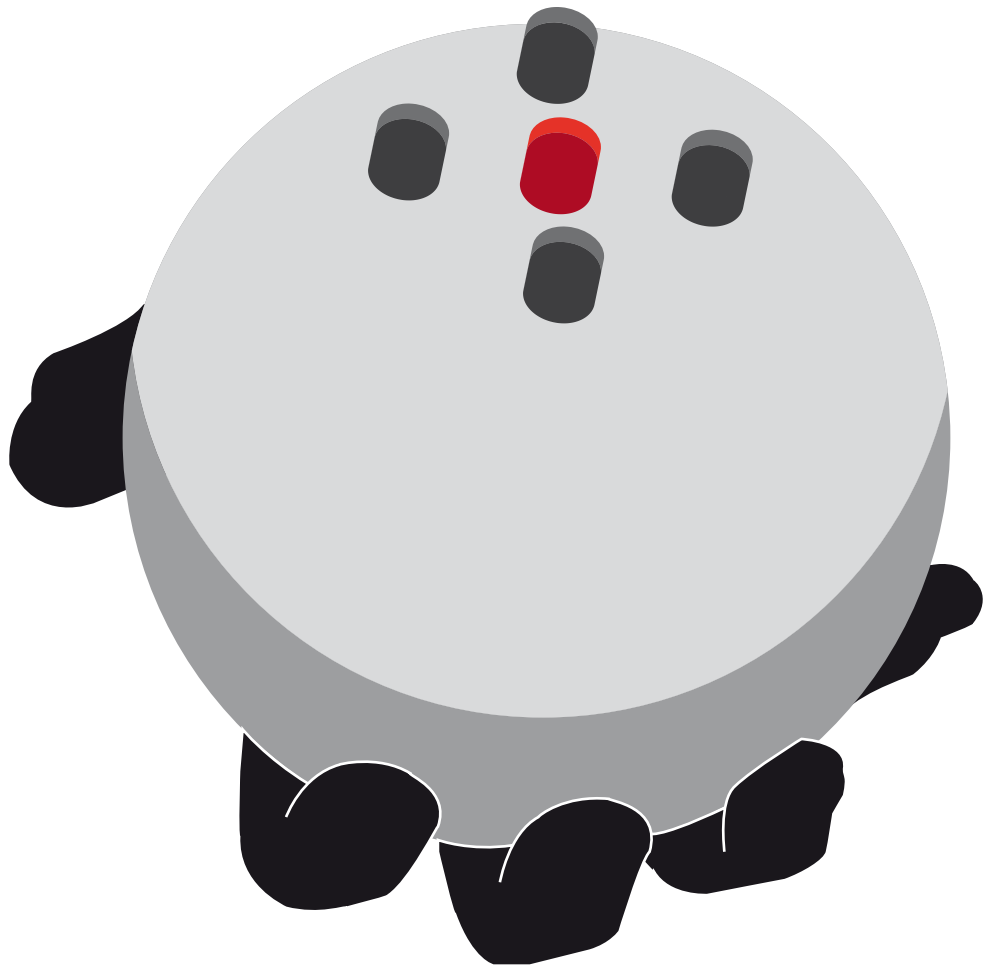


wandelt Daten um  
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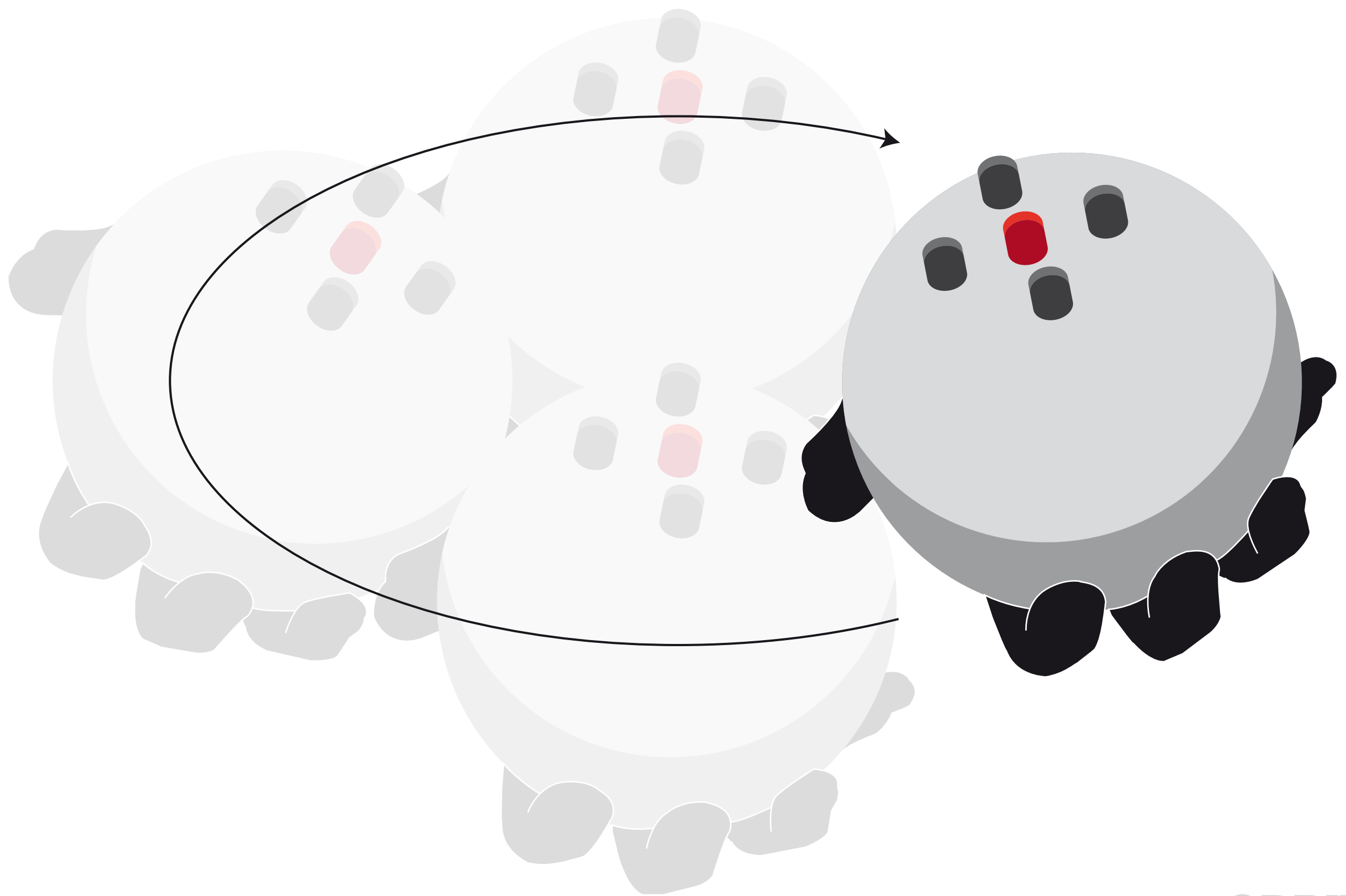
sendet Daten an Processing



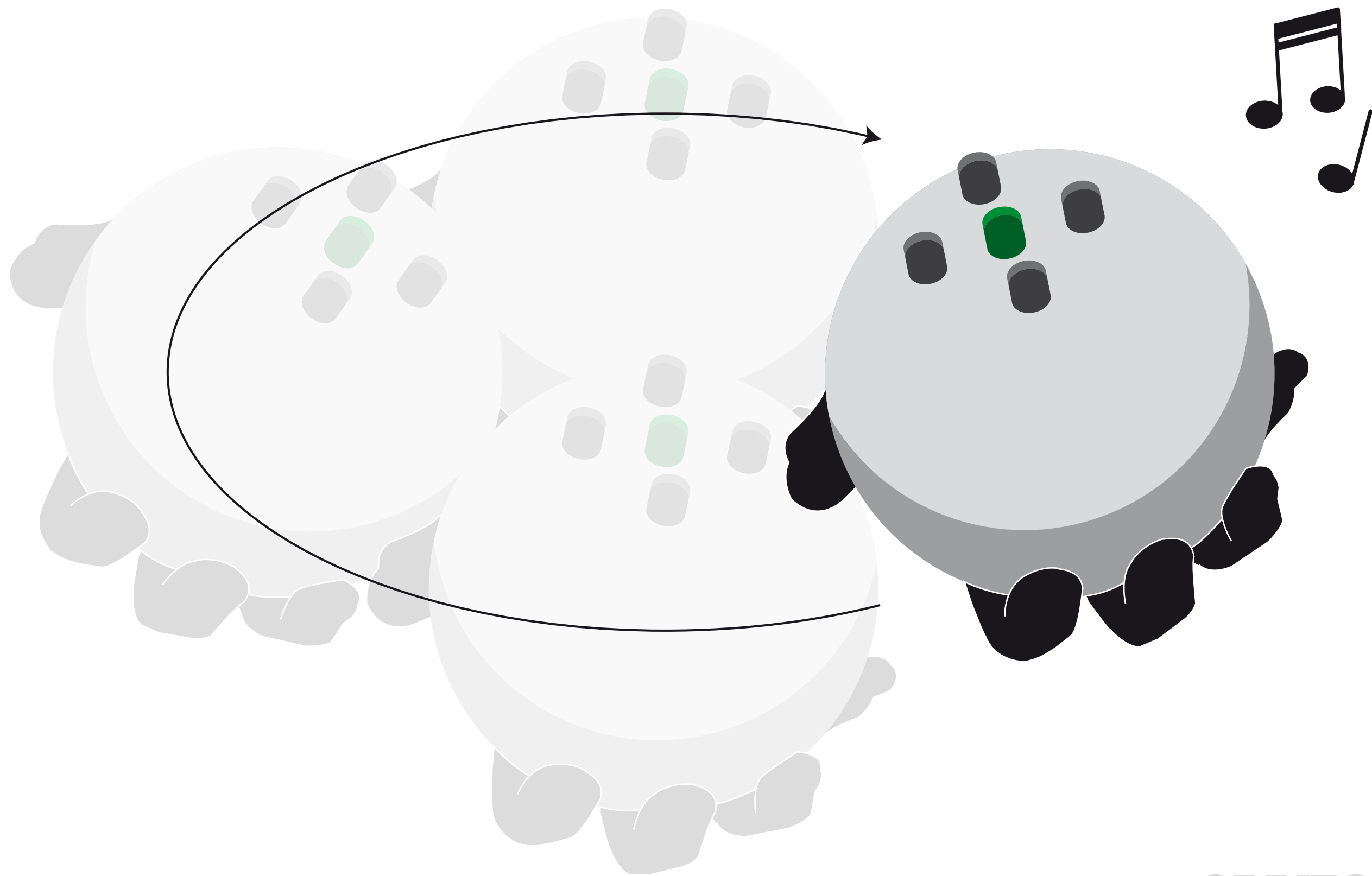
# Aufladen



**Aufladen**

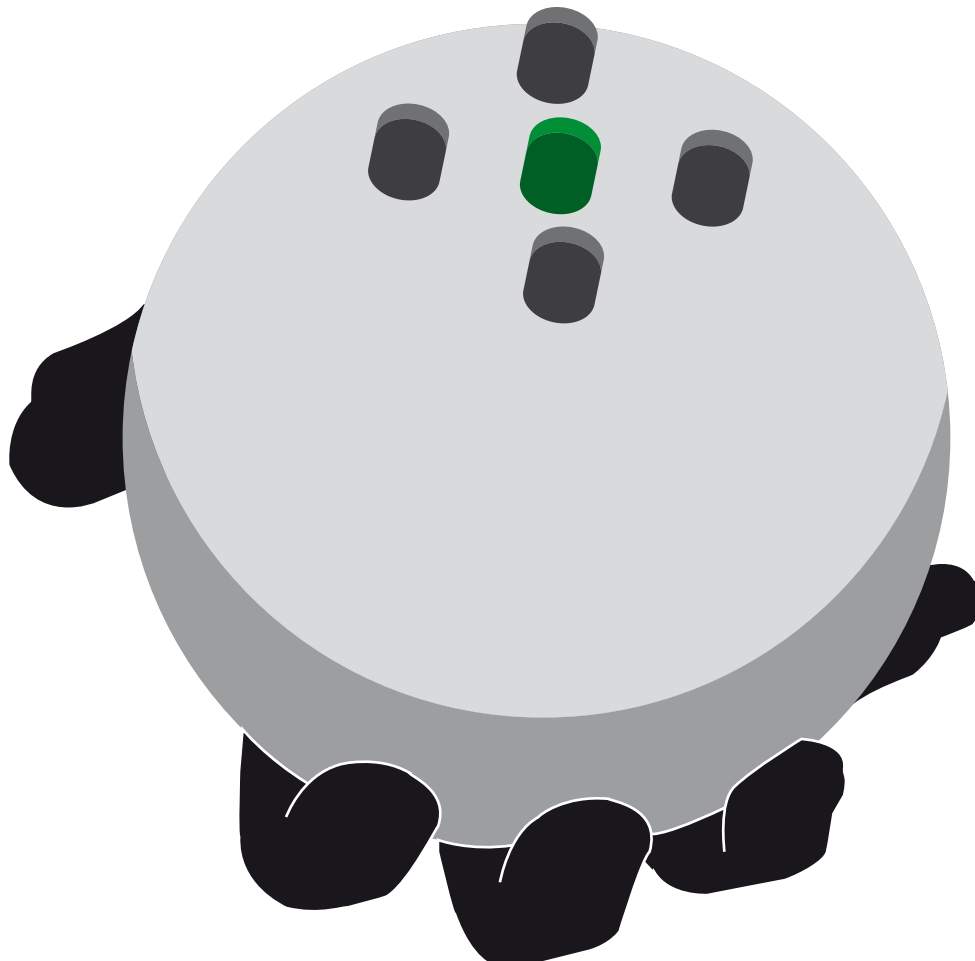


**Aufladen**

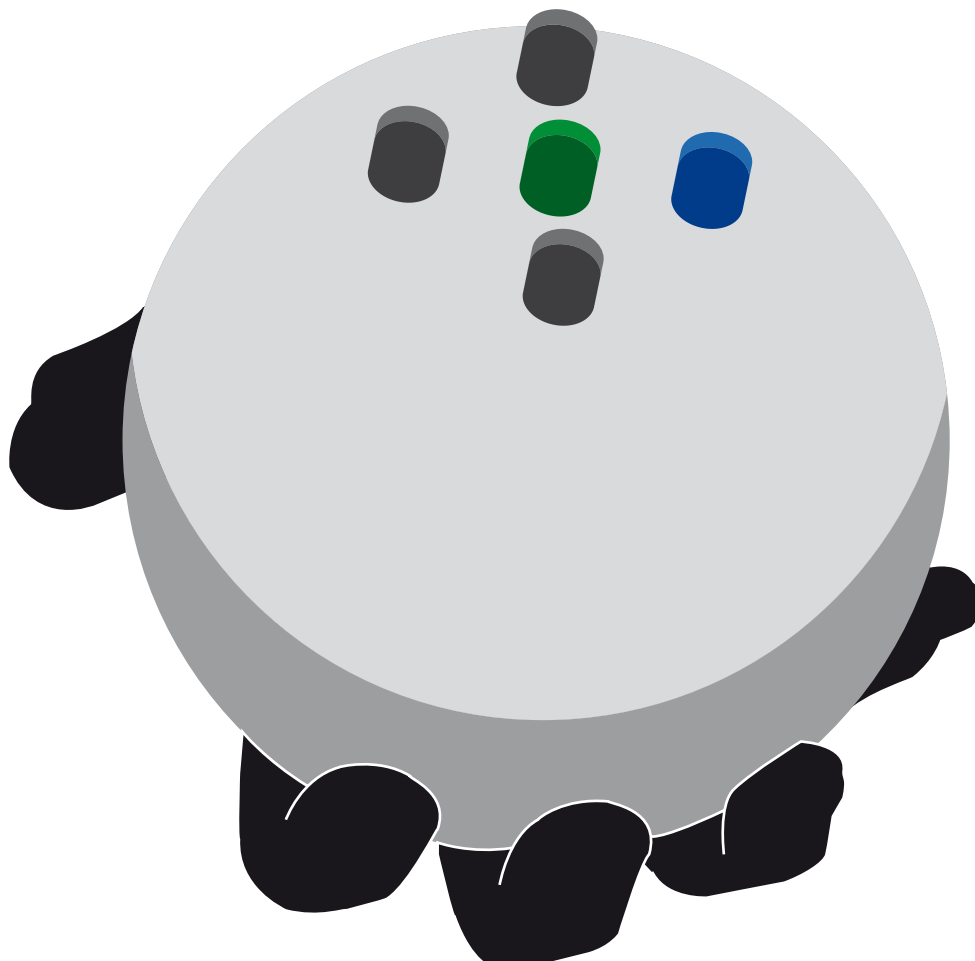




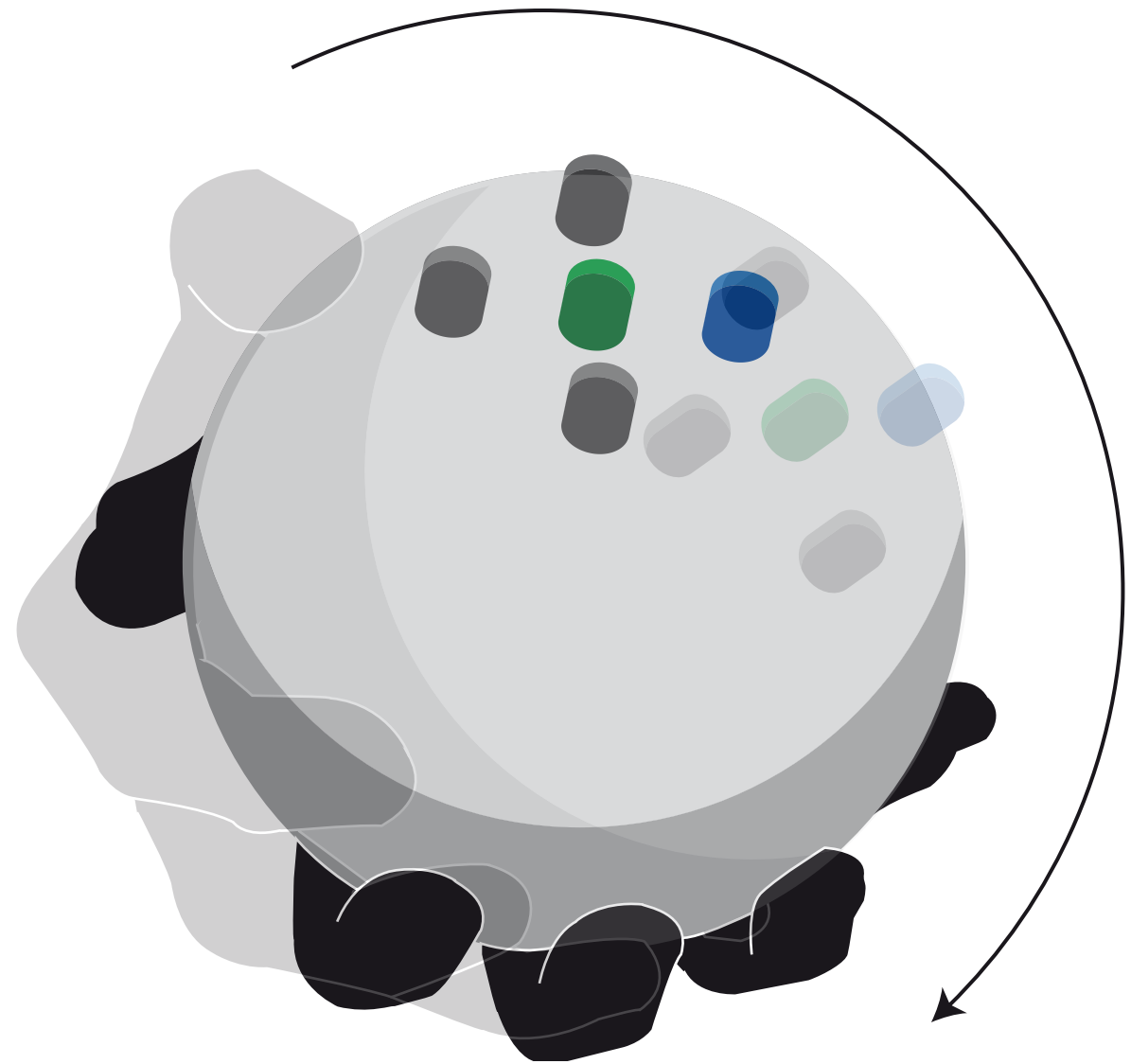
Nach Links kippen



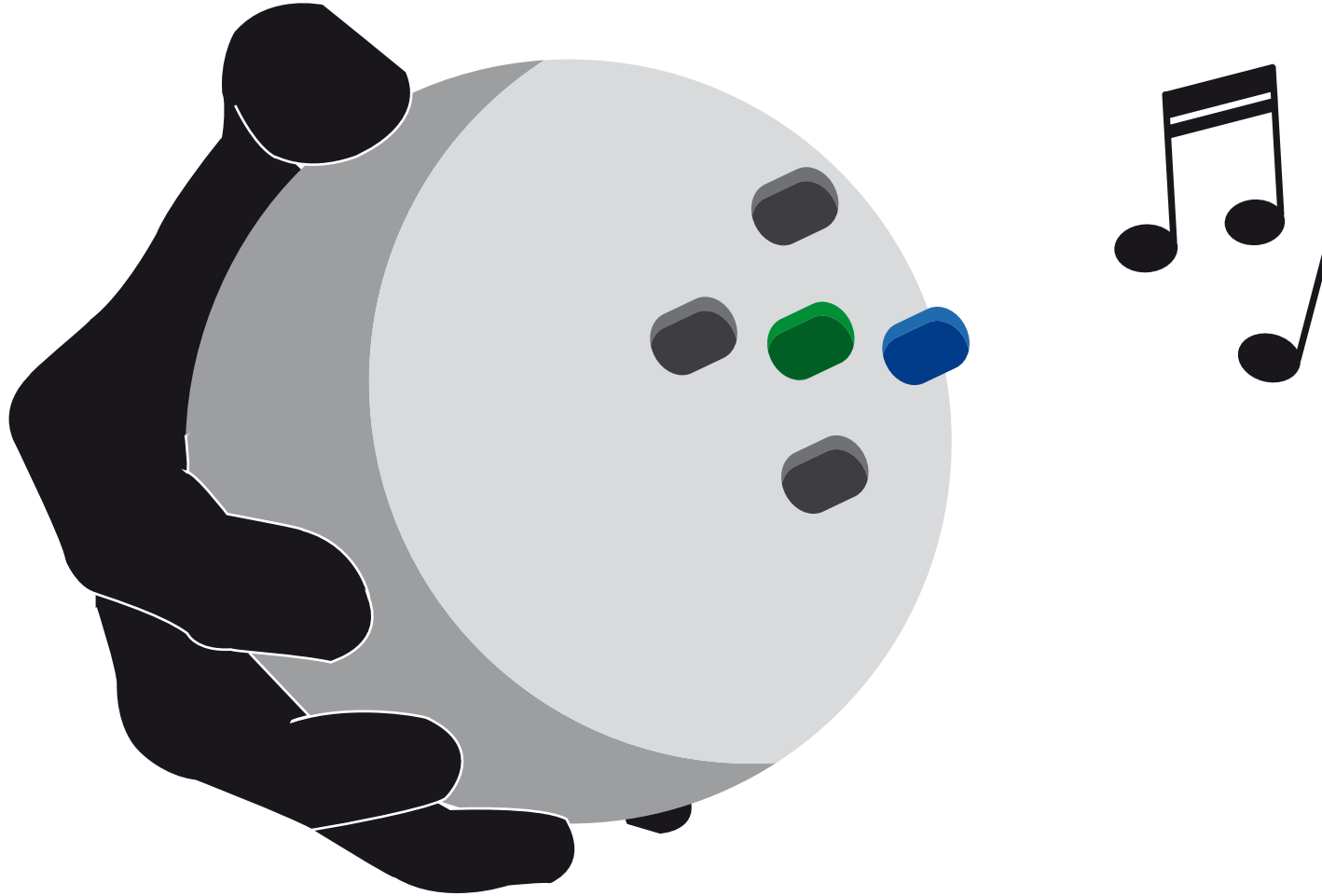
Nach Links kippen



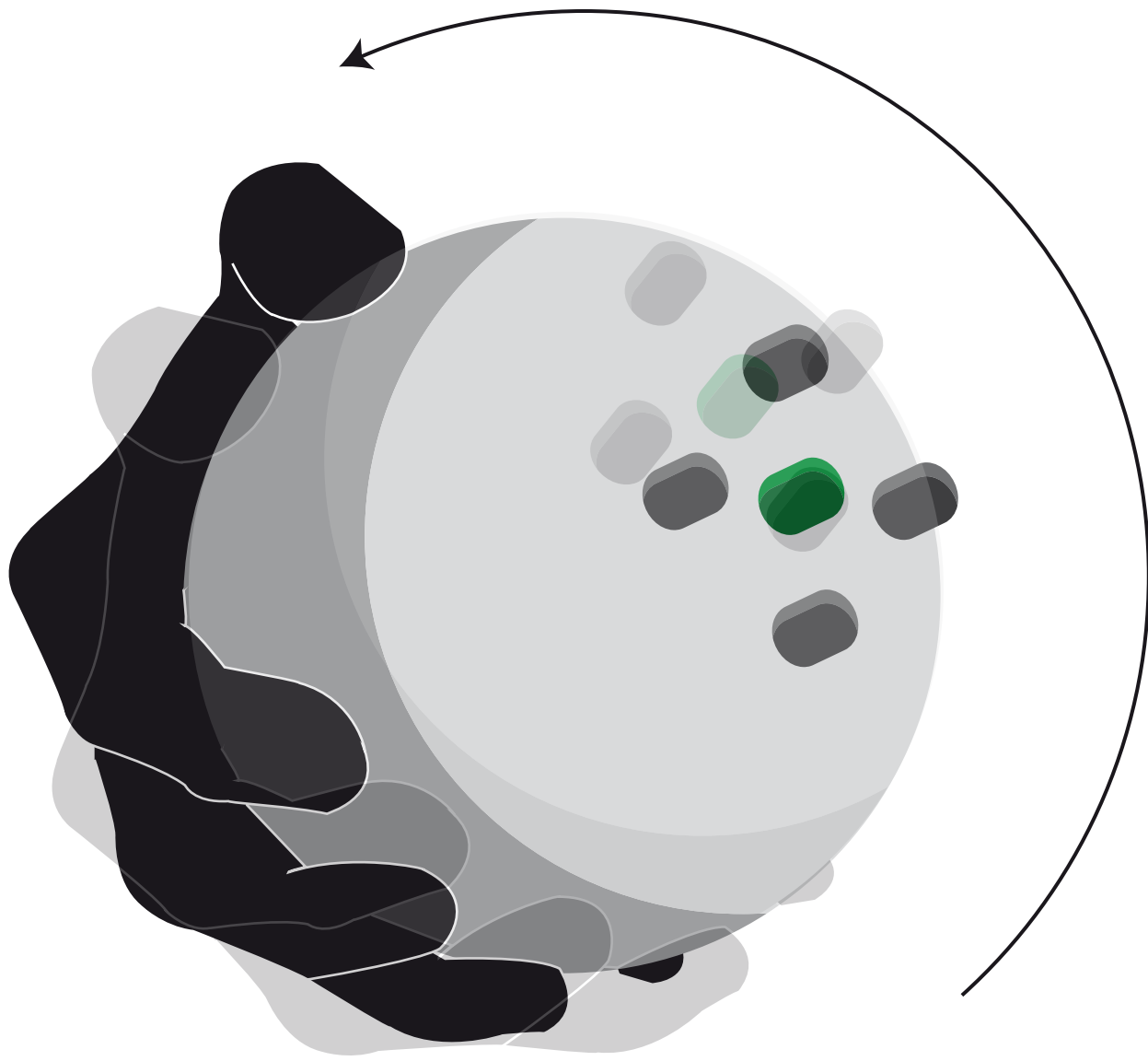
Nach Links kippen



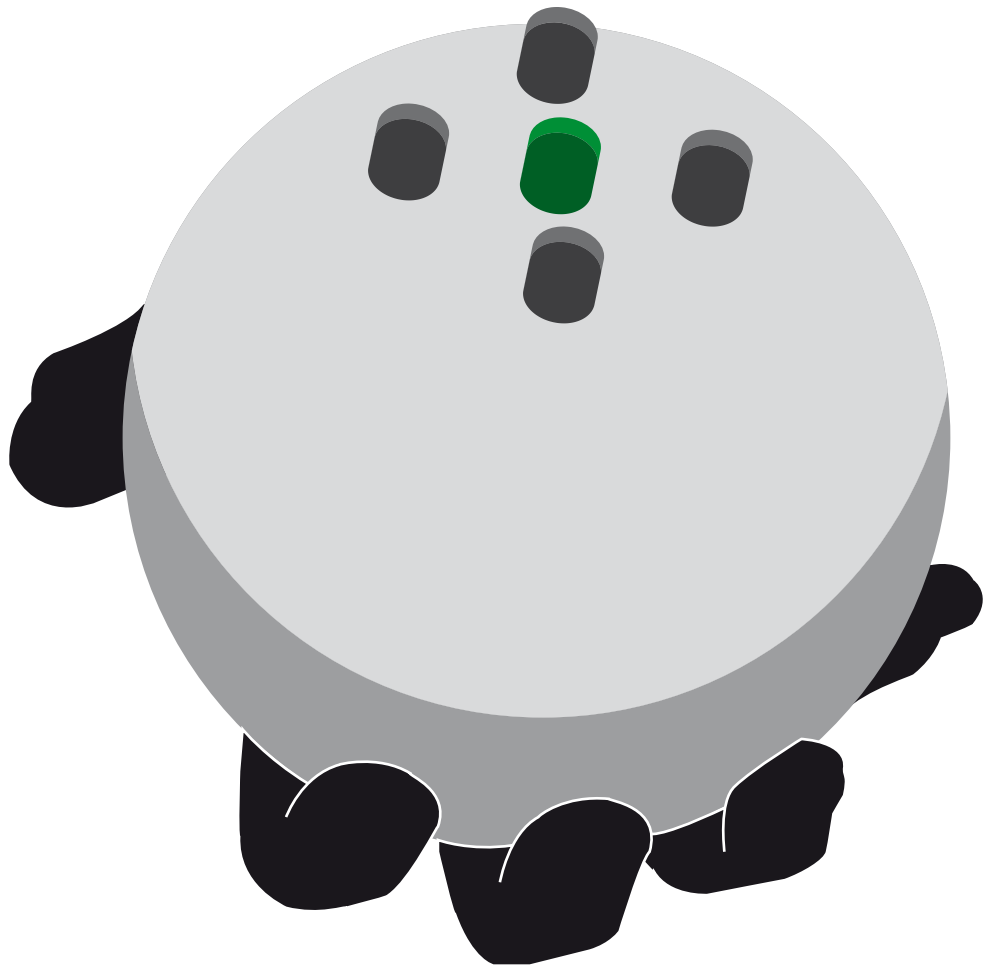
Nach Links kippen



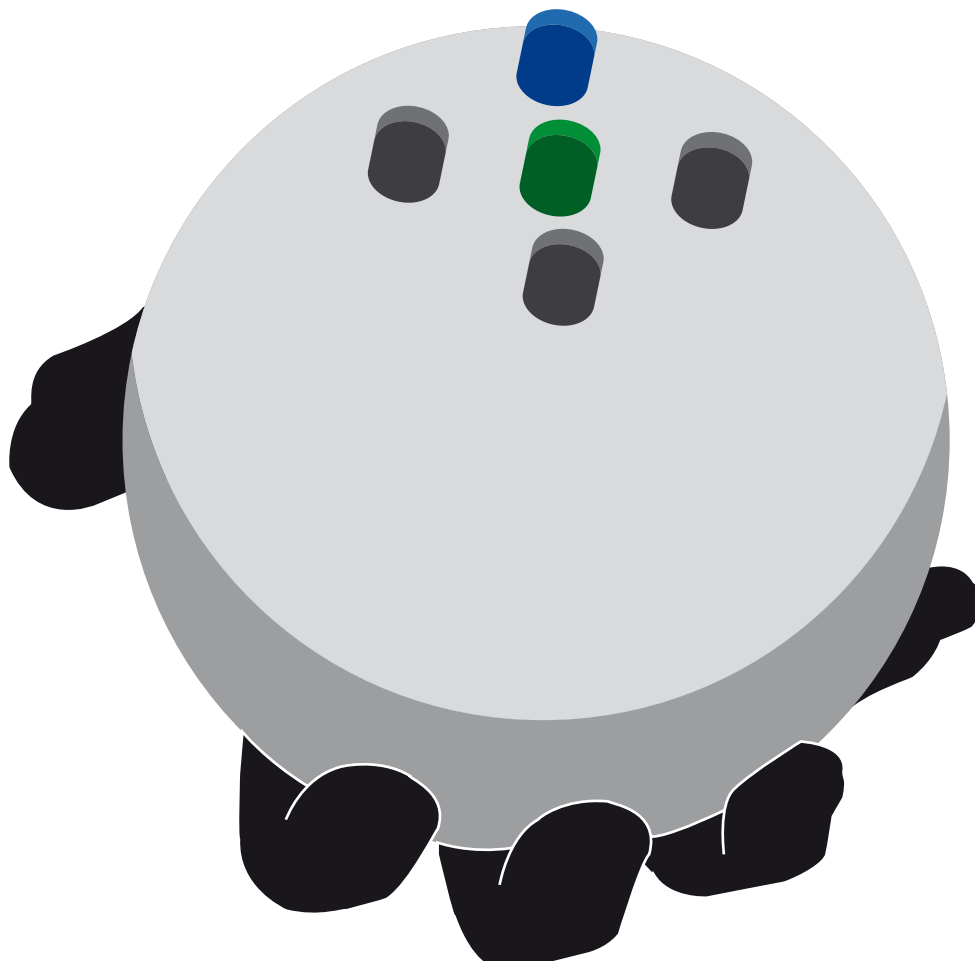
Nach Links kippen



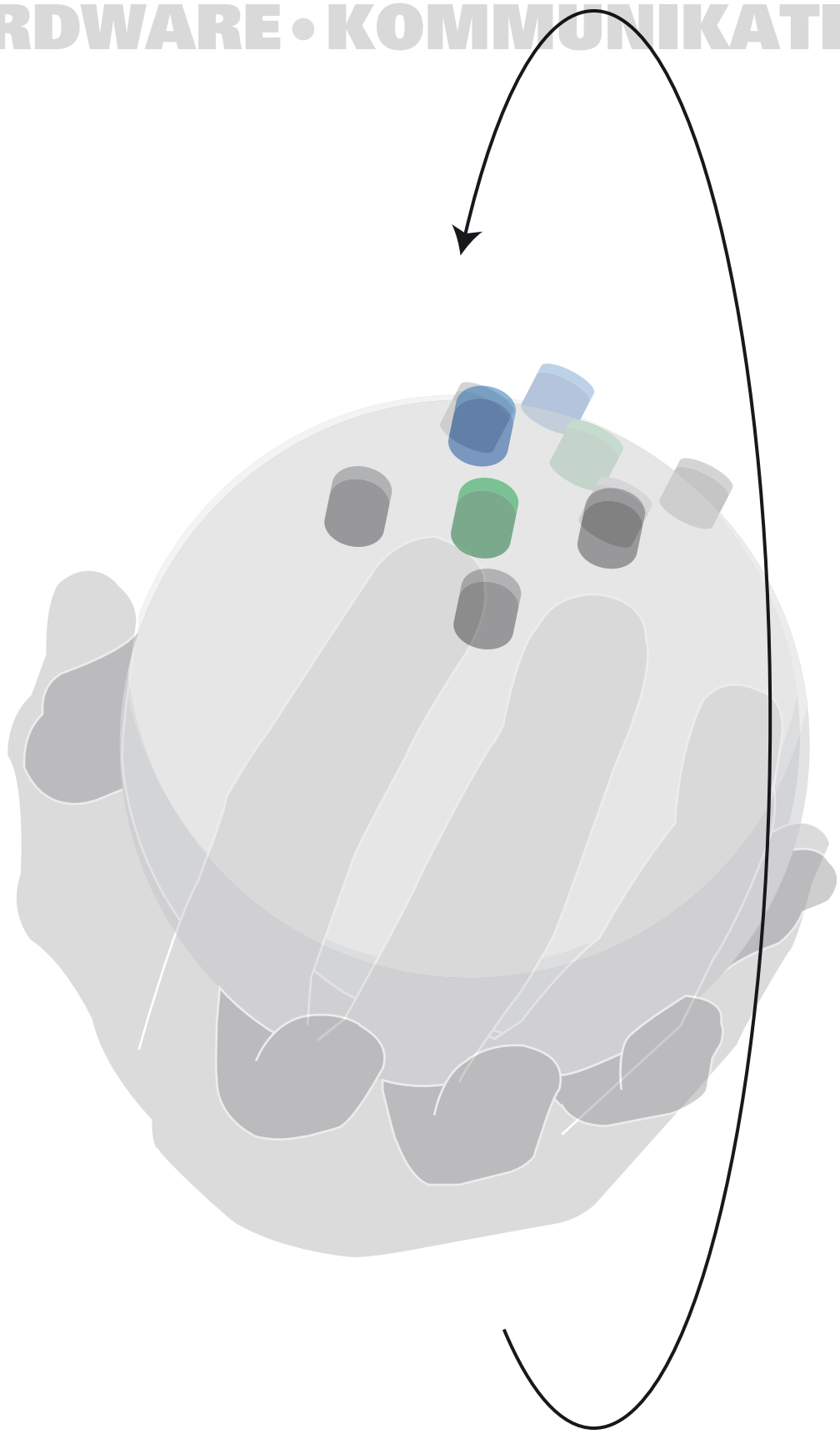
Nach Oben kippen



# Nach Oben kippen

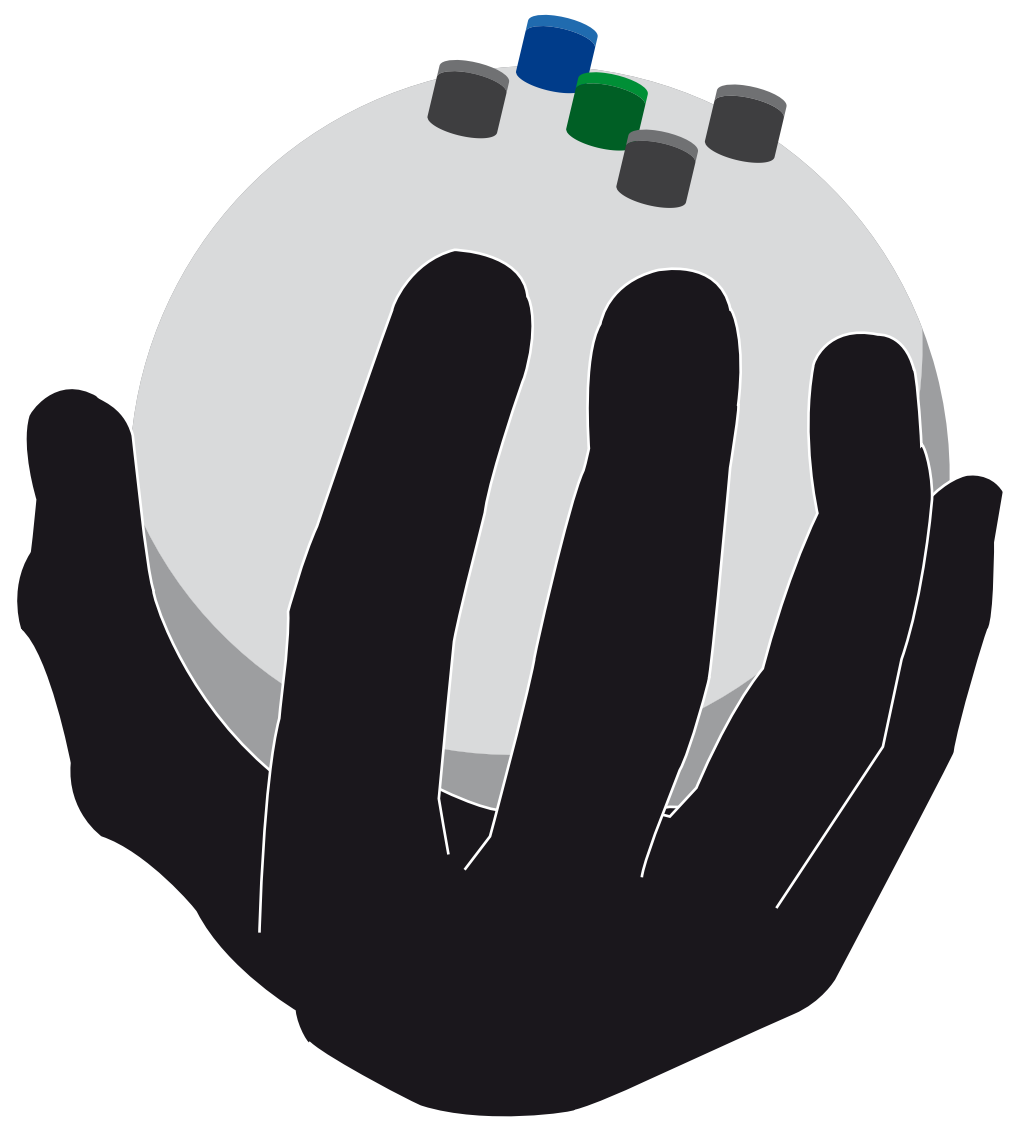


Nach Oben kippen

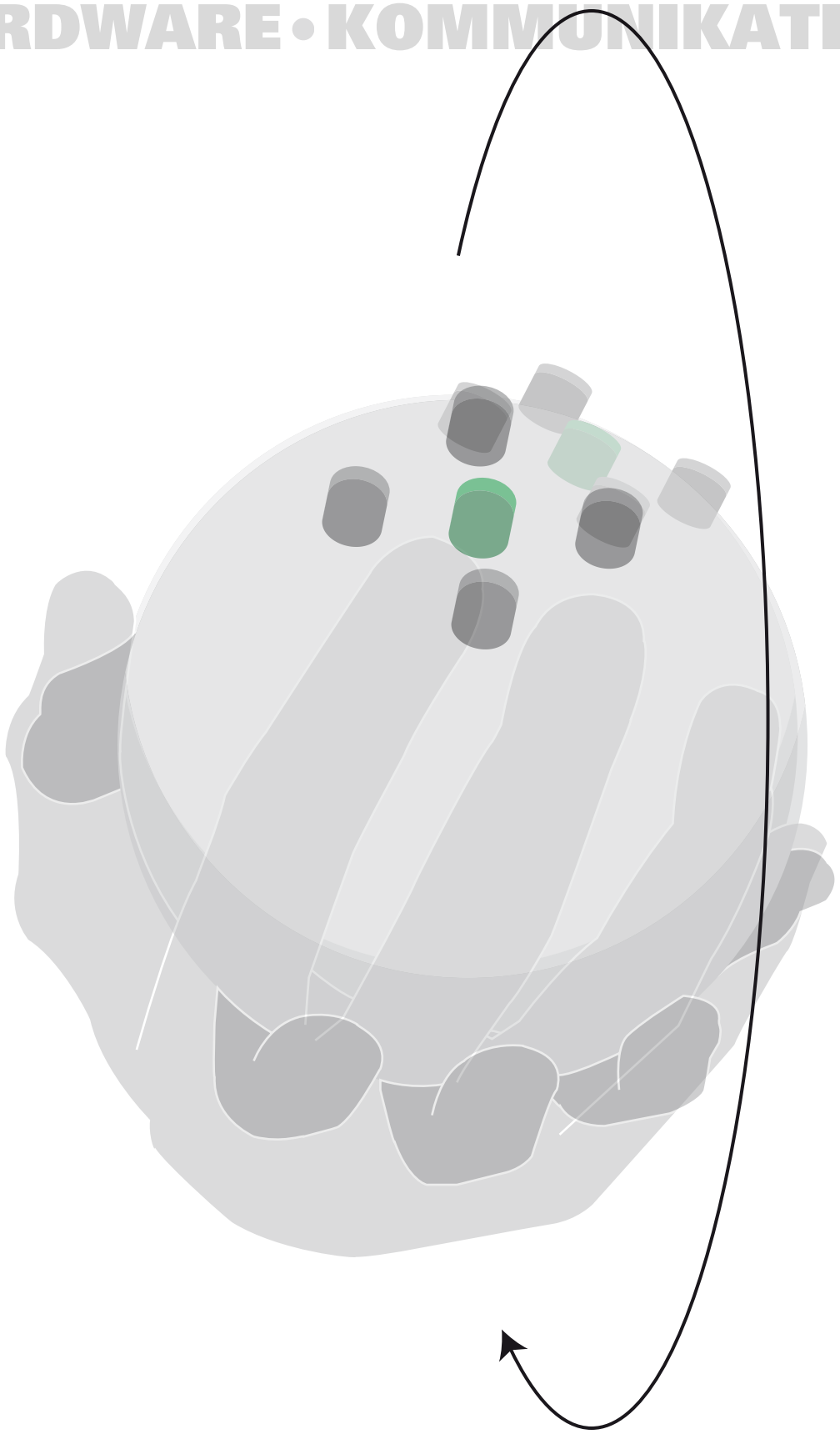




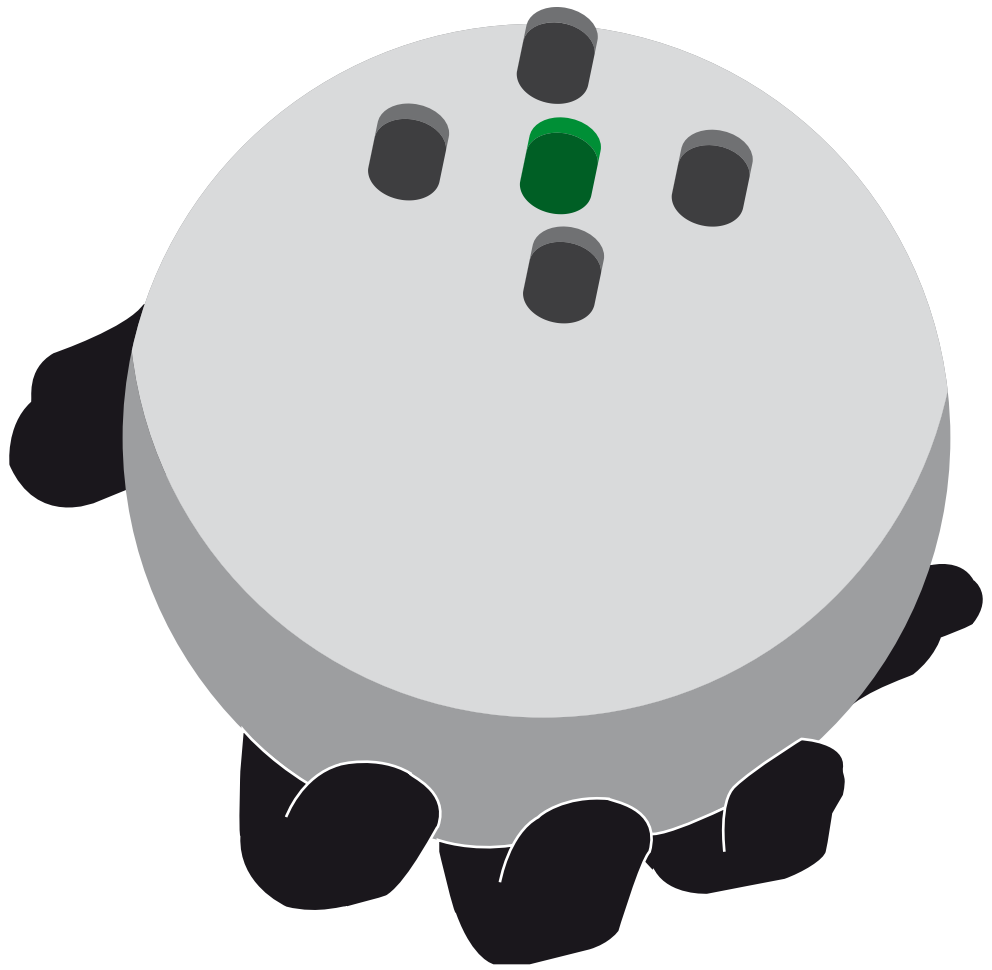
# Nach Oben kippen



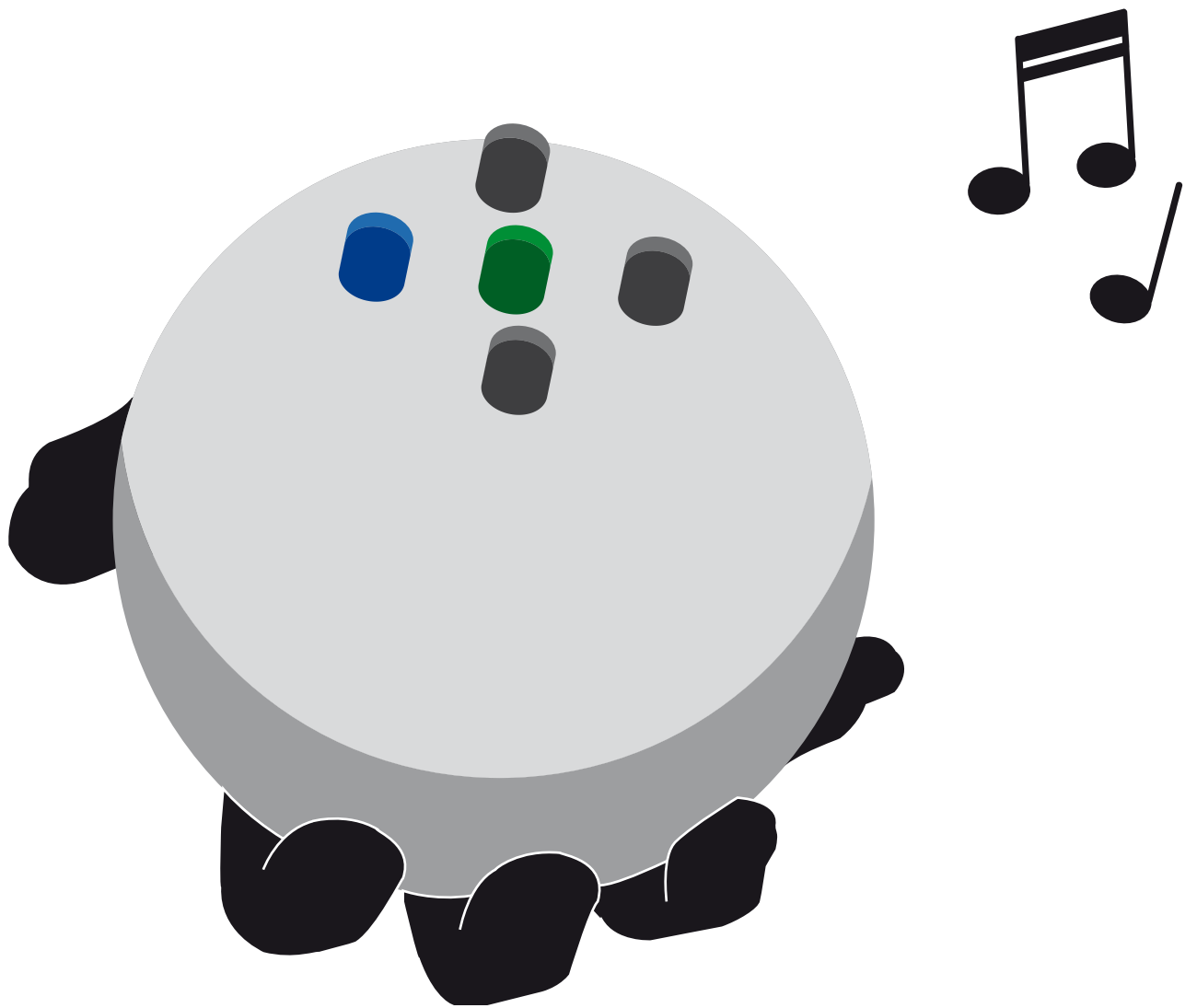
Nach Oben kippen



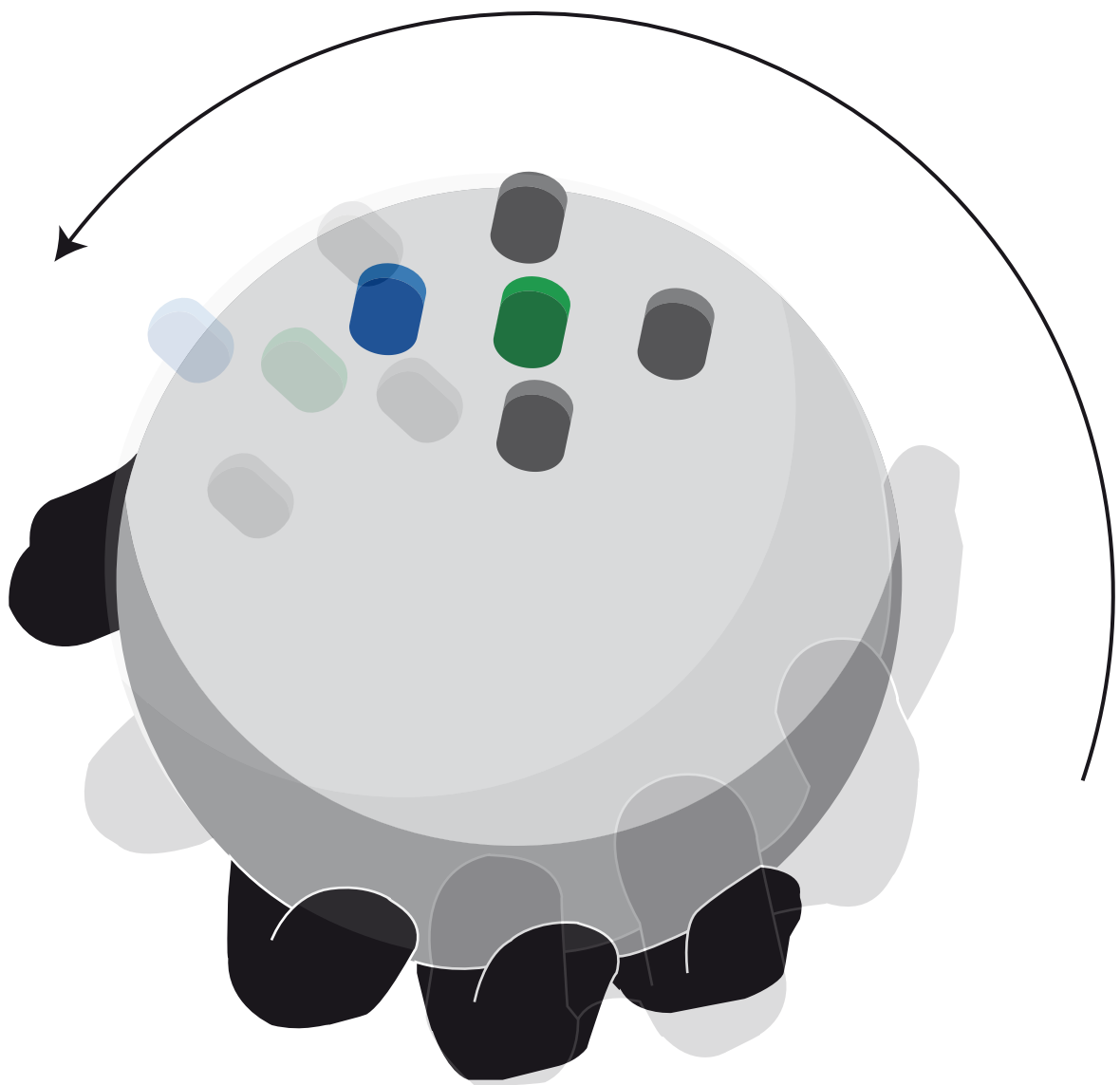
Nach Rechts kippen



# Nach Rechts kippen



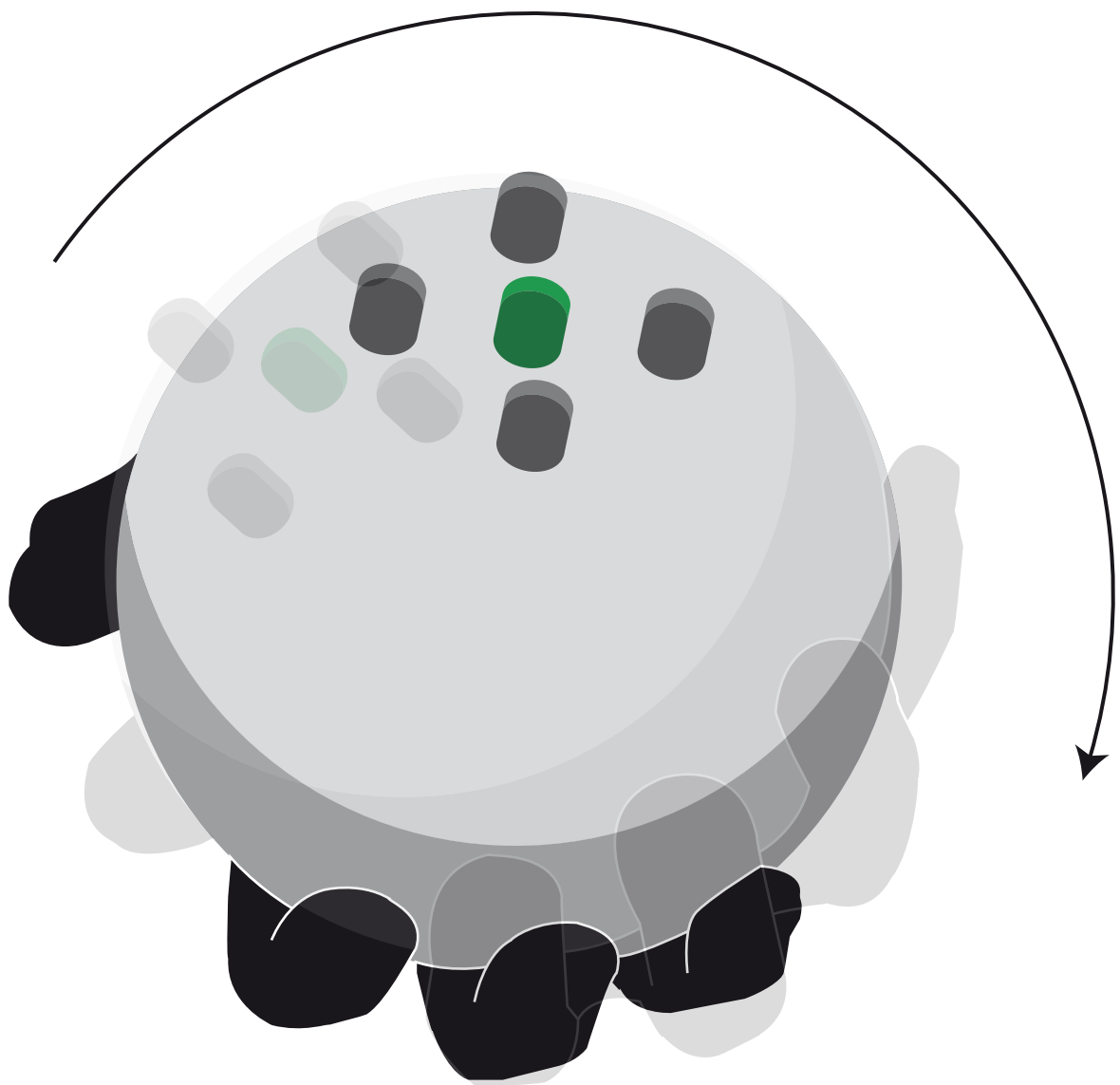
**Nach Rechts kippen**



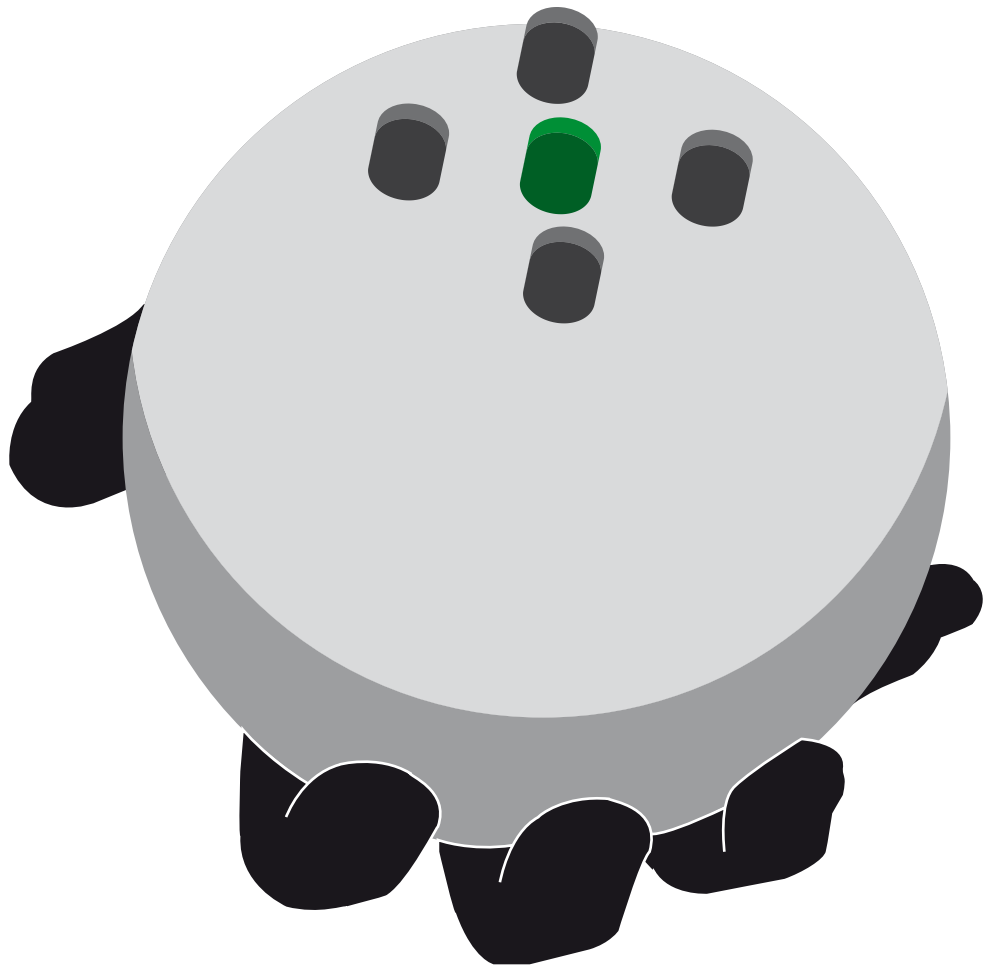
Nach Rechts kippen



Nach Rechts kippen

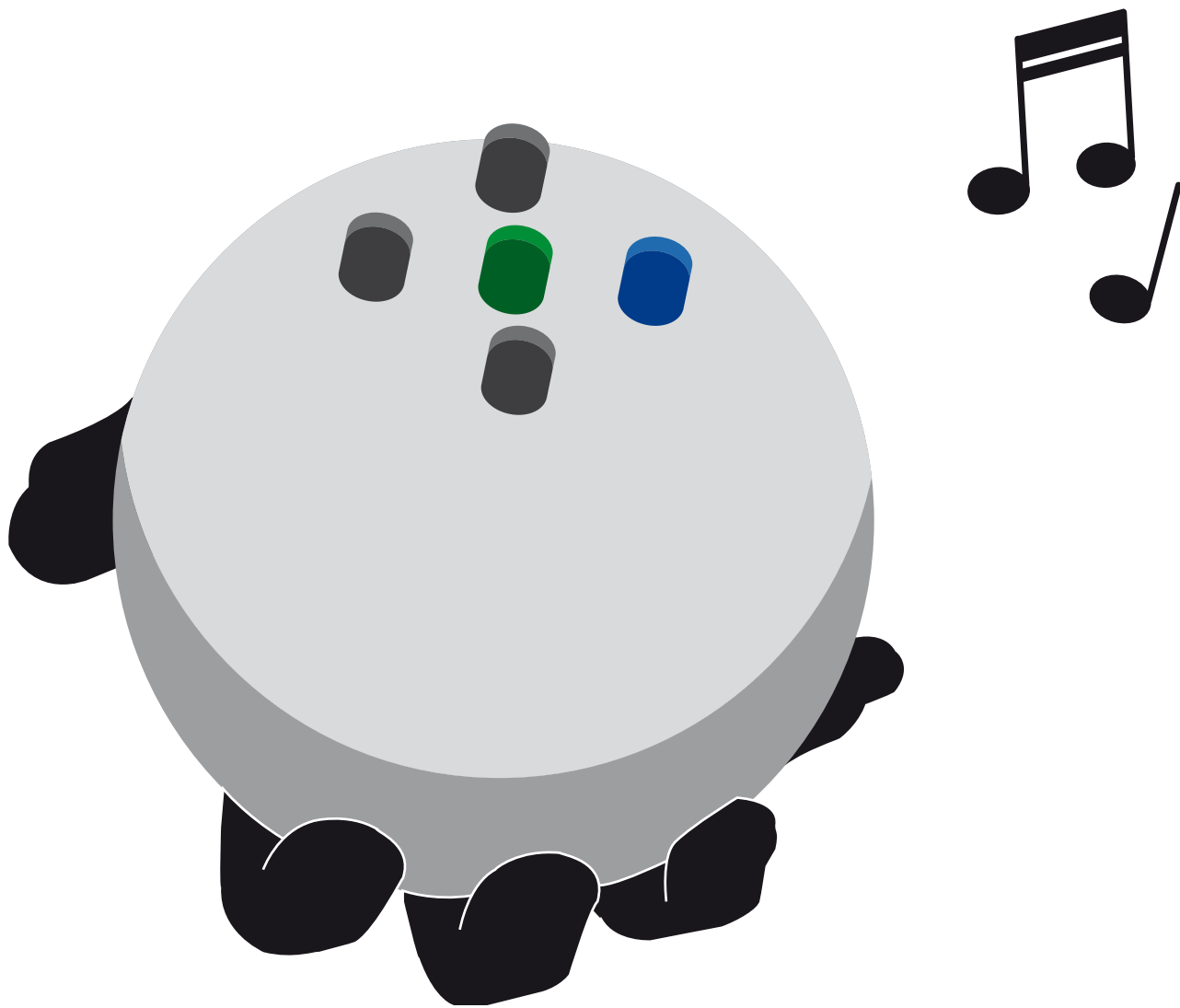


In die falsche Richtung kippen

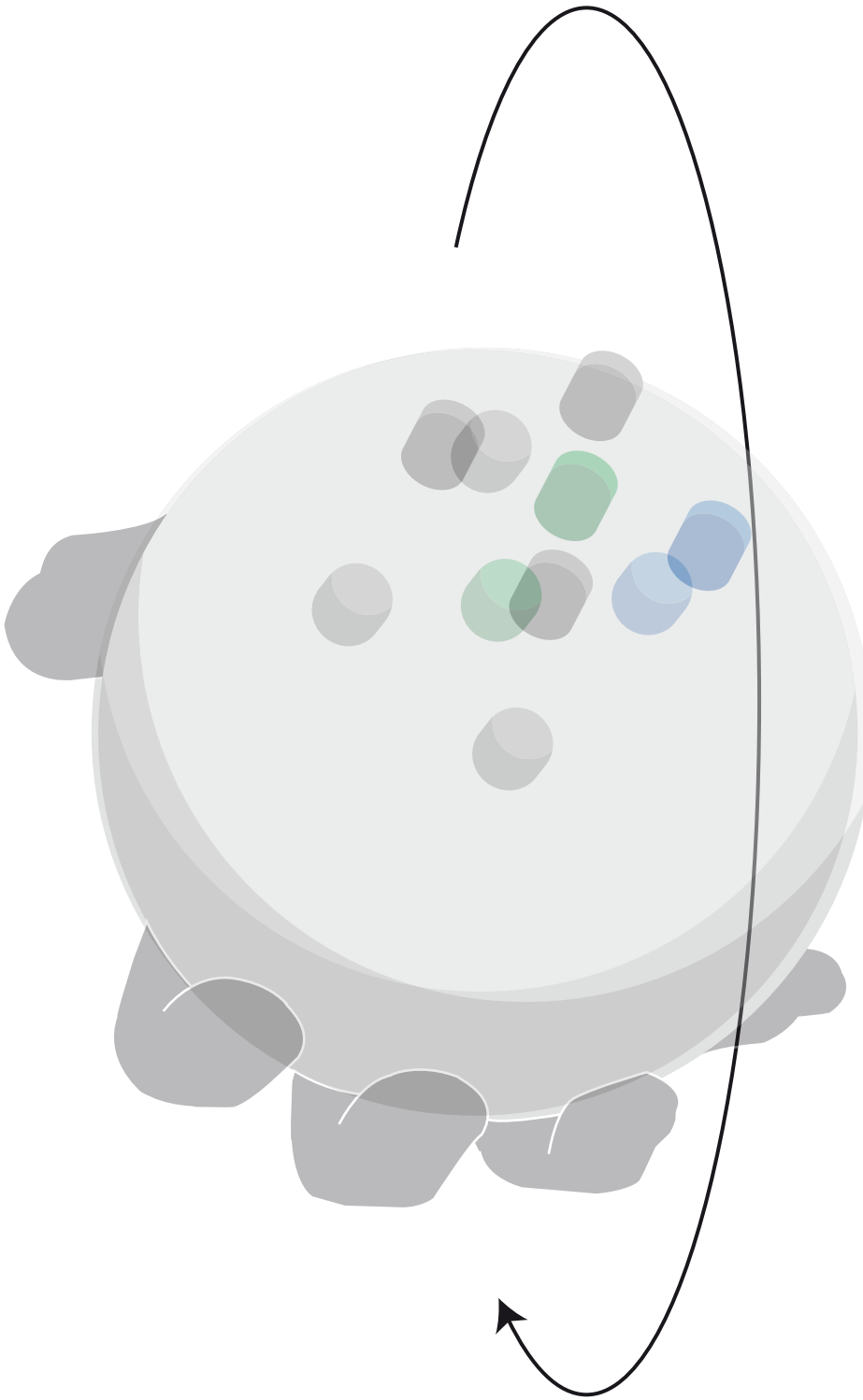




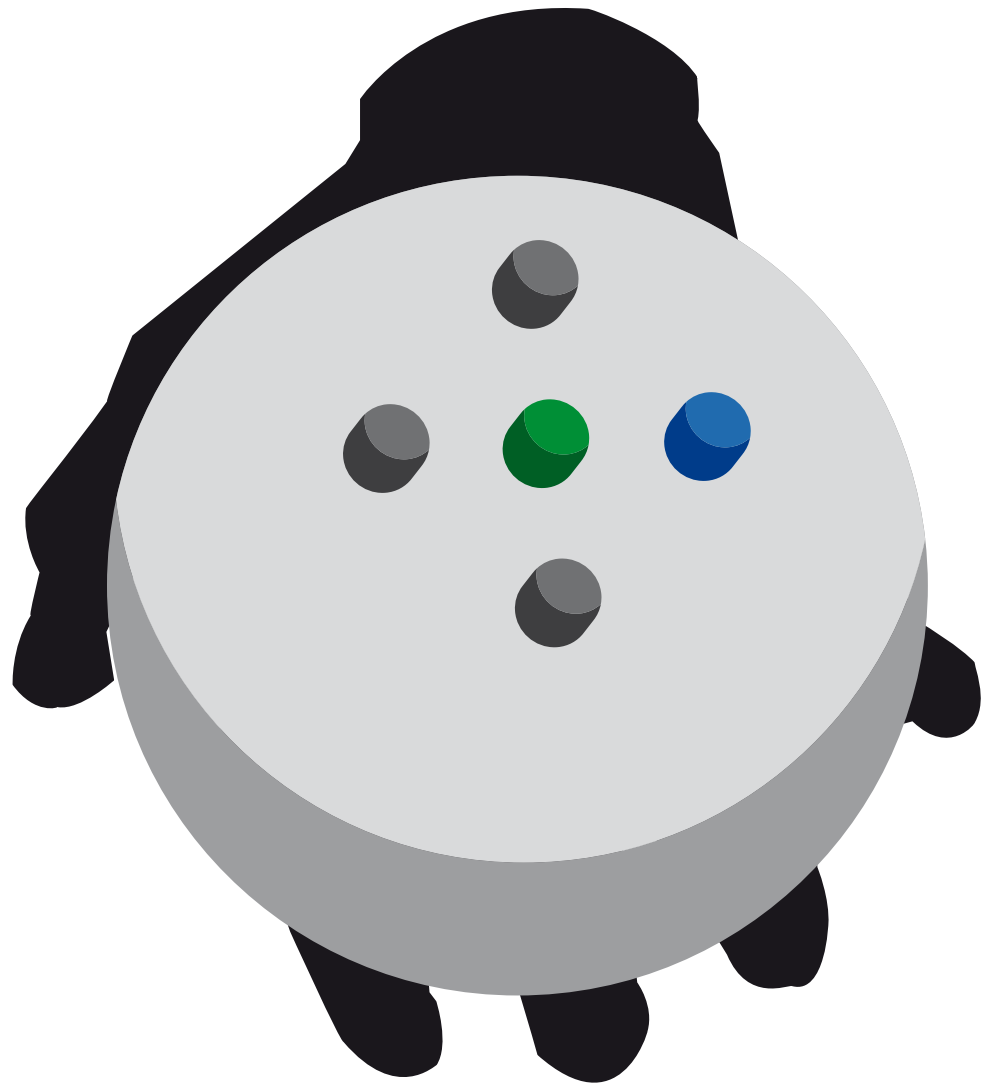
In die falsche Richtung kippen



In die falsche Richtung kippen



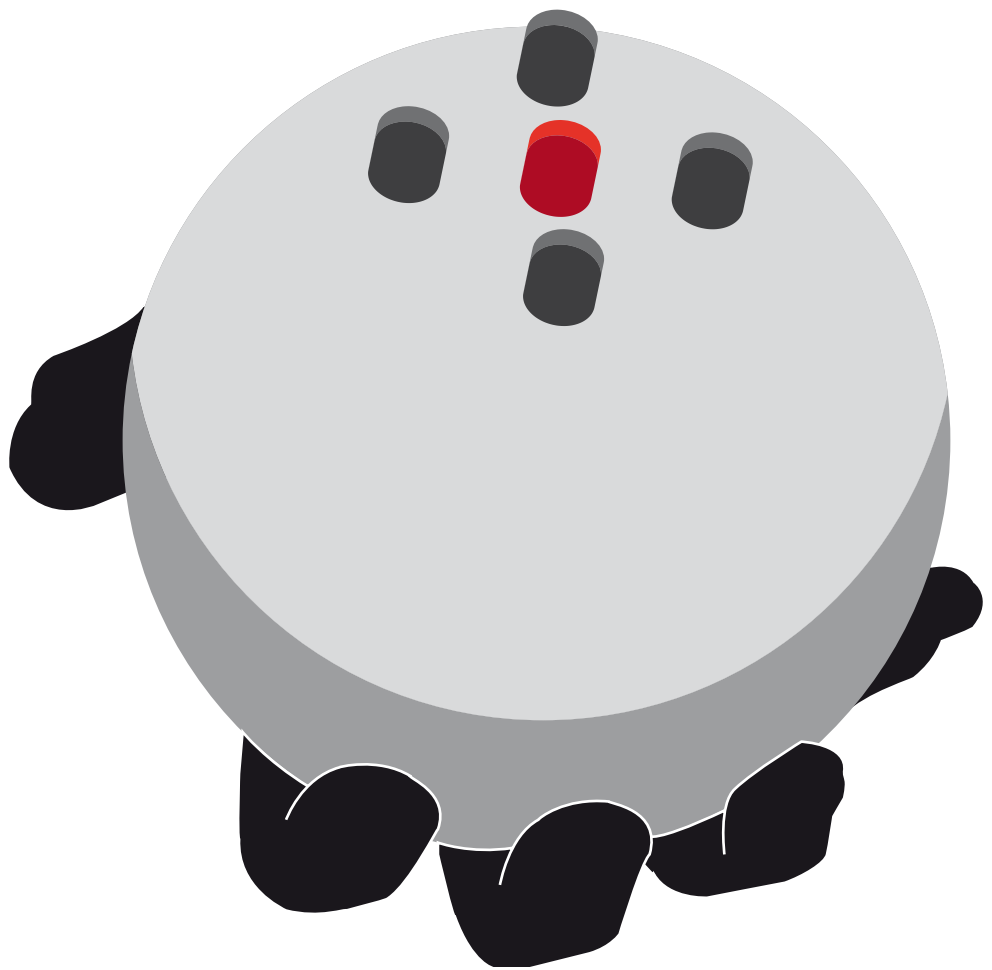
In die falsche Richtung kippen



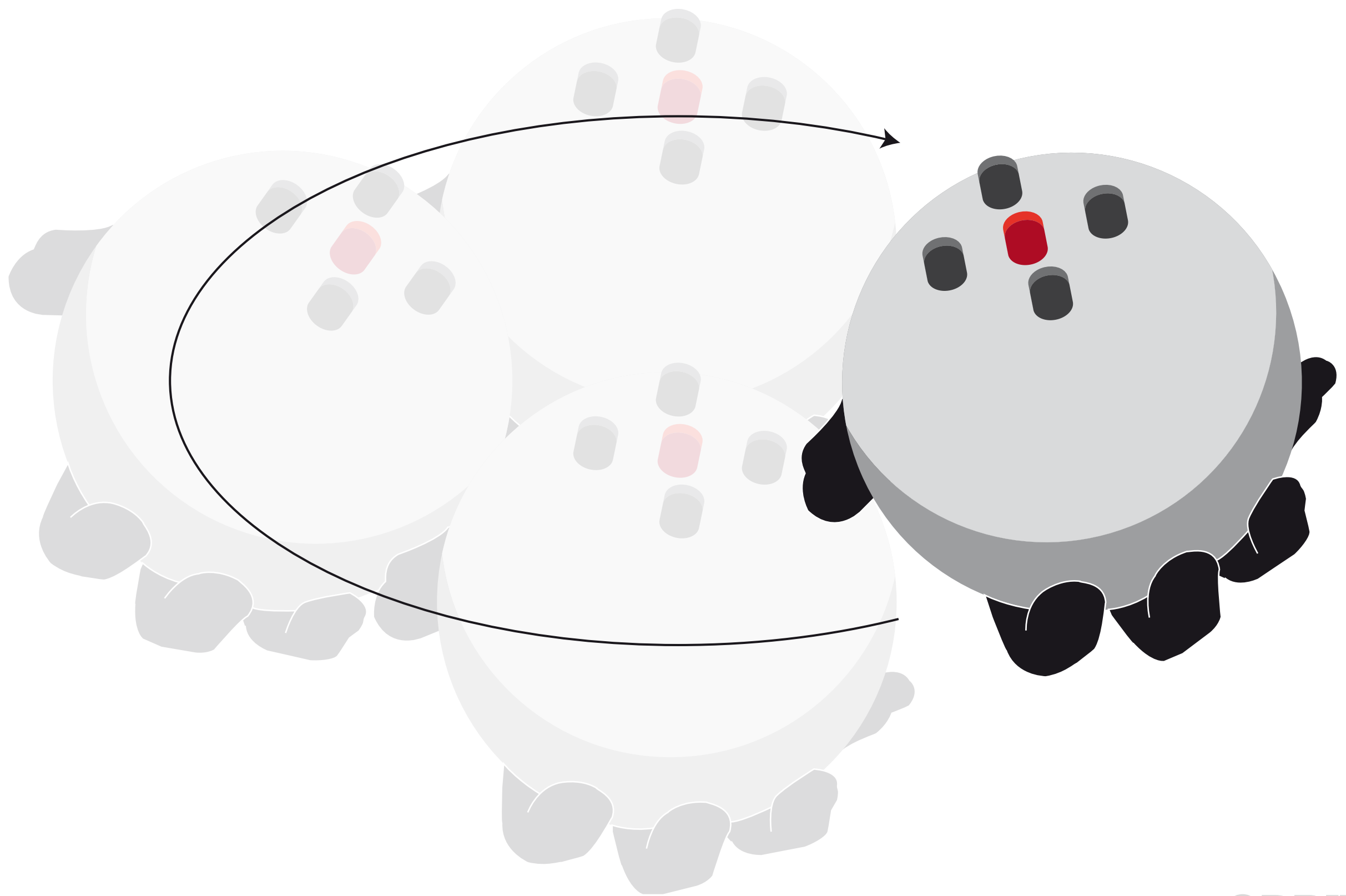
In die falsche Richtung kippen



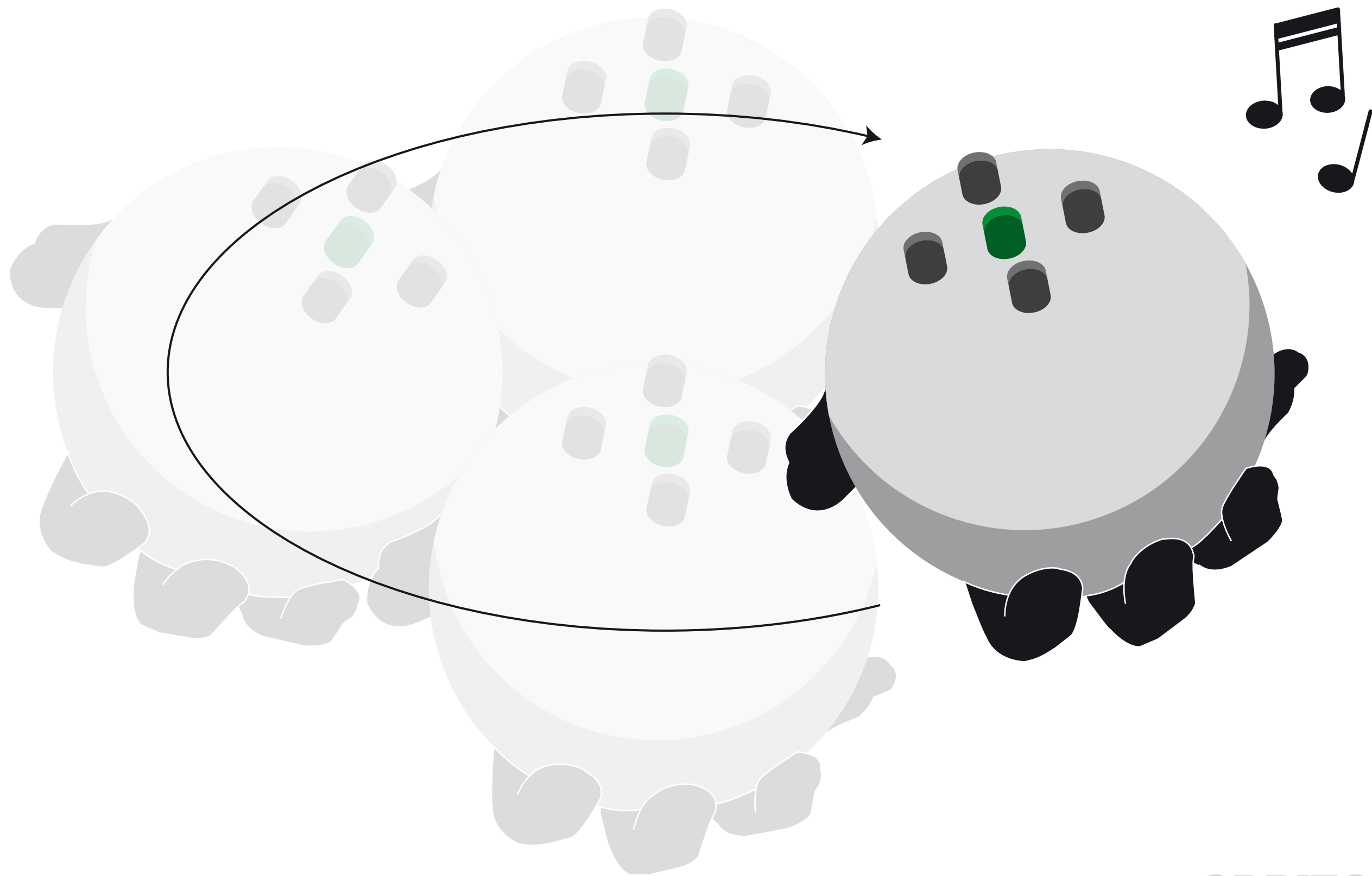
In die falsche Richtung kippen



**Aufladen**



**Aufladen**

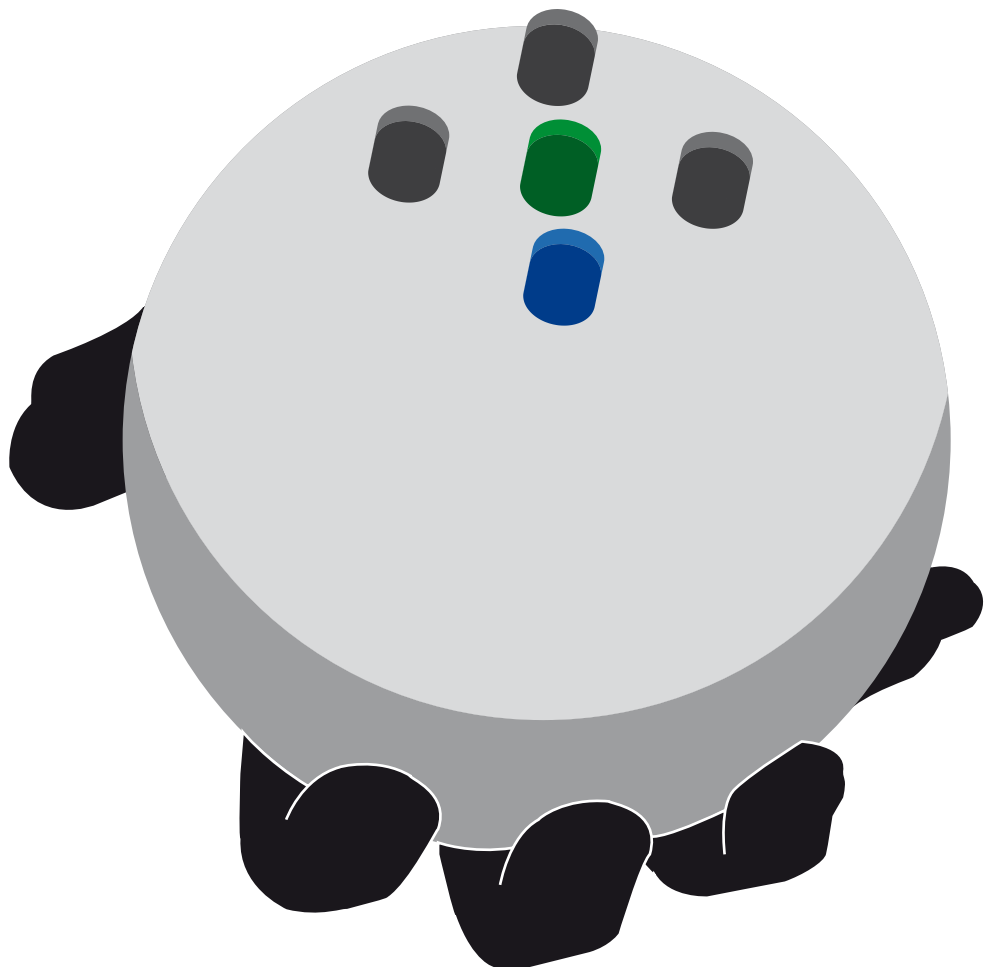


Level geschafft



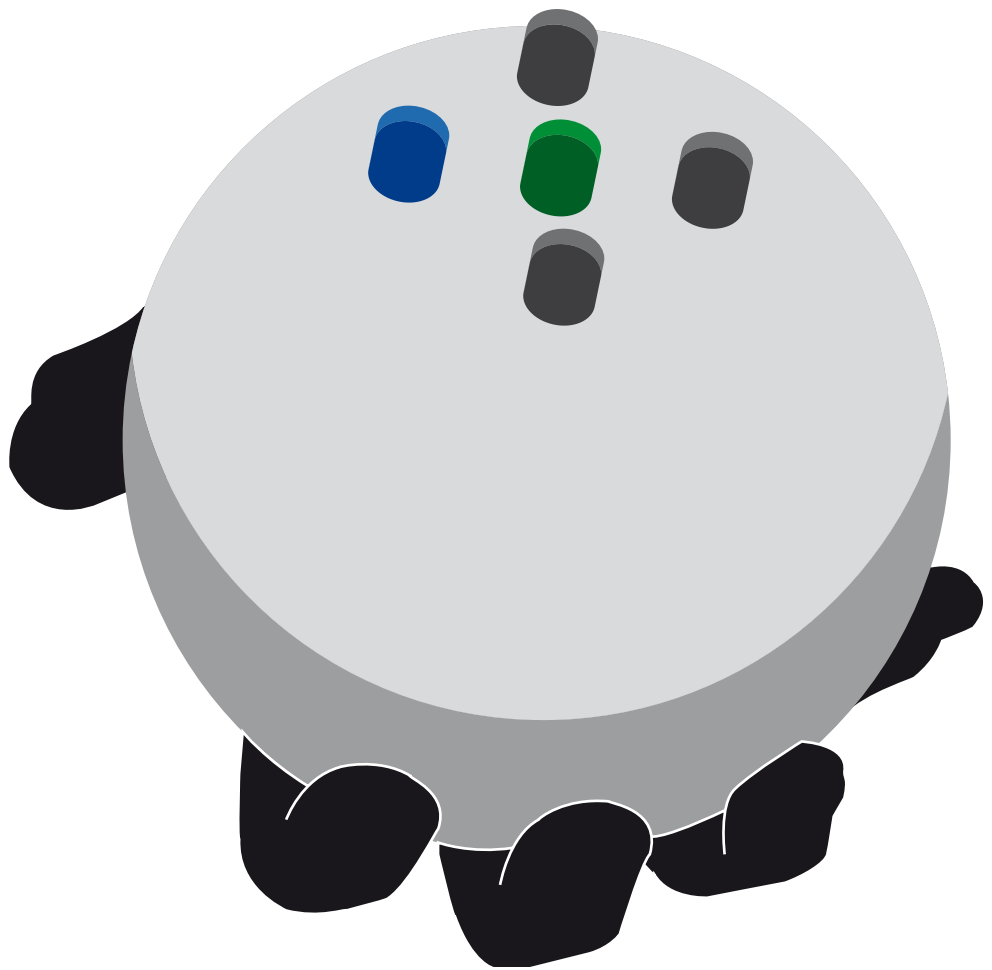


Level geschafft



6x

Level geschafft

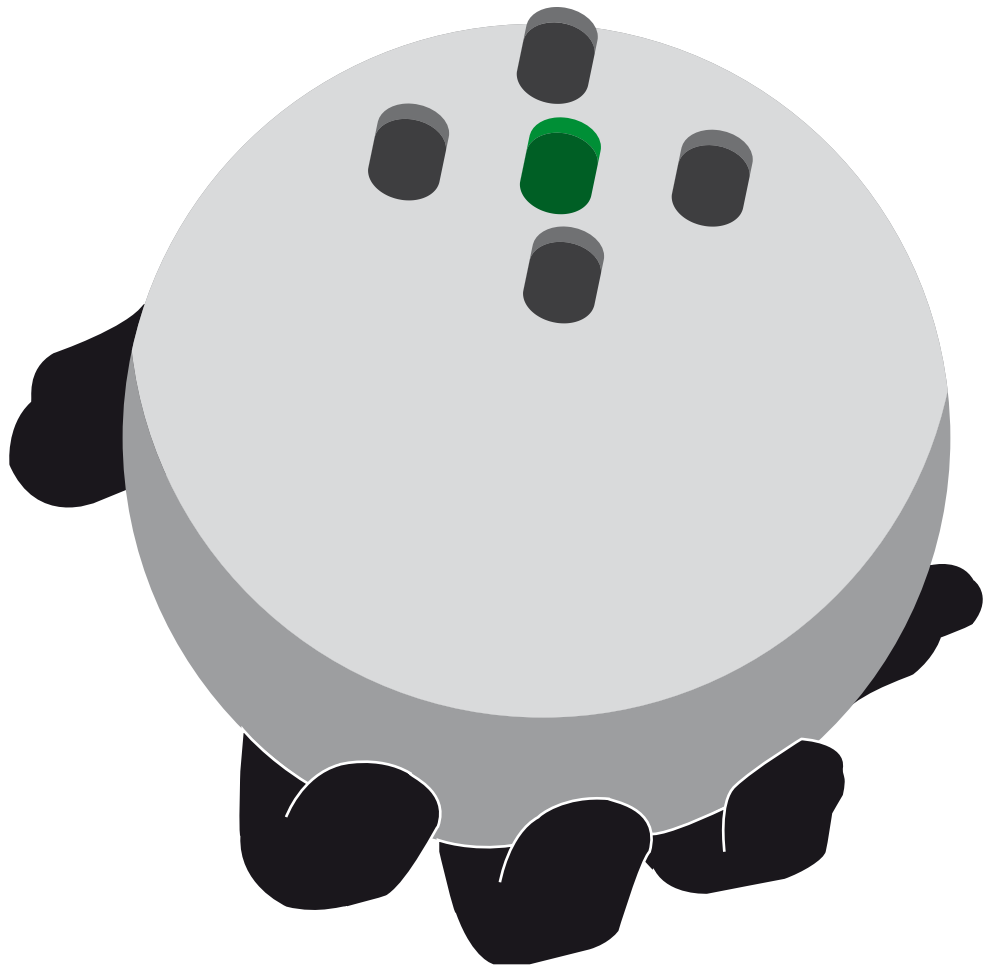


6x

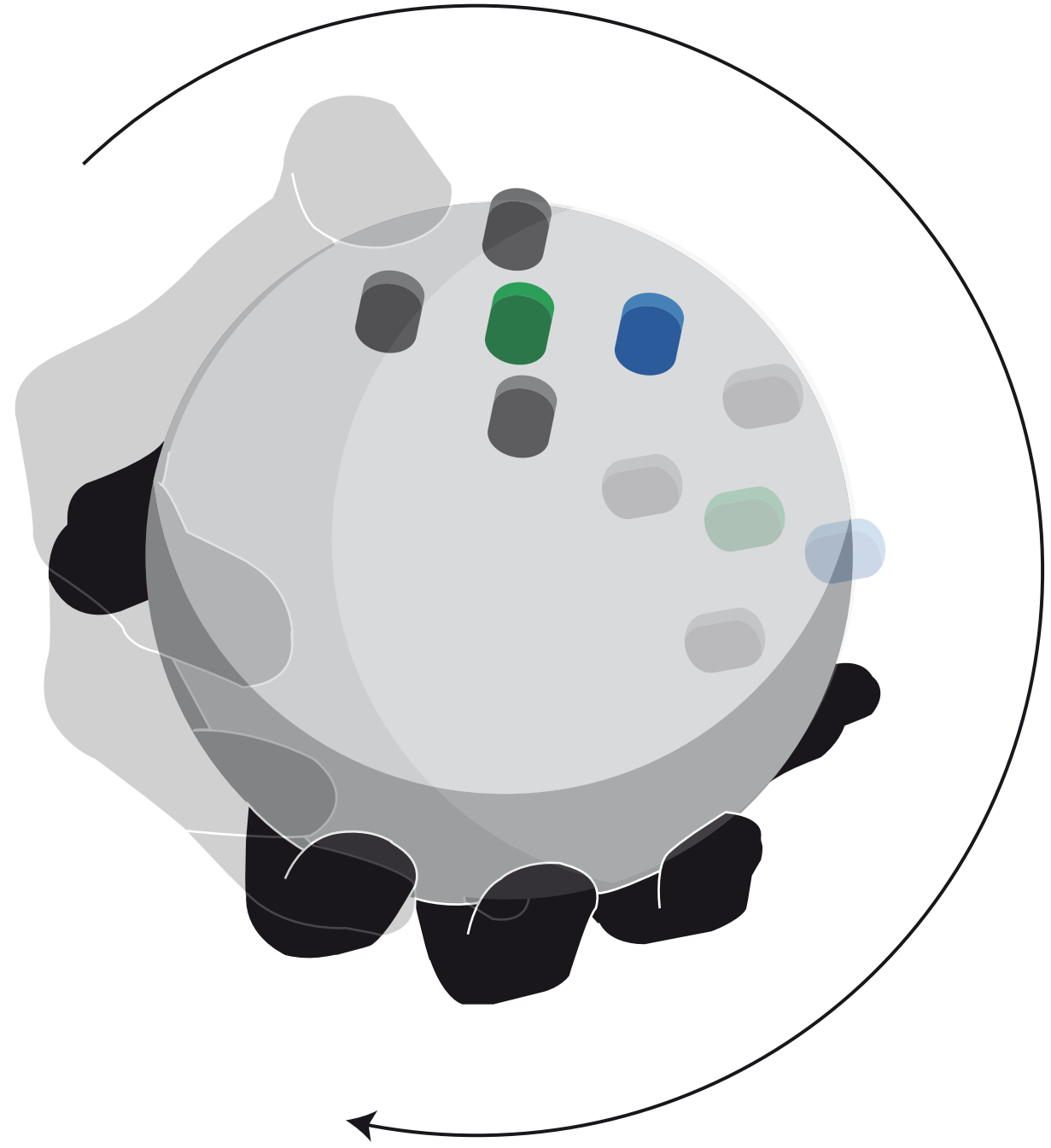
Level geschafft



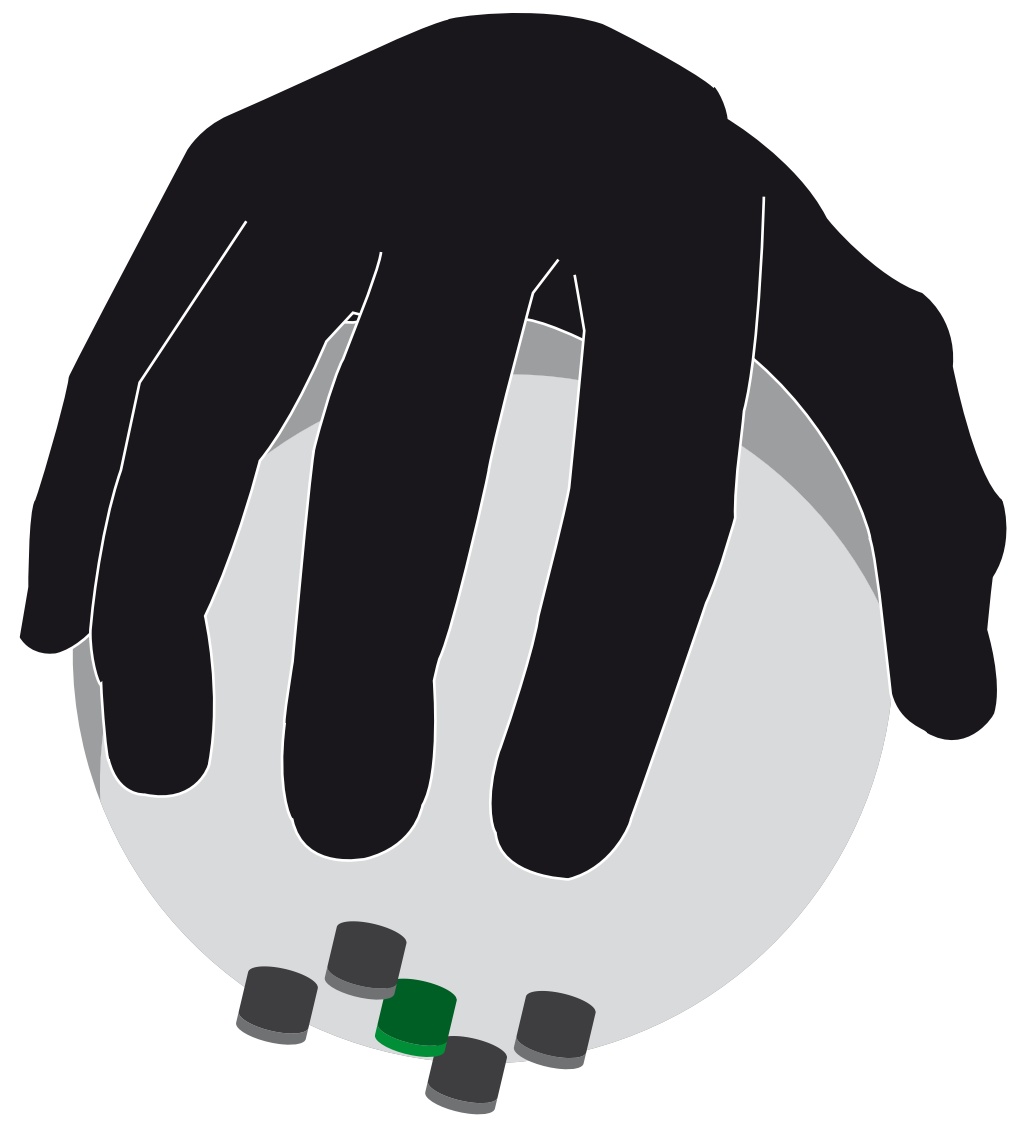
# Sound wechseln



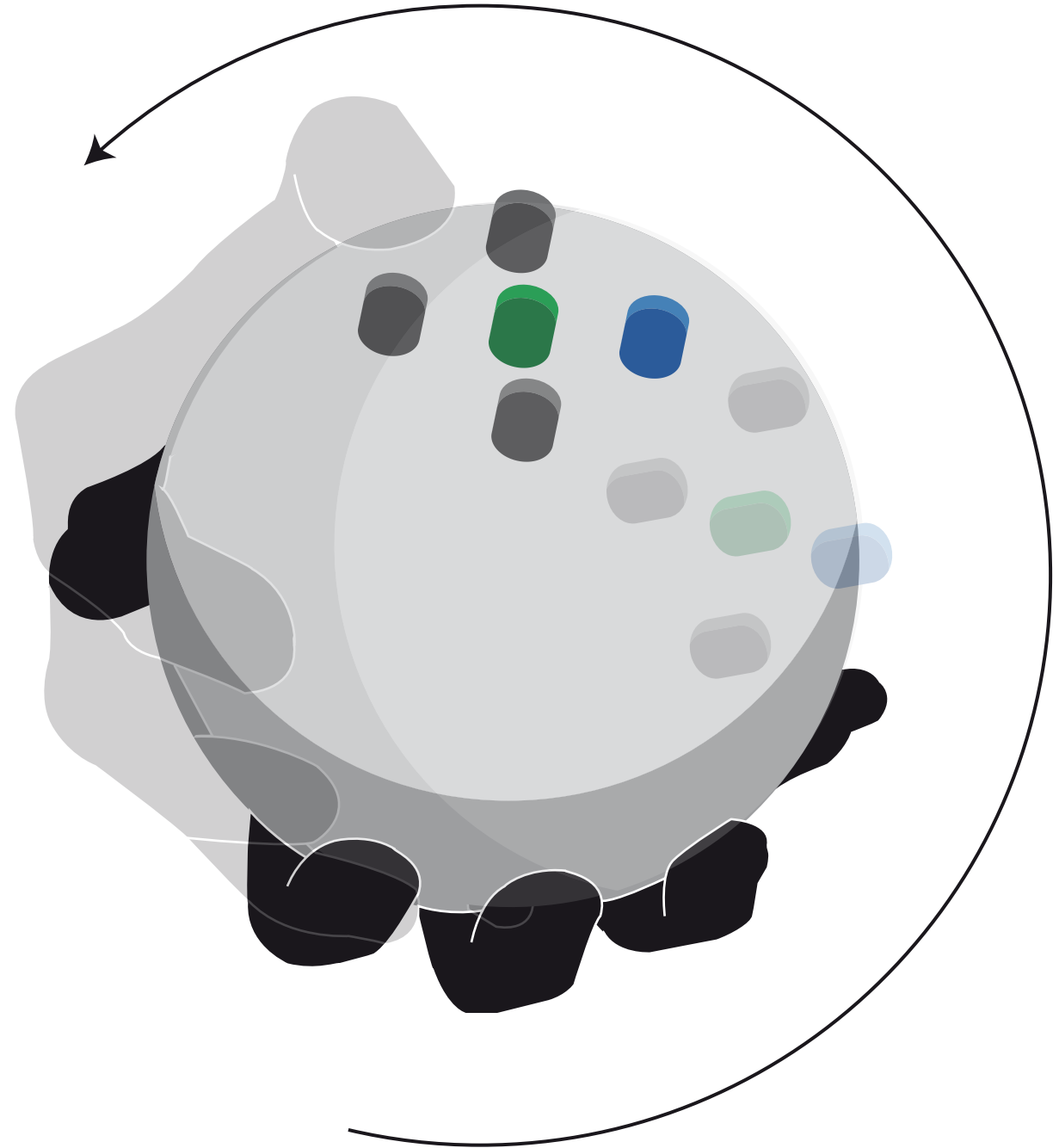
# Sound wechseln



# Sound wechseln



# Sound wechseln



# Sound wechseln





