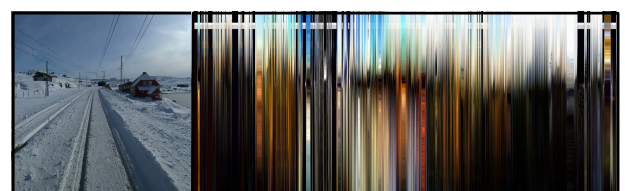
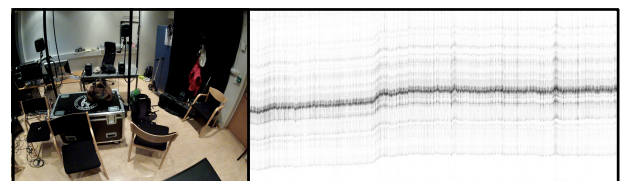
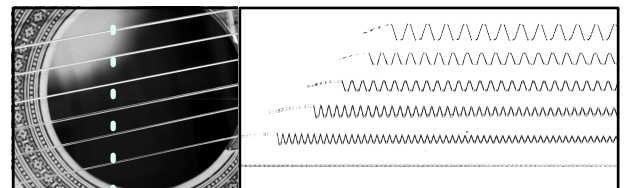
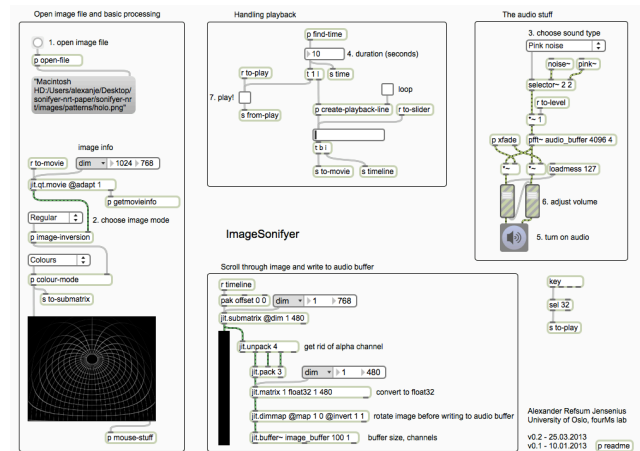
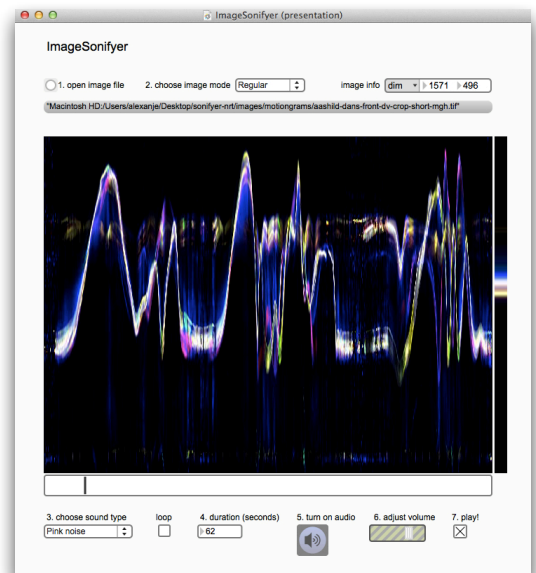
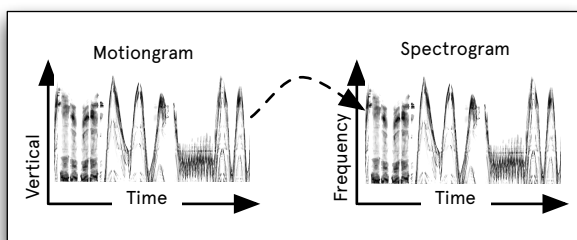
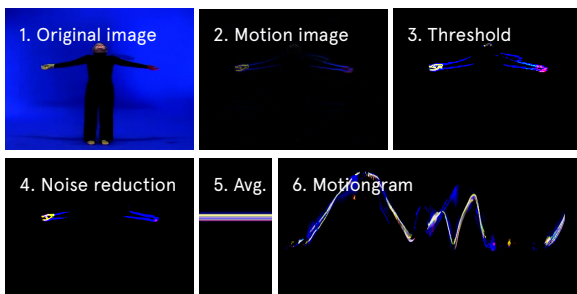


Non-Realtime Sonification of Motiongrams

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Abstract

The paper presents a non-realtime implementation of the sonomotiongram method, a method for the sonification of motiongrams. Motiongrams are spatiotemporal displays of motion from video recordings, based on frame-differencing and reduction of the original video recording. The sonomotiongram implementation presented in this paper is based on turning these visual displays of motion into sound using FFT filtering of noise sources. The paper presents the application ImageSonifyer, accompanied by video examples showing the possibilities of the sonomotiongram method for both analytic and creative applications.



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Music, Mind, Motion, Machines