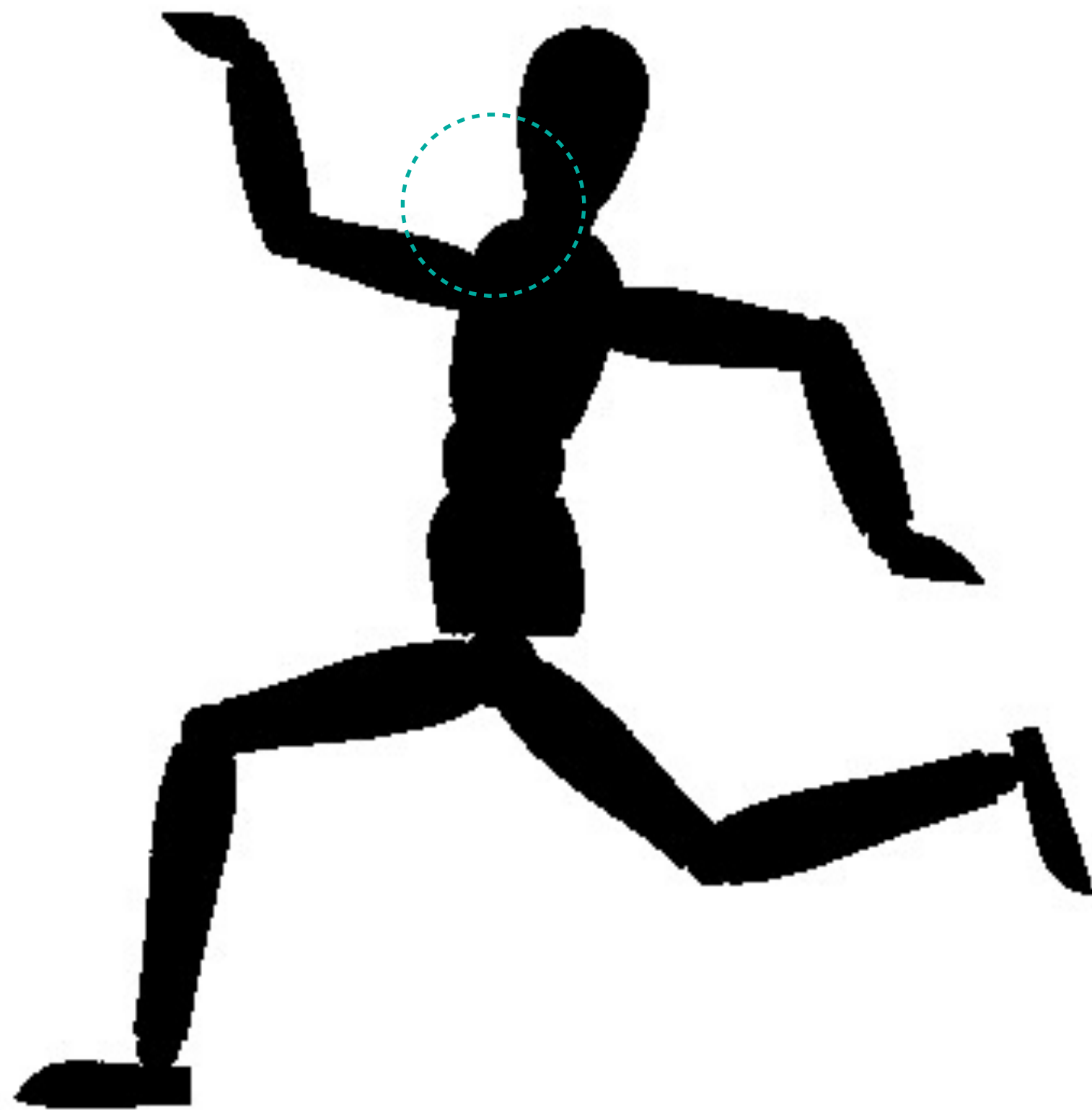


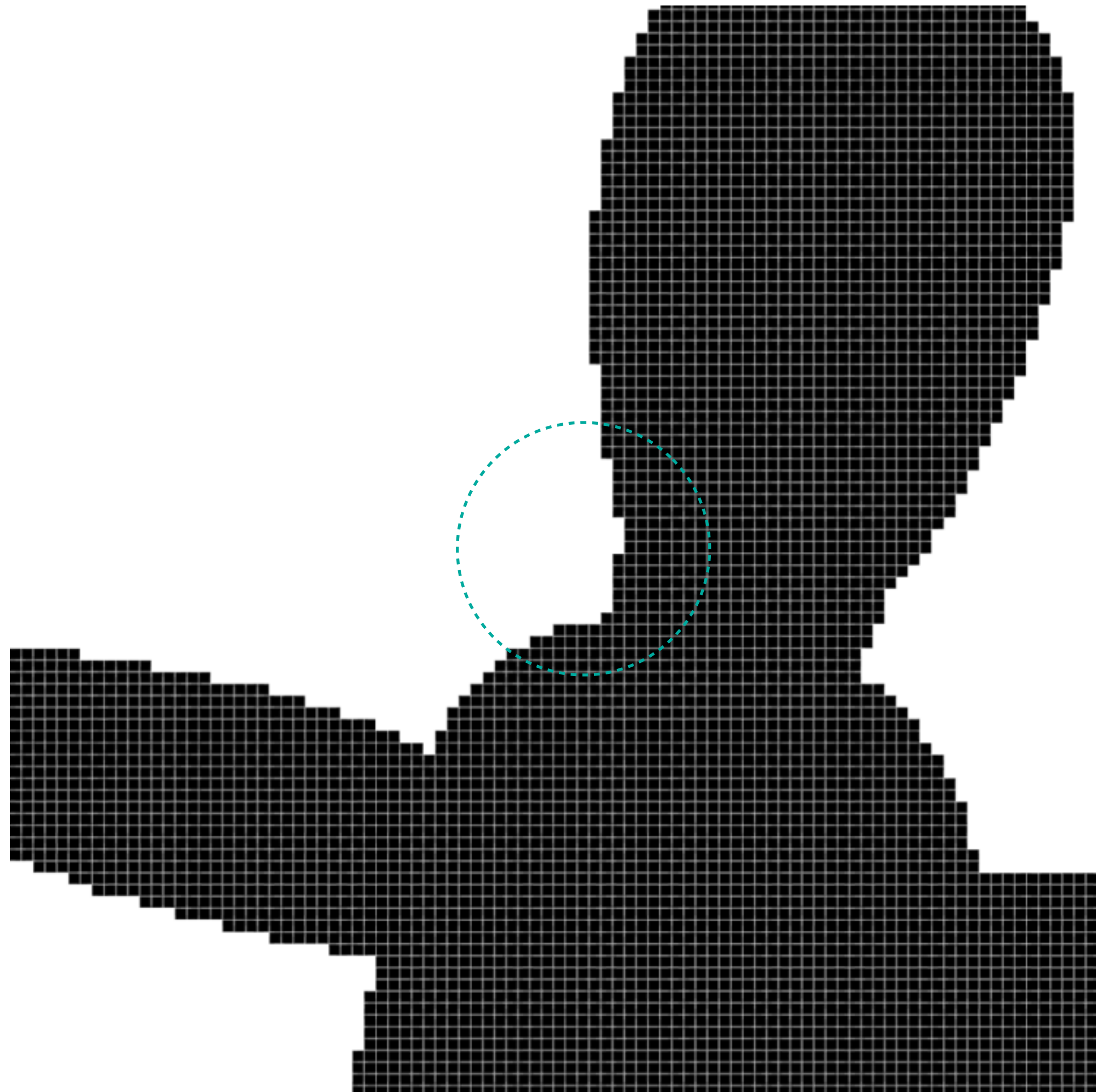
acoustic pixels

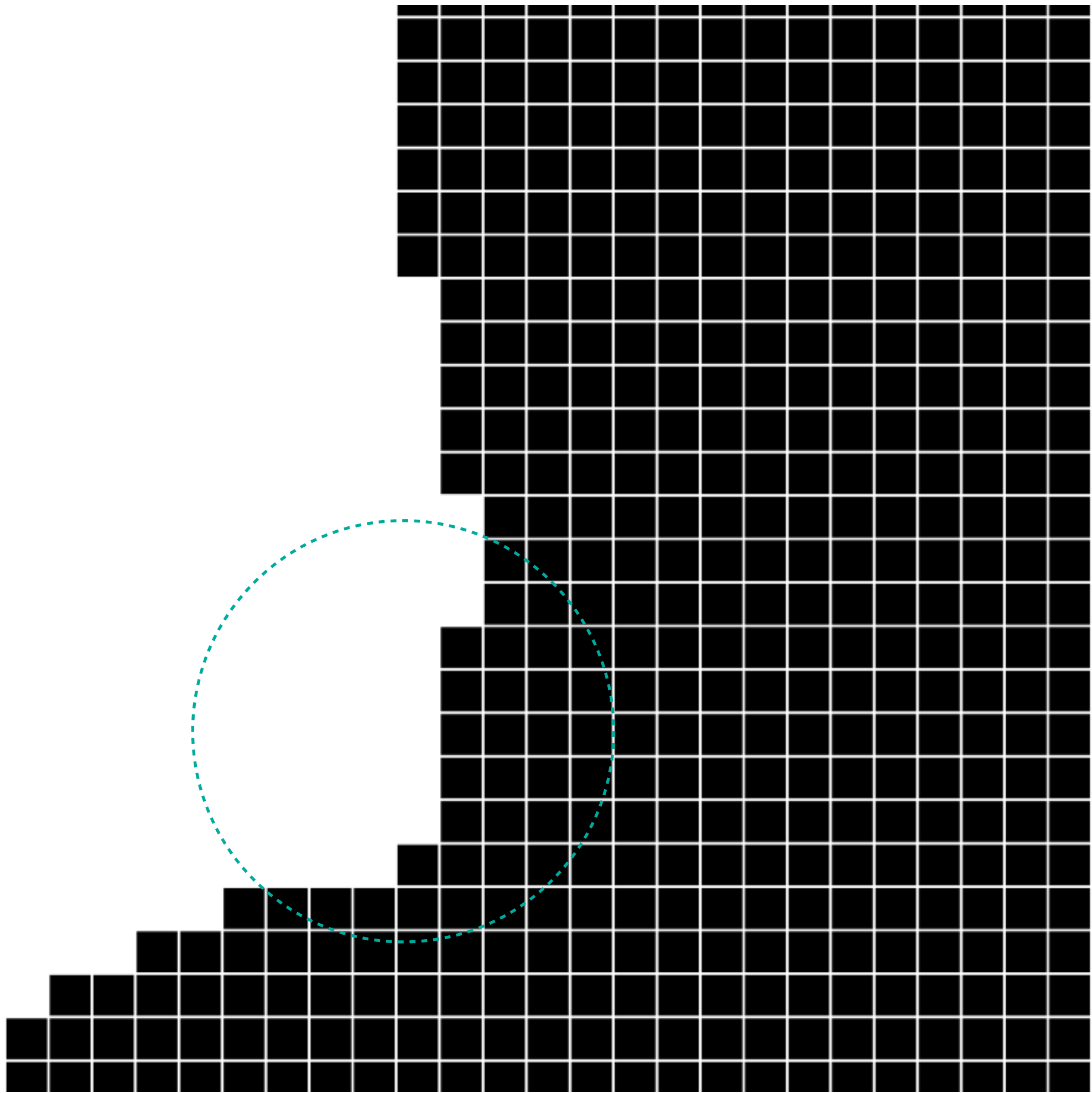
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what we want

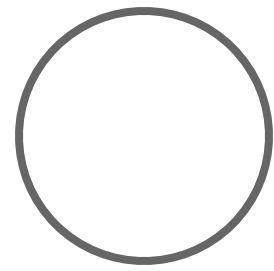
- Using limited technologies to create **memorable experiences**.
- Combining interaction design with **artistic practice**.
- Design it **open**. Design it **tangible**.



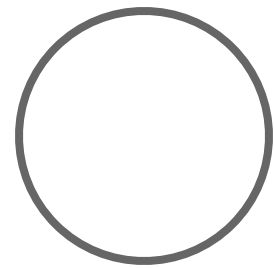




pixels

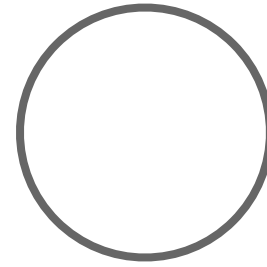


1 photocell has 1023 values.



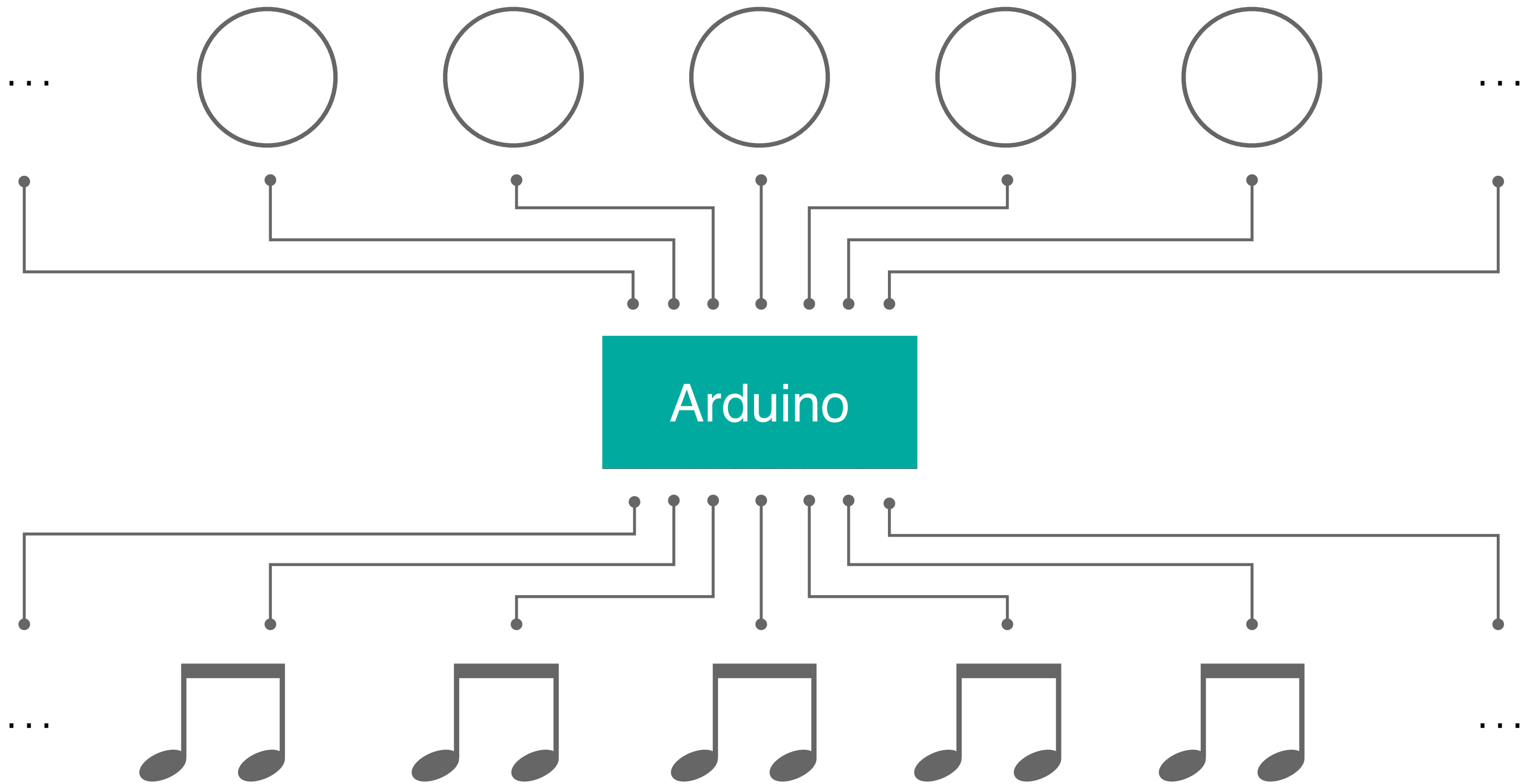
1 photocell has 1023 opportunities.

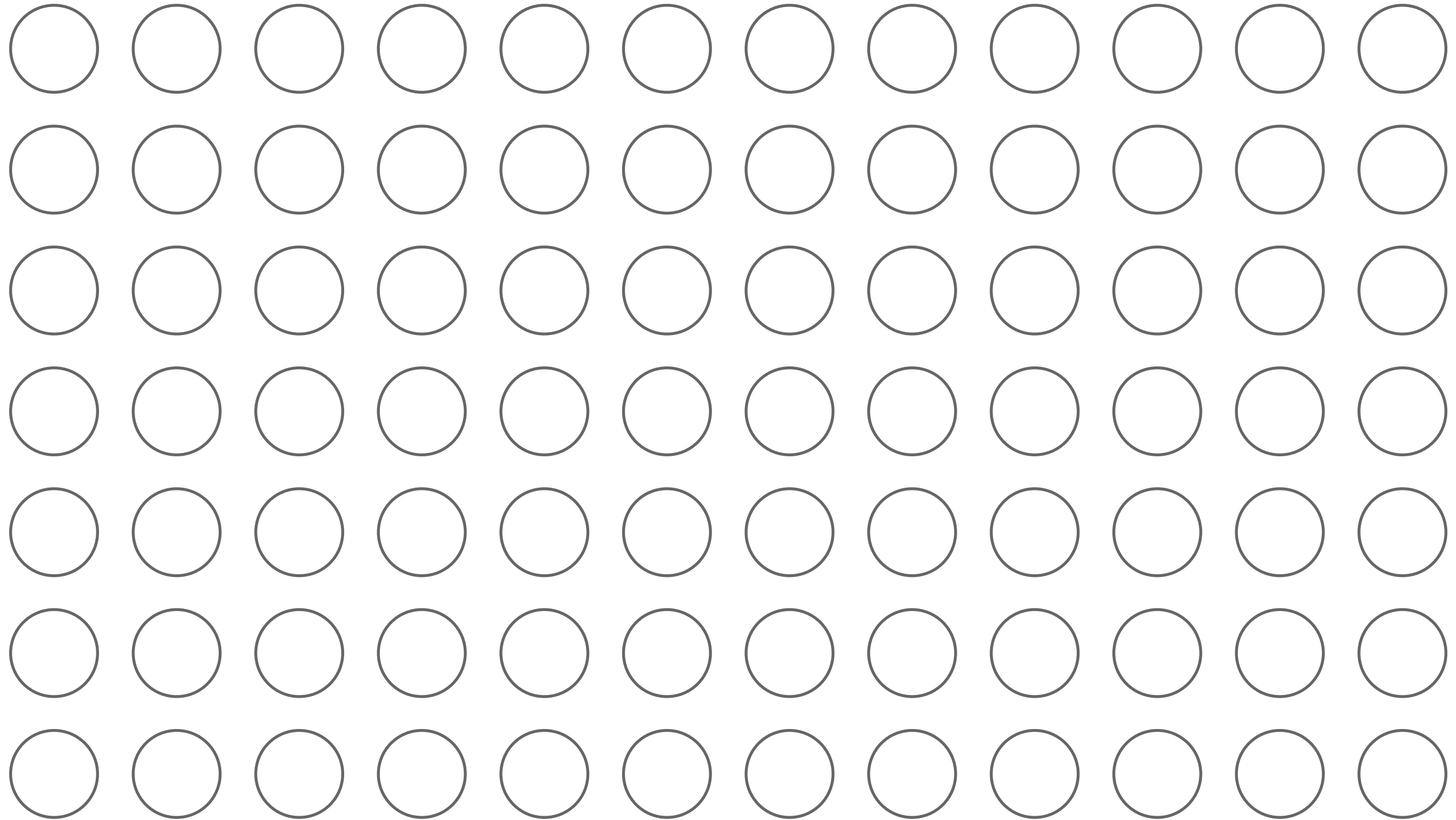
What if we use the photocell values to represent **sounds**?

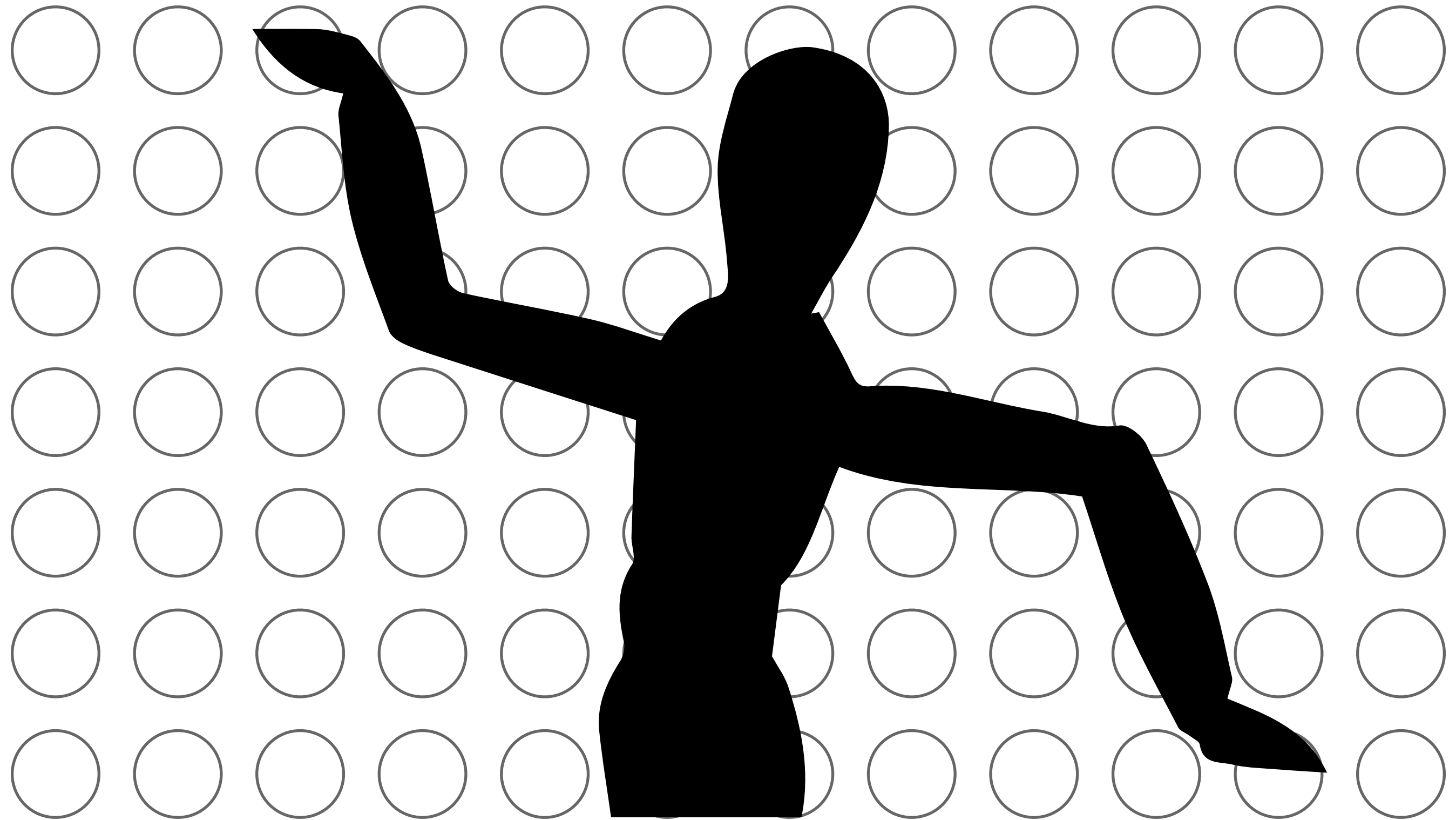


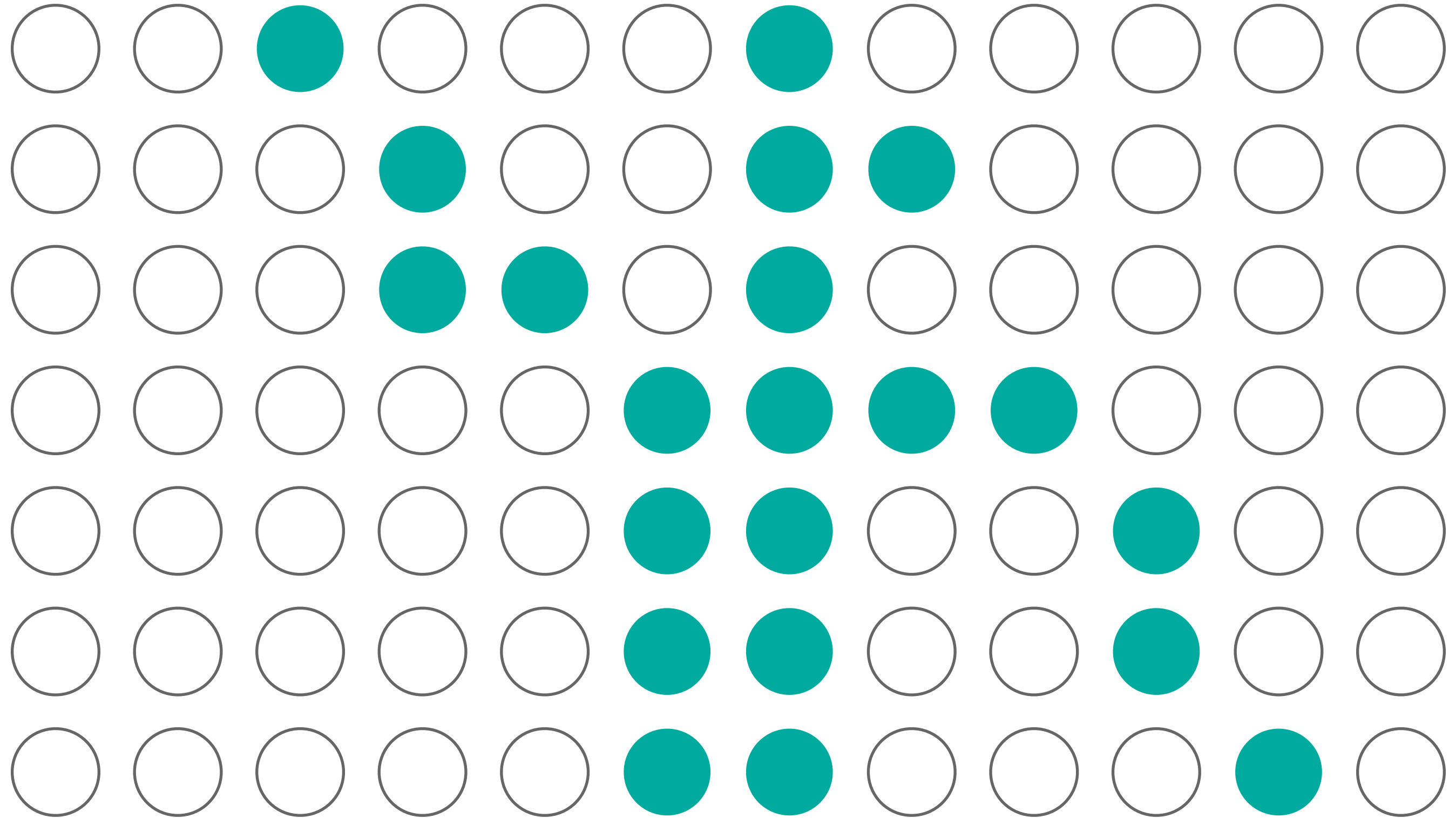
Arduino

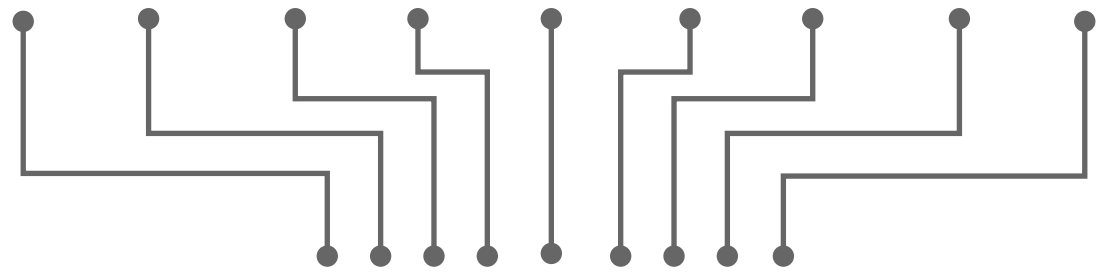
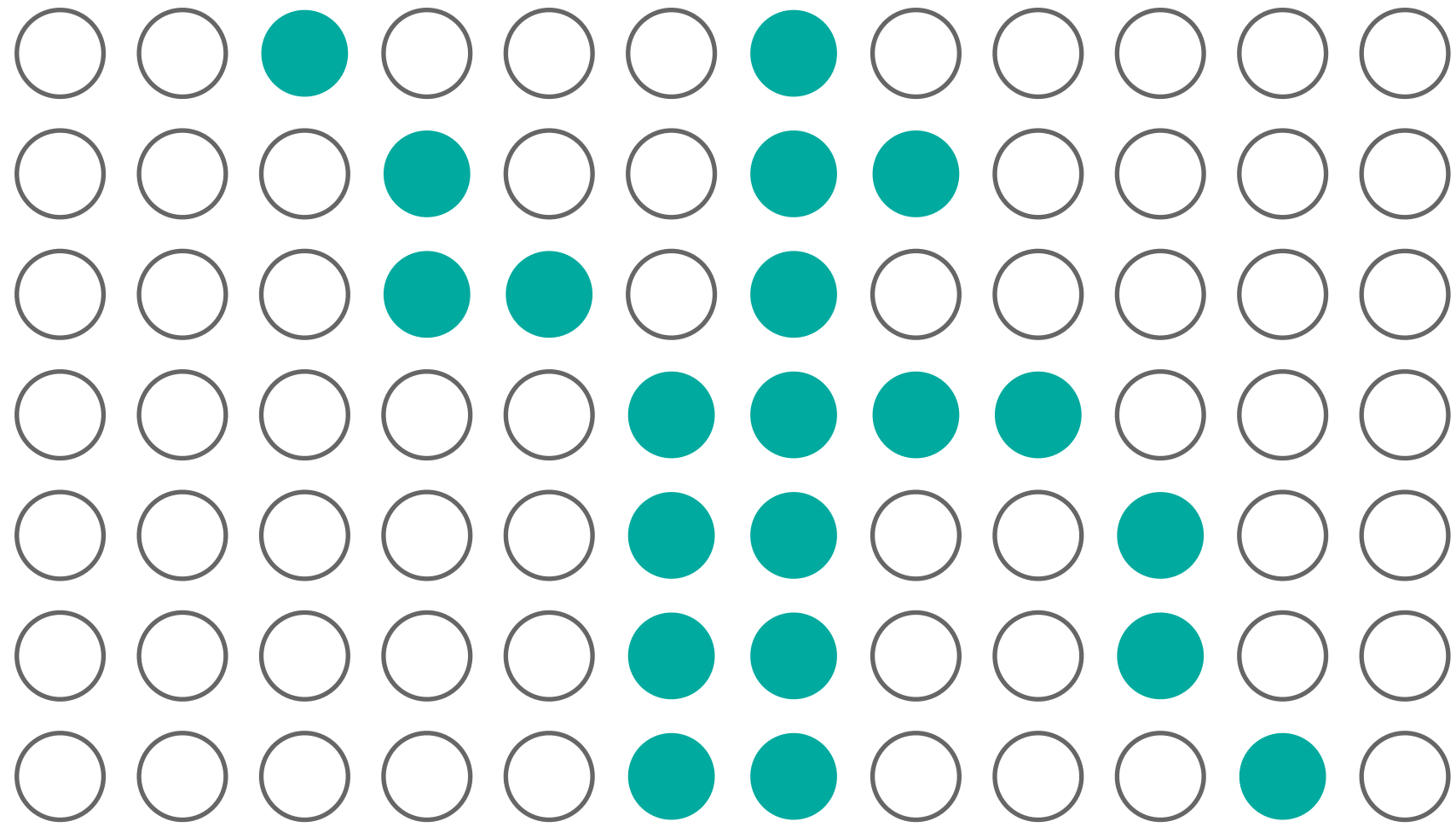




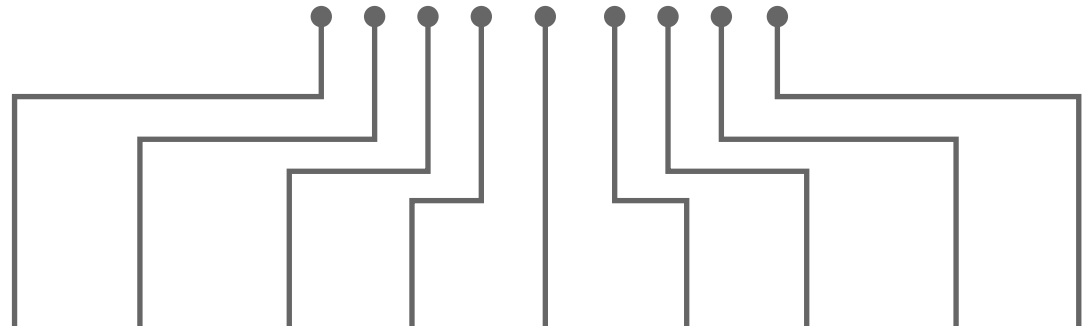


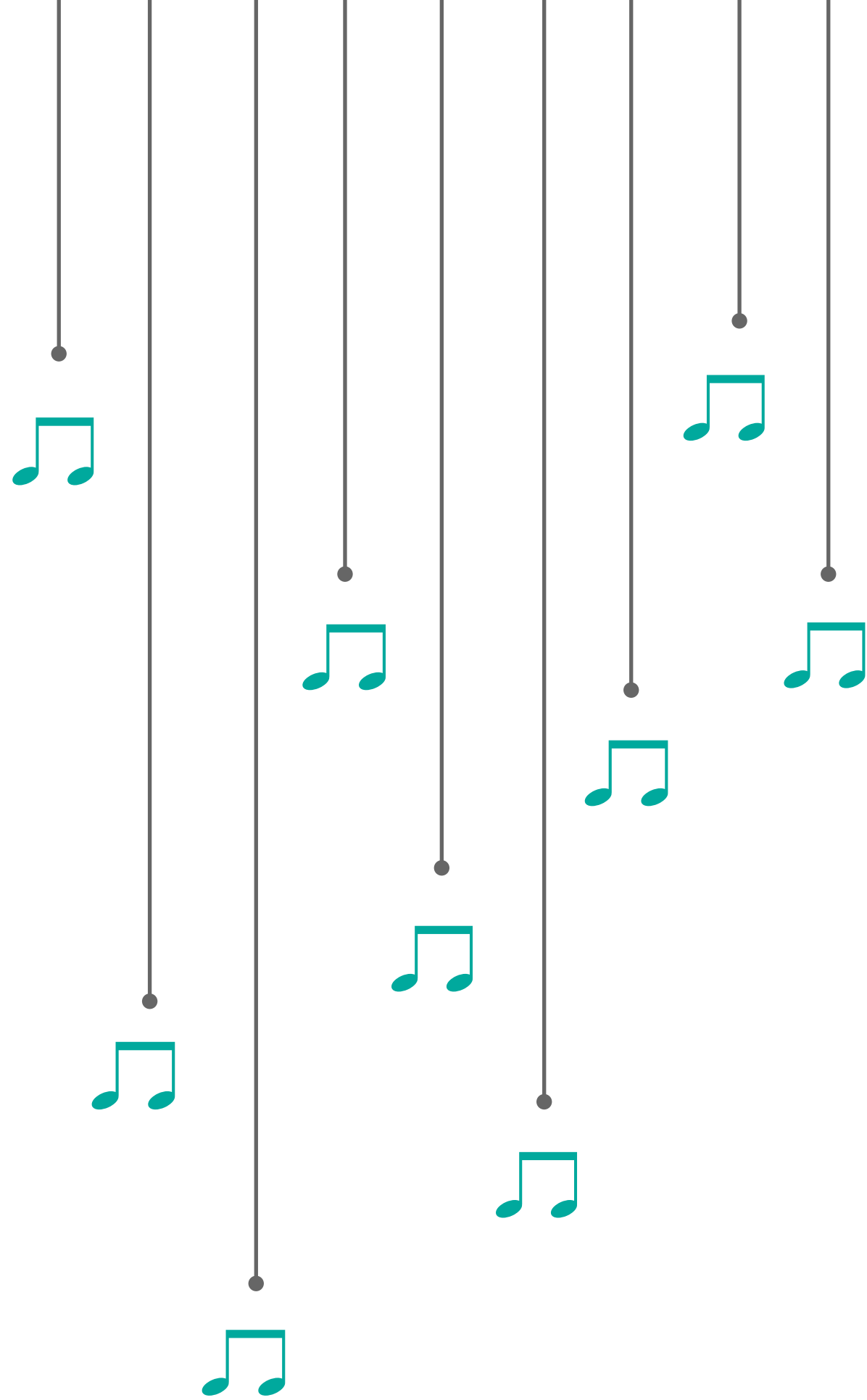






Arduino





all starts with pixels

Thanks!

Daniel | Juan | Xuezi | Chen