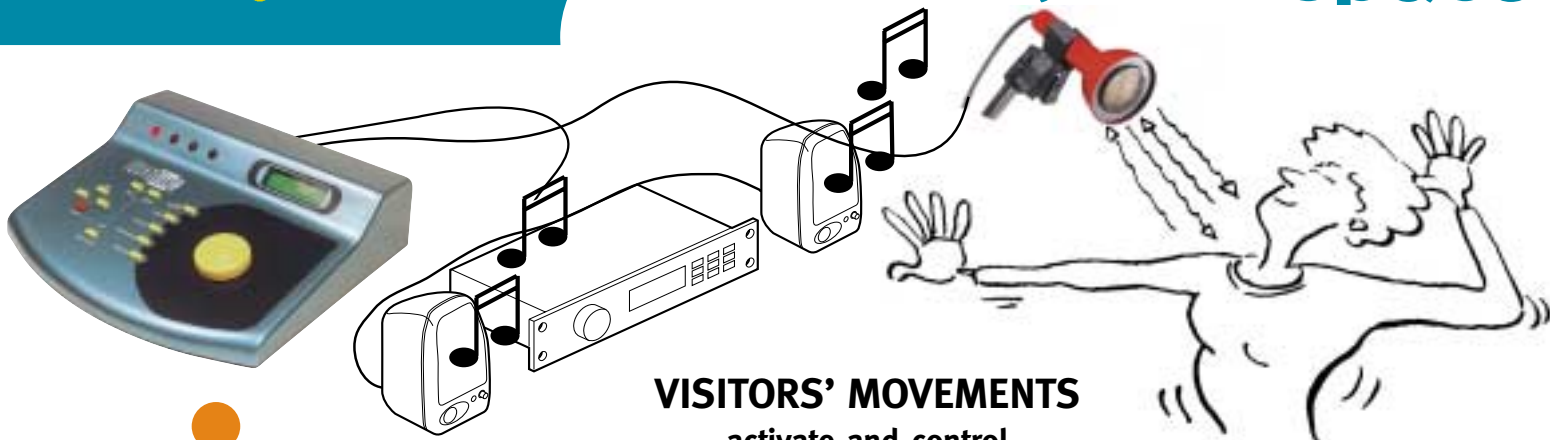


Exhibitions! Museums! Installations!

SOUNDBEAM®

the invisible, expanding keyboard in space



VISITORS' MOVEMENTS activate and control

SOUND - MUSIC, WORDS, SOUND EFFECTS -
from sound modules and samplers

LIGHT - COLOUR, MOVEMENT, STAGE EFFECTS -
from lighting boards and stage equipment

SOUNDBEAM enables visitors to interact with hands-on exhibits in an enjoyable, educational and creative way, ideal for installations at science centres and museums.

Soundbeam's ultra-sonic sensors convert physical movements

- large or small,
- without physical contact,
- at distances of up to 6 metres,

into digital MIDI messages, activating and controlling samplers and sound modules, as well as lighting boards and other stage equipment.

In addition, visitor-operated control outputs from switches, joysticks and pressure pads can be used to vary pitch, dynamics, filtering and resonance, to modify a sound sample, or its position in space, or to vary the colour, intensity, focus or direction of light.



SOUNDBEAM

SWITCHBOX

SOUNDBOX

SOUNDCHAIR

SOUNDBED

VIDEOS,
RECORDINGS
AND
PUBLICATIONS

COURSES AND
WORKSHOPS

PERFORMANCE

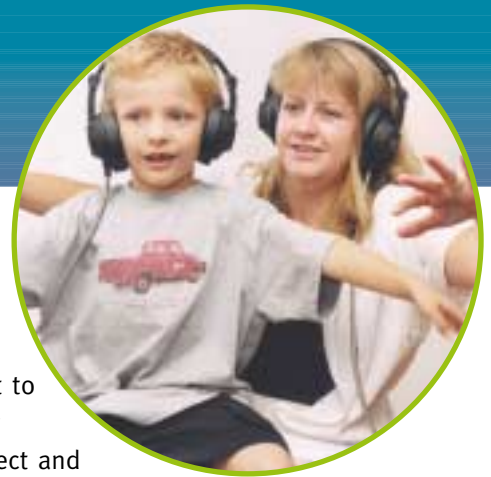
EDUCATION

INSTALLATIONS

SOUNDBEAM®
is a Best Social Inventions award winner.

www.soundbeam.co.uk





In "Sounds Interesting", the popular inter-active Soundbeam installation at Salford's Artworks Gallery at The Lowry, two users can listen to each other's musical output to improvise duets together. In another section, three ultra-sonic Beams detect and interpret visitors' movements to produce a 3-strand musical complex.

"...Making music out of the air..."

"...we put on headphones and waved our arms,...you were making music with your movements..."

"...you just walked around and that, and it made sounds..."

"...P.S. the make your own music room was FAB! Thanks..."

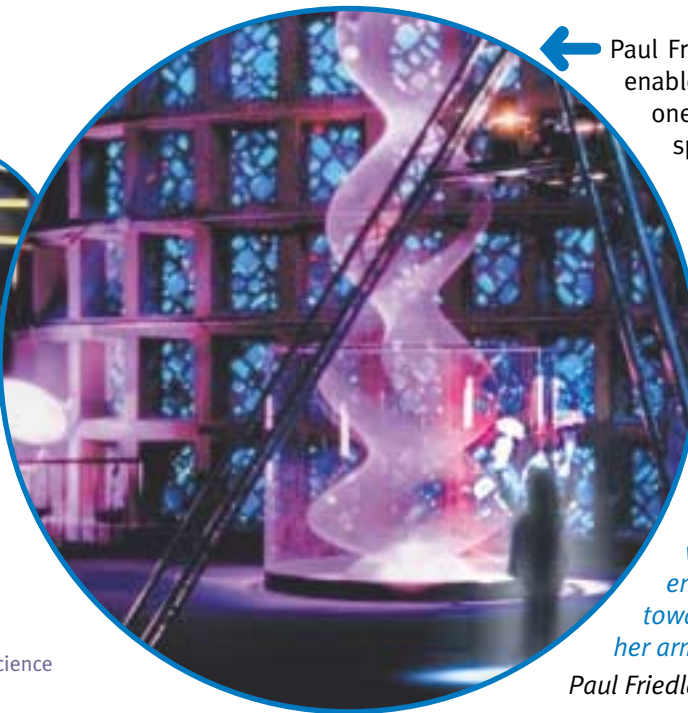


Vibro-tactile Devices

In the installation, "Explore At Bristol", visitors - including those with hearing impairment or other disabilities - can experience the physical vibrations of music, sound or speech by standing or sitting on a Soundfloor specially designed by The Soundbeam Project. Vibro-tactile boxes of other sizes are also available.



Oscilloscopes and the oscillographics derived from them, mixed with synchronous video images of performers and other graphic material, can be mixed to produce real-time animated analogies of the sounds.



Paul Friedlander used Soundbeam to enable visitors' movements in one beam to control the varying speeds of a spinning rope, while interruptions of a second beam vary the oscillations of a coloured light source which defines the changing visual patterns of his prize-winning installation, "Dark Matter", at the New York Hall of Science (June 1999)

"I was quietly taking photographs in the empty hall, when she came in alone and entirely without hesitation moved towards the installation and raised her arms to interact with it"

Paul Friedlander - www.praskovi.clara.net

Soundbeam Museum users include:

- Xperiment! at the Manchester Museum of Science and Industry, UK
- The Science Centre, Singapore
- Eureka! Children's "Hands-on" Museum, Halifax, UK
- The Pacific Science Centre, Seattle, USA
- Liberty Science Centre, Jersey City, USA
- New York Hall of Science, USA
- At Bristol Science Museum, UK
- Artworks at The Lowry, Salford, UK
- The Parc de Las Ciencias Centre, Granada, Spain
- Glasgow Science Centre, Glasgow, Scotland

