

**Final Deliverables | Wekinate Your World**  
Music 356 / CS 470 “Music and AI” | Winter 2024  
Tuesday 2024.2.29

Name

URL

(please indicate which of the three to present)

(optional image)

Priya

(out of town, play the first?)

<https://ccrma.stanford.edu/~priasun/470/hw3/>

- Danny: Love the vision effects! It shows how accurate the image mapping is, and very fun idea
- 
- Tiange: good way of mapping visual signals for drum controls
- James: awesome mapping
- Yiheng: The visual feedback is so cute!
- Afnaan: That's so cool! Using the mouse control in place of the drum sticks is such a cool use of Wekinator.
- Kangrui: I like the strong visual-to-audio mapping
- Samantha: this is a really cool idea! Seems like you can incorporate a lot of different sounds into this
- Hannah: creative idea
- Cole: love the visual feedback you get when you click on the screen. Very cool idea!
- Grant: I love how clear this reads with the cursor clicking
- Guinness:: Cool concept! I like the visuals for the drums here
- Mollie: Ship it! I can totally imagine this being in music classes to teach kids instruments who don't have access!
- Kiran: Cool idea! I wonder how you got clicking on the image to work with wekinator
- Shreya: Really cool idea! I love the idea of a portable drum and this can be extended to so many other instruments as well!
- Xiaomian: very creative! Would be cool if you can use two mice or the keyboard to control the drum, symbol and drumsticks

Kiran

<https://ccrma.stanford.edu/~kvbhat/470/etude3/>

(System 2: Playlist Posture)



- 
- Samantha: I love how the beats are aligned and the bit crushes fits nicely into the song! It's really cool (also, I'm doing something with sit-ups lol. Great minds...)
- Kangrui: love your music taste. I think the bad posture distortion doesn't ruin the music too much, so it's a good balance :)
- Danny: Love the music, and the bodyosc synth adds a really cool texture to the song that fits a really cool mood
- Afnaan: Is that posture correction, but in musical, CCRMAcore form??
- Tiange: it is cool to control the music with posture detectors!
- Cole: haha the deterioration of the quality of music with posture is a cool idea.
- Calvin: great effect and great performance! Funny concept that encapsulates the feeling of slouching.
- James: awesome music, interesting warning sound, almost adds to the music
- Mollie: I like the subtle change of the sounds as the posture changes. I think if you did something more dramatic it wouldn't work as well
- Guinness: Cool sound effects!
- Grant: This is a creative idea and I like that the music is still heard even when changed
- Shreya: Love the idea of AI surveillance, how creative!
- Priya: This is a great idea! The mapping works really well between sound and posture
- Xiaomian: oh wow, haha that's a useful wekinator. I might need it for myself when I'm doing work

Danny

<https://ccrma.stanford.edu/~mottesid/470/hw3> (First Video!)

**Wek2Spotify**



- 
- Kiran: Really cool, didn't know it was possible to make API calls in chuck
- James: Awesome editing and interaction with Spotify
- Hannah: would totally use
- Afnaan: NO shot. That's legit so cool, interfacing with the Spotify API was such a great idea. That system seems to work so well.
- Tiange: cool idea and good execution! It is cool to interact with the Spotify API.
- 
- Guinness: The star wars code was beautiful
- Yiheng: OMG the video editing is so cool. Love the rolling code in the end.
- Cole: would 100% use. Most Stanford party trick I've seen.
- Kangrui: excellent marketing video. Love the disco on demand. This feels like a product I'd actually use haha
- Calvin: ship it, code over Abba was great, and creative use of gestures to manipulate the songs
- Shreya: Great execution, loved the editing and creativity!
- Grant: This is so great and honestly useful!!
- Mollie: Love it. As funny as you made the video, I think it is actually a super practical and useful tool. This needs to be implemented into apple car play asap.
- 
- Samantha: wow, I'm curious how you made the mapping work so well! I feel like this can be applied to a lot of other systems too
- Andrew: "I'm sick of this genre we need some disco" legend
- Priya: Super cool idea! Had no clue you could integrate the API with Wek/Chuck
- Xiaomian: I love the demo! Wish it's longer :)

Grant

<https://ccrma.stanford.edu/~gbishko/470/etude3/> (2)

- Mollie: I love it! You were able to train it in a way that made it super reliable and consistent
- James: great mapping and human control

- Danny: Extremely jealous how well you can control the tempo! Very cool dude
- Kiran: Really cool, very controllable
- Shreya: Amazing control of the system! The fact that you managed to control the tempo too is so impressive.
- Hannah: would totalllly use
- Cole: very impressive control. Nice beat you dropped towards the end there.
- Guinness: Super tight control here! I liked in the middle of your video when you were grooving.
- Afnaan: Bravo! On their own, the individual hand gestures to generate different sounds was impressive. I thought it was so great to put the gestures together to construct a little dance move which also incites the individual sounds into sounding like a song.
- Samantha: this is awesome! I can see how much thought you put into the controls and even the hand positions
- Priya: This is great! Really performative and I love how intentional you were about the gesture mappings
- Andrew: so responsive, really feels like an instrument
- Kangrui: the control feels so accurate and crisply responsive
- Tiange: cool idea of controlling different sound effects with hand pose. It becomes ART when playing with different hand poses.
- Calvin: expressive, controllable, and reproducible—that's an instrument! No other time in human history could you control boom snap and a clap with just *one* hand
- Xiaomian: this is so fun! I like how you groove through the boom snap

James

<https://ccrma.stanford.edu/~jameszhe/470/etude3/> (#2)

- 
- Tiange: Nice control using the hand poses! The transition between different frequencies is smooth and accurate.
- Cole: space sounds! Love how many sounds you can make with this system.
- Hannah: sick
- Afnaan: Yes! The hands and their positions being the instruments is such a great deployment of Wekinator. The level of precision you demonstrated with it was impressive.
- Calvin: So controllable and very intricate! Love the combinations you could create with your hands, would love to see if you could compose something with it
- Guinness: I love these sounds so much. This is hard af
- Kangrui: I love the bass. When the second hand came in things got really trippy (in a good way)
- Grant: This reads so well!!! I love how both hands are used and work together

- Danny: CCRMA CORREEEE! This is so sick, and polyphonic??? Hell yeah this is sick, love how the two sounds can be completely controlled independently
- Mollie: It is giving ~conductor. I really want to see what would happen if you used feet rather than hands
- Shreya: The sounds were so satisfying! The pitches complimented each other so perfectly.
- Priya: This is amazing! Love the soundscape you created
- Samantha: I love how this is quintessential computer music, but needs a human to control it
- Andrew: nice soundtrack, gives me space invaders vibes
- Xiaomian: very controlled hand motions and facial expressions!



Hannah

<https://medium.com/@hkim24/wekinator-7ec0d6dc9751> (#2)

- Tiange: cool fine-grained control of music using facial expressions!
- Guinness: The slowed down sounds were so good!
- Grant: 😊 Love how playful this feels
- James: Great control of facial features
- Cole: would definitely use this to alter my music
- Shreya: Love the expressions! I struggled with FaceOSC so it's so cool that you were able to control it so well.
- Yiheng: It's cool that the blink does not affect the switching of songs!
- Afnaan: Love this idea! I love the idea of a hands free way to alter my music playback! Plus, I know the gesture recognition in FaceOSC can be finicky so great job having it work so precisely.
- Samantha: brilliant idea to use the playback speed and make the song still coherent overall.
- Kangrui: Seems super fun to play with
- Mollie: Love the pitch shifting. I think that made this really unique and looks like it is fun to play with!
- Danny: How did you slow it down?? Very cool

- Andrew: wonder how it sounds if you were to just talk and let your face relax normally. Nice responsive system, at parts looked like the music was controlling your face
- Priya: Great idea! Loved the fine-grained control you achieved and how reactive the system was
- Calvin: Super fine-tuned, could see how just the smallest changes affect the music, would like to see it used with quickly changing facial expressions lol
- Kiran: The speed/pitch control
- Xiaomian: I'm surprised how controlled the system is at picking up subtle change of expressions! Nice way of incorporating it in your webinar.

Yiheng

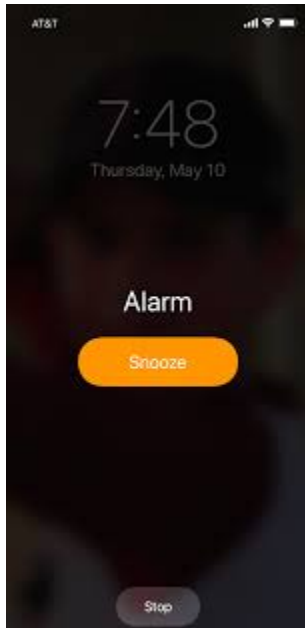
<https://ccrma.stanford.edu/~dongyh/356/etude3/> (#3)

- 
- Guinness: It was really impressive that you were able to control the particular note just through hand positions. Super cool stuff.
- Grant: This is super creative and feels like an actual instrument!
- James: created an instrument out of your hand - awesome
- Priya: You did an incredible job with the mapping! Super creative use of hand features
- Danny: Shocked how accurate that mapping is, really cool.
- Afnaan: I had no idea Wekinator could do that! To map to individual knuckles is one of the most novel inputs I've seen.
- Mollie: I like the way you use your body as an instrument. Now I wonder what kinds of instruments the rest of the body can make
- Tiange: really cool idea to incorporate interactions of both hands!
- Shreya: What an impressive instrument! You achieved such great control over the output sound.
- Hannah: new instrument!!!
- Andrew: first air guitar, now fist temple blocks...yall should start a wekinator handosc band
- Kangrui: really interesting idea, using your hand as a piano keyboard. Cool control!
- Calvin: cool to think of using this without knowing the programming, could imagine someone having a great time just tapping their knuckles haha
- 
- Cole: cool use of the articulation components in the hand OSC!
- Samantha: this is really nice! You can expand this to lots of different sounds and the mapping seems so natural
- Kiran: Super creative
- Xiaomian: this is so fun! I wish there's a longer demo of you playing something with your left hand :)

Cole

(First video)

<https://medium.com/@csprou3/wekinator-dea8aace9dcf>



- Shreya: Such a creative application of Wekinator
- Danny: Hahaha great video, I feel the sound of that alarm in my bones
- James: interesting choice of using phone alarm to stop yourself from using your phone - awesome editing!
- Andrew: oh shoot is it actually reading data from your phone??
- Priya: Great job! This is a really cool application, super curious as to how you interfaced with your phone at a low-level
- Tiange: really cool application! It would be really useful in real life.
- Samantha: It works really well! And I love how you took on a creative angle. Kudos on trying the gyroscope too
- Guinness: Great concept and great editing. Really cool use of the gyroscope input! I thought it was camera at first, but the use of gyroscope is really unique.
- Afnaan: This is actually a product I would use. I am curious, how did you train Wekinator for this? Was it based on the gesture of picking the phone up, or the presence of the phone on the screen? Oh nevermind, you just said it was Gyroscope OSC– that's sick!
- Kangrui: cool video, very relatable :) Gyroscope OSC seems super unique
- Calvin: great use of the gyroscope, super creative use of OSC, and overall great concept / execution!
- Mollie: The struggle is real. It is interesting that you used gyroscope data. I wonder what other benefits using gyroscope data can bring to your system

- Murtaza: What a cool and useful tool!
- Kiran: Whoa using gyroscope data from the phone is a great idea to make the system more reliable
- Xiaomian: hahaha I need this when I'm doing work. This is very creative! I like the acting going along the demo

Mollie

<https://ccrma.stanford.edu/~mollier/356/hw3/> – Experiment number 3

- 
- Kiran: Funny idea how did you come up with this haha
- Guinness: I love the contrast between the good vibes life is a highway music and the angry road rage.
- Danny: Hahaha awesome idea, fantastic song choice
- James: awesome - would use
- Priya: Great job! Hahaha amazing choice of songs
- Grant: So fun!!
- Tiange: Cool idea! Road rage sound effects are so cool.
- Calvin: awesome road rage clip, and I liked the differentiation between the horn and the yelling positions
- Cole: lol the soundtrack you use is hilarious in contrast with Rascal Flatts. Very nice
- Hannah: wait but actually, this should be installed
- Kangrui: c'mon mate. I love the sounds you picked and the contrast. System seems crisply responsive!
- Afnaan: How do you even think of this?? This is such a great idea! I love the premise of Wekinator changing its vibe to accommodate whether or not you're dealing with road rage..
- 
- Murtaza: I wonder what the converse would be—maybe a “Hey I'm walking ere!” device. So cool!
- Shreya: The sounds choices were so funny, what an effective way to use VisionOSC!
- Samantha: I like how it's both a piece of comedy and a social commentary combined. Nice mappings!
- Andrew: LOL
- Xiaomian: oh hahaha this is fun and creative! I hope you don't use this when you are actually driving lol

Samantha (the second one)

<https://szl118709.wordpress.com/2024/02/21/cs470-project-3-wekinator/>

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- Andrew: hahaha I'd sit up and never fall back down. The subtle counter is a nice add
- Guinness: This is amazing. Sometimes you just need a little extra motivation to get through the last few reps. This wekinator is awesome.
- Calvin: I wish i had this, this is my internal monologue when doing situps. So much health
- Cole: I'd get so fit using this.
- Priya: This is amazing — def need this in my life
- Murtaza: Omg I would totally use this!
- Hannah: would use this
- Afnaan: This might be the only part of the Wekinator surveillance state that would make me happier. This would revolutionize me working out.
- Shreya: Lolll i love the added counter too! What a motivational use of Wekinator.
- Kangrui: I need this haha. What if you made it boo if you didn't do a situp.
- Grant; I need this.
- Yiheng: I definitely need it!!!!
- James: awesome reps
- Tiange: wow you did so many situps!
- 
- Mollie: This needs to be in every gym. It is so funny. I also like that you have the crunch counter going.
- Xiaomian: This is so cool! I like how controlled your hand motion is for the guitar strokes. I think this can be the start of an even more elaborate project for an "air" orchestra

## Guinness

<https://medium.com/@guinness.chen/etude-3-6ea5fd32a86e>

- 
- Murtaza: It's so mesmerizing! How were you able to modulate the pitch and frequency so well?
- 
- Andrew: lovely, like cyberpunk throat singing, something oddly melancholy about this.
- Tiange: great sound choices! It is like singing in computer songs not your own throat.
- Afnaan: Yes! Yes! I live for stuff like this. This is what Wekinator was made for: a robotic opera performance!!
- James: great emotion
- Danny: Holup this is beautiful. Love the added reverb, and how it looks like you have to strain your voice for the higher notes.
- Grant: It's like overtone singing!! This feels very expressive which such a simple input. Really cool.

- Cole: emotional performance. Love it
- Priya: Loved the feeling this evokes! The use of reverb was especially cool
- Calvin: damn that made me... feel somethin...
- Kangrui: both robotic and musical at the same time, very cool vibe! I can feel the emotion
- Hannah: the riffsssss, i felt something
- Shreya: I love this soundscape. Such great execution. Are you using only Proccessing for this? It's remarkable that you were able to get such great control.
- Mollie: 1. I love the sounds you chose for this. They work so well with the different poses. 2. I am imaging what others thought watching you play this
- Samantha: it sounds so goooooood... epic sound design!
- Kiran: Awesome system and performance. I like how the frequency changes in addition to the tone
- Xiaomian: HAHAHA this was great! I love how you incorporated skit elements in your demo

Tiange Xiang (play the third one)

<https://ccrma.stanford.edu/~xtiange/470/hw3/>

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- Andrew: never heard of this sport before, the moments when the music seemed to spike in tandem with the ball making a sudden change in momentum were really neat
- Priya: Ball tracking was really cool and worked great! Very creative
- Guinness: The ball tracking was super cool. I liked how you edited this video. I like how you showed us the three steps of how you made this.
- Kiran: Creative idea, didn't know you could use ball tracking. Also enjoyed the video showing the process
- Murtaza: I thought the use of video input and ball mapping was really cool!
- Grant: This is crazyyyy, not sure how you trained this but it's super cool! I wish I could see more of it with the music!!
- Mollie: I love the idea you explored. Adding the music in the background somehow changes it from a sports match to a video game
- Calvin: reducing the dimensionality was awesome, and thank you so much for showing us a wonderful new world of sports
- Shreya: This is simply amazing! A great, innovative idea.
- Samantha: jaw dropped, mind blown
- Afnaan: Coming into this video as someone who didn't even know what Teqball was. But using Teqball as the instrument input may have been the most unique idea ever. You literally may have been the first person to use Teqball as a musical input in the world.
- James: great application, awesome breakdown of steps

- Kangrui: the ball tracking is so accurate! Super cool sonification idea. I like the video breaking down the steps
- Yiheng: Would love to try Teqball (with music)!
- Cole: wow, this is such a novel way of mapping. Love this and teqball
- Hannah: the dimensionality reduction is such an interesting idea
- Danny: My new aspiration is to be a pro Teqball
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Afnaan (play the second one)

<https://ccrma.stanford.edu/~afnaan/4790w3/>



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- Kiran: Super funny and creative
- Danny: Gotta catch em all.
- 
- Tiange: Cool idea! I think it may work on many other applications as well, not just Pokemon :)
- 
- Shreya: Hahaha really creative idea and execution
- Hannah: creative, no more movie editing
- Kangrui: Fire. Good introduction and setup!
- Mollie: The setup was amazing. Totally unexpected, totally fun
- James: This is amazing
- Calvin: “There *is no tomorrow*, Rock! There *is no tomorrow!*” rip carl weathers
- Murtaza: Excellent segue to the Rocky theme
- Guinness: That Rocky music makes me want to go on a run. Very appropriate action too.
- Samantha: this is hilarious lol. Nice video too!
- Priya: Lol the Rocky music. This is incredible though
- Cole: incredible intro, even better idea.
- Andrew: lol awesome, glad you were able to get this working
- Xiaomian: Dramatic hat flip. (My ears almost got blasted) Nice!

Kangrui (first one – up to 0:47 in video)

<https://ccrma.stanford.edu/~kangruix/356/etude3/>

- 
- Andrew: lol i watched face2pinktrumbone as well, there's something very AI about using wekinator and face tracking to play an instrument that is a model of your own human vocal tract
- Calvin: very smooth and very futuristic and i see the vision for somewhere over the rainbow
- Priya: I love how you used your own sounds and this is super futuristic!!
- Cole: spooky and scifi
- Danny: Very very cool, love how you added a way to turn off the theremin as well as continuously change pitch!
- Murtaza: I really liked the choice of audio
- Afnaan: Straight out of a sci-fi movie. "Jarvis, map frequency to the position of my hands."
- James: very smooth sound
- Shreya: The timbre is so spot on!
- Hannah: intuitive mapping!!
- Mollie: It's giving evil wizard
- Guinness: The hand gestures were really cool here.
- Samantha: it's actually like a theramin! I like how fine tuned the pitch can be
- Tiange: cool control of hand poses, the control is so smooth and fine grained!
- Xiaomian: Cool! Seems like it would be useful for "air" conducting!
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Calvin (third)

<https://ccrma.stanford.edu/~calvin3/356/etude3/>

- Samantha: it's so cool how you can control minecraft. I think it not working all the time makes it more fun lol
- Kiran: This is so funny, the desk slam is genius. Great video too
- Shreya: So sick!!! The user testing was such a great addition to the video.
- Danny: Love how aggressive the slamming of the desk is. This is so fire, Must be released to the public
- Priya: Amazing job! Can't believe you were able to control Minecraft through Wek
- Murtaza: THIS IS SO COOL!!! Also the user testing part is perfection
- Yiheng: This is just so amazing!!! Feels like a new version of Minecraft
- James: awesome connection to Minecraft and user testing
- Afnaan: Can you make this an actual mod? How was it even possible to input commands into Minecraft? Legit so sick.
- Guinness: Ridiculous. I can't believe you mapped all the different controls and that it was actually reasonably controllable. Also hilarious video.

- Tiange: this must have taken lots of effort to make! Cool application, cool idea of controlling player using different modalities.
- Grant: This is fantastic. I want to try it, I also think the mapping makes sense and is intuitive.
- James:
- Afnaan:
- Mollie: So interesting to see in the user testing how people take different approaches to working around its flaws.
- Kangrui: I wanna see how good you can get at Minecraft by playing this way.
- Cole: you've put us decades closer to Ready Player One with this. Fully immersed.
- Andrew: thank you Aiden. I would totally watch a twitch stream of this, amazing stuff. Bruh burh bruh bhur brhu brhu burh rubh rubh bruh rbuh
- Xiaomian: This is so cool. I hope you can make minecraft incorporate this in their game lol

Shreya (first)

<https://medium.com/@shreyadsouza/wekinate-your-world-1caff718c9ce>

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- Kiran: Great system, amazing performance.
- Hannah: ship it
- Samantha: This is awesome! I can see it being incorporated into a car or something, where you can remix your songs. Kudos for making a full performance out of it too!
- Priya: Wow this is so incredible, you did a wonderful job with splitting and the ways in which you perform over it are epic
- Danny: Whattttt????? You gotta tell us how you did this. Did you have the stems?? Or is this all done with filters?
- Andrew: wow the stem splitting is really clear. Really interesting, interactive way to listen to music, I could probably hear / learn a lot more if all music was scrubbable like this
- Cole: woah this is ridiculous, could watch this forever tbh
- James: awesome decomposition of different parts, really lets you analyze the composition
- Grant: Audio separation!! How!!! This is awesome and reads so clearly.
- Afnaan: 2d coordinates to selectively include parts of songs?? Come on that's so sick. How did you stem the song? A wekinator enabled Stem Player is so cool.
- 
- Calvin: how did you do that?!?? It's literally the stem player wtf
- Murtaza: This is so cool to listen to, and I could see myself spending an entire afternoon playing with it

- Kangrui: Cool sound design! The EQ effect sounds very smooth
- Guinness: Woah this is sick. I love the simplicity of the design. It is so musical too. Amazing work here.
- Tiange: cool song choice! Cool remix of different songs!
- 
- Mollie: This feels so playable. It is really successful in controlling the sounds.
- Xiaomian: What a vibe! This was a joy to watch!

Mayshu (first, also second is pretty interesting if you want to watch :)

<https://medium.com/@mxzhan/wekinate-your-world-93253302ccce>

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- Calvin: deployment on cat successful
- Samantha: you could totally do a collab between your hand and your cat! I loved the idea
- Shreya: Cat content is always welcome!!! More cat content please :) Were you using the dog/cat detection in VisionOSC?
- Kangrui: I'm really glad you made an instrument with your cat. I was waiting for it.
- Danny: Your cat is adorable, need more cat content.
- I love your cat and the animal theme!
- Tiange: "WEKINATE YOUR CAT!!"
- Mollie: Your cat gives main character energy. I like the idea of having a user (in this case the user is your pet) be uncontrollable.
- Afnaan: You don't understand how much I love the attempt at using your cat as an instrument.
- Grant: Such a creative idea!!
- Priya: I love your cat and your system :))
- James: love the incorporation of your cat and making use of visionOSC's animal identifier
- Cole: I was hoping someone would use the animal classifier
- Guinness: Your cat is super cute :)
- Xiaomian: Aww your cat is so cute! Using your cat as part of your triggers is very creative!

Murtaza: (third one)

<https://medium.com/@murtazahassan/cs-470-wekinate-your-world-3bb592369da5>

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- Danny: Love the idea of switching between poems. Would be super cool if anytime throughout your day you could make a gesture with your hand and a poem would start playing. Very cool!
- Kiran: This is really cool, I like the mapping of hand positions to lines of the poem

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- Shreya: Your use of DTW is very impressive! The gestures were great for getting hadnPoseOSC, and it came across as a very natural performance.
- Afnaan: I really appreciate the multilingual aspect of your piece. Everything we've seen so far has been in an English-dominated framework, so I really appreciated hearing some Urdu.
- Samantha: it's poetry. Respect for the performance!
- Kangrui: hand gesture were very expressive
- Guinness: The poetry seemed so natural. I couldn't even tell that the audio samples were changing. Great job!
- Grant: I really liked how this reads and how interactive this feels.
- Calvin: ^ same it was so smooth that i didn't catch the transitions, and the hand mapping was well connected to the meaning from the poems
- Cole: I was so impressed at how distinct your hand expressions were! Very poetic
- James: great performance - emotional and nice intersection between poetry and AI
- Priya: I love your use of gestures — this was incredible and poetic
- Tiange: great interpretations from hand poses! I do think there must be some further extensions on the connection between sign language and your program :)
- 
- Mollie: hahahaha. I like how expressive your hand gestures are. Your acting is adds so much to the performance
- Andrew: fascinating way to "perform" a poem, glad to see you got DTW working
-