Marianne Cauvard
Raphaël Pluvinage

NOISY JELLY

Noisy jelly is a game where the player has to cook and shape his own musical material, based on coloured jelly.

With this noisy chemistry lab, the gamer will create his own jelly with water and a few grams of agar agar powder. After added different color, the mix is then pour in the molds. 10 min later, the jelly shape can then be placed on the game board, and by touching the shape, the gamer will activate different sounds.

Technically, the game board is a capacitive sensor, and the variations of the shape and their salt concentration, the distance and the strength of the finger contact are detected and transform into an audio signal.

This object aims to demonstrate that electronic can have a new aesthetic, and be envisaged as a malleable material, which has to be manipulated and experimented.

Note : This project is a fully working prototype made with Arduino and Max/Msp, there are absolut no sound editing in the video...

NOISY JELLY

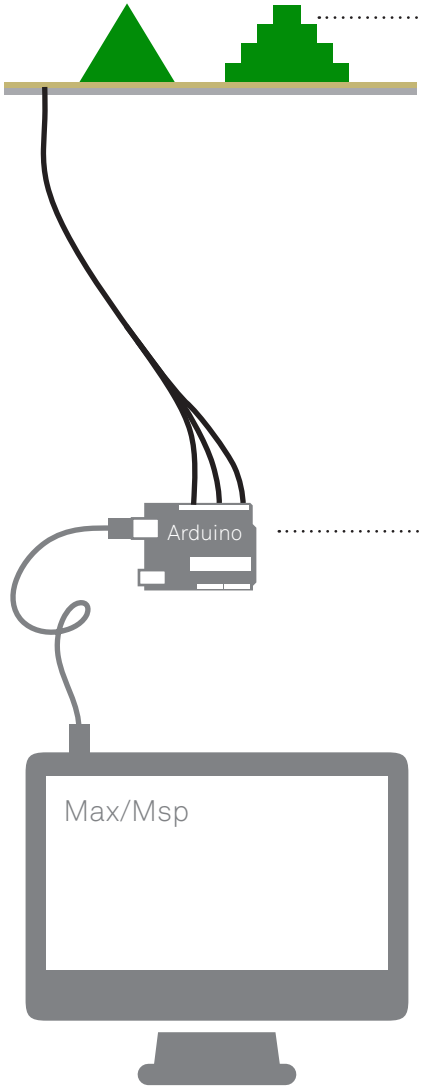
We are both student at in our last year at Ensci - Les Ateliers, french national institute for design studies, in Paris.

My name is Marianne Cauvard, born in Versailles in 1987. I grew up in the countryside which gave me the opportunity to stay naïve a little bit longer than citizen kids.
I am really interested in all things food related and I made internships with food designers trying to fulfil my curiosity.
While I spent one semestre in London, I came back to Paris with a deep fascination for jellies, a material both attractive and repelling.
My work could be characterized by simplicity, sensibility and colour.

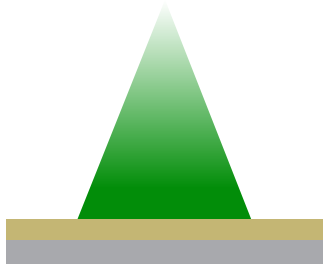
I am Raphaël Pluvinage, born in Montpellier in 1986.After a Industrial design engineering diploma in Compiegne (2009) , and a year in the Interaction design Master of the university of applied science in Potsdam (2010), I am now studying at L'Ensci Les Ateliers. My work deals with both virtual and physical aspect of design used to create narrative, system and objects to experiment and think about present/future possibilities.

My project Fabrique Hacktion was exhibited at 'la Cité des sciences' for Futur en Seine festival. I made a presentation of my project Sims get Nanotechnologie at Centre George Pompidou during the ENMI conferences.

Technical explaination

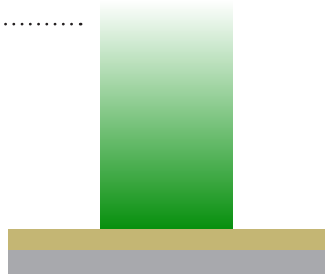


Different shape made of jello
using different salt concentration



Thin sheet of wood
Metal foil

The conductance decrease with the
distance and the thinness of the shape



Arduino running #capcence lib
(which turn arduino pins into capacitive sensor)

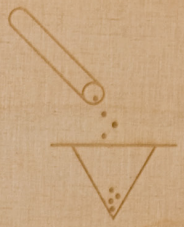
Max/msp with Arduino2max and using then the
signal in different sound generation.


NOISY
JELLY

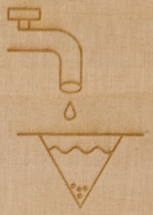

Noisy Jelly
Basses
Mélodie
Scratch
Son
Verser une mesure de poudre gélifiante dans un moule.
Ajouter de l'eau au trois quart du moule.
Choisir un colorant musical et l'incorporer en mélangeant énergiquement.
Attendre cinq minutes que la transformation s'opère.
Démouler les gelées sur le plateau de jeu Noisy Jelly est ready !
Écouter.

NOISY JELLY

1. Verser une mesure de poudre gélifiante dans un moule.



2. Ajouter de l'eau au trois quart du moule.



3. Choisir un colorant musical et l'incorporer en mélangeant énergiquement.

4. Attendre cinq minutes que la transformation s'opère.

5. Démouler les gelées sur le plateau de jeu Noisy Jelly est ready !

6. Écouter.