Heartbeat music match

Yunji Kim

Ultrasound

My proposal

In the gallery...

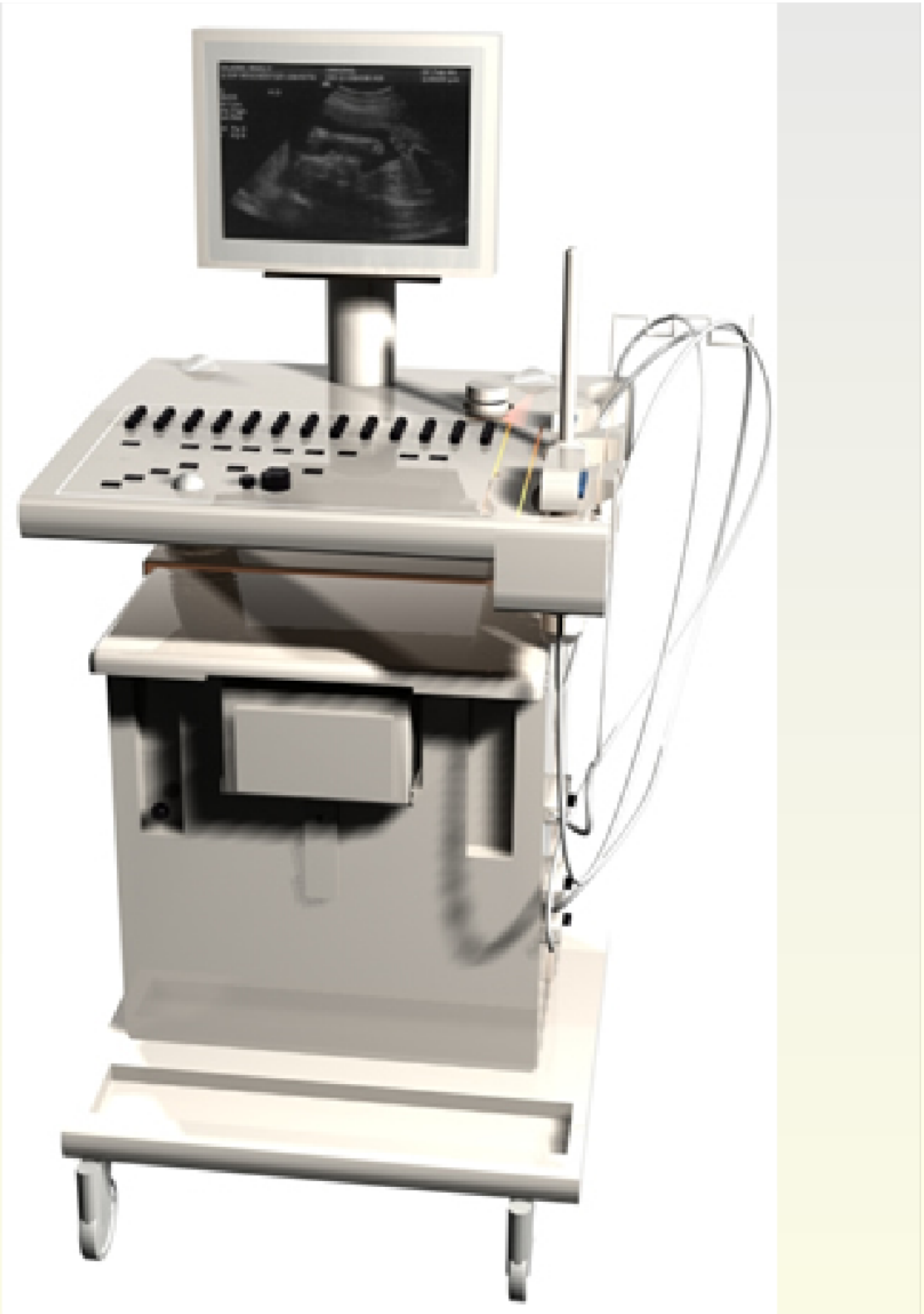
Heartbeat Music Match

Yunji Kim

technology:

technology:

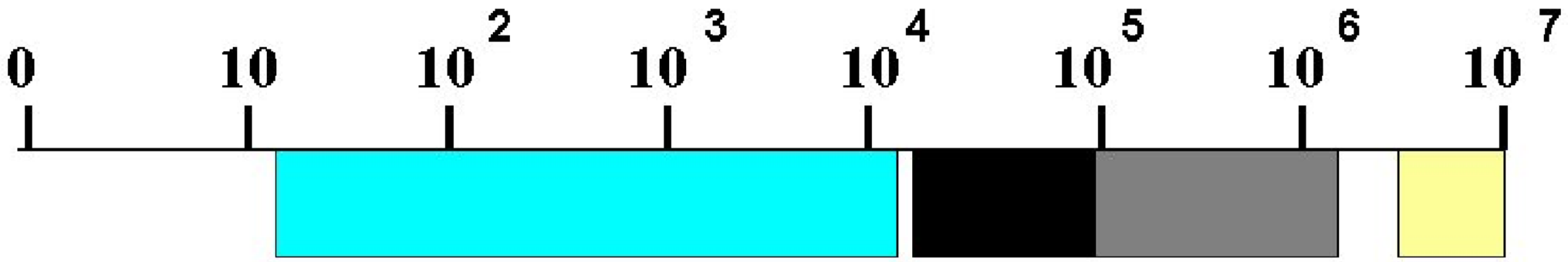
Ultrasound



What is an ultrasound?

Ultrasound is a procedure that uses high-frequency sound waves to view internal organs and produce images of the human body. The human ear cannot hear the sound waves used in an ultrasound.

THE FREQUENCY RANGES OF SOUND



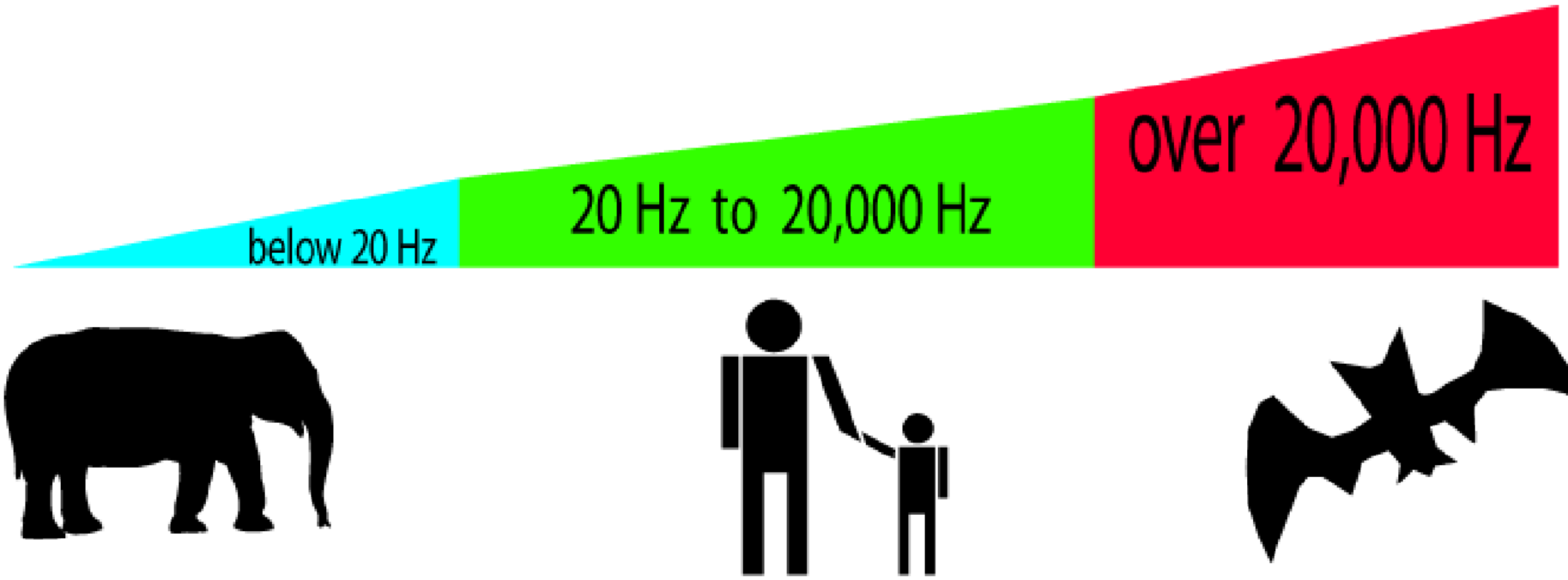
Human hearing		16Hz - 18kHz
Conventional power ultrasound		20kHz - 100kHz
Extended range for sonochemistry		20kHz - 2MHz
Diagnostic ultrasound		5MHz - 10MHz

Diagnostic ultrasound

5MHz - 10MHz

INFRA SOUND

ULTRA SOUND



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conventional use:

for a fetus in a womb

how it's used

A medical sonography generates a sound wave, bounces it off an organ and records the returning sounds.

The Ultrasound employs a high frequency of sound that travels from a transducer through the skin and into the body

The ultrasound picks up the heart beat of a fetus and shows a small flicker on the screen.

On an average person,the ultrasound can display his/her heart valves opening and closing while amplifying the sound of both the heart valves and the heart beat

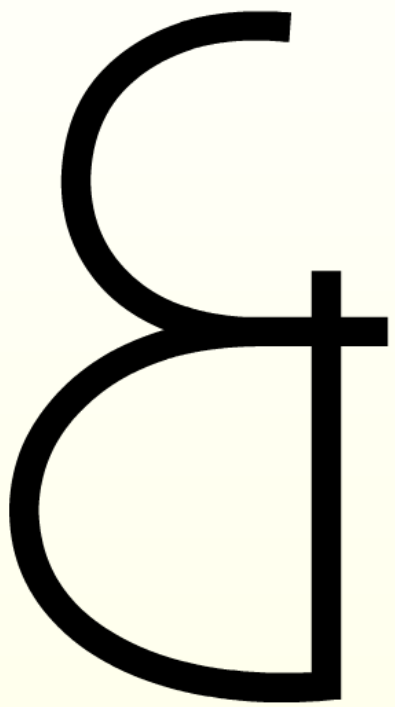
sonogram of a normal heart

My proposal:

The ultrasound can detect the rate of a beating heart.

Thus, once a viewer records their heartbeat, the computer will then take that

the computer will then take that



calculate the
minute) to fir
itunes (in the
music genre)
rhythm/beat
heart rate.

calculate the BPM (beats per minute) to find a song on itunes (in the preferred music genre) with the same rhythm/beat of the viewers heart rate.

in the gallery...

ound machine

- Projection from the Ultrasound

- Ultrasound machine
- Projection fr

rasound machine

- Projection from the Ultrasound

ual soundwaves in
ordance with the
rticipants' heart rate

- Projection from

- Visual soundwaves in accordance with the participants' heart rate

- Itunes

ordance with the
ticipants' heart rate

- Itunes
- Surround sound speakers

Gallery Simulation