

3DIS is easy to install ...

- / The cameras are aimed at the performance space.
- / Using a mouse, the user defines 3-dimensional segments of the video-observed performance space as sensor zones.
- / The zones may be positioned anywhere they are required in the performance space, they are invisible, can be of any desired size, can sit on the ground or hang in mid air.
- / With each new video frame, 3DIS compares the brightness value in each zone with that obtained in the previous frame. When the brightness exceeds a user-specified threshold, 3DIS gives whatever kind of signal the artist requires to whatever equipment is attached to the System.

3DIS is simple to play ...

- / 3DIS "looks" at the performance space. As the performers (or audience) move through the zones their movements are "seen" and are instantly translated into MIDI synthesiser control signals.

Movements through zones in the performance space may alter loudness, or pitch, change filter characteristics, start and stop sequences of notes, or create patterns with lasers and video synthesisers.

3DIS can operate in tandem with other MIDI controllers, such as keyboards, guitars or breath-controllers.

3DIS consists of ...

Proprietary software and hardware,
Up to four monochrome video cameras,
An IBM AT or clone as host computer,
Video framegrabbers (a Vista and a Matrox PIP),
An RGB video monitor,
A Roland MPU401 synthesiser controller and,
Any MIDI-based music synthesisers.