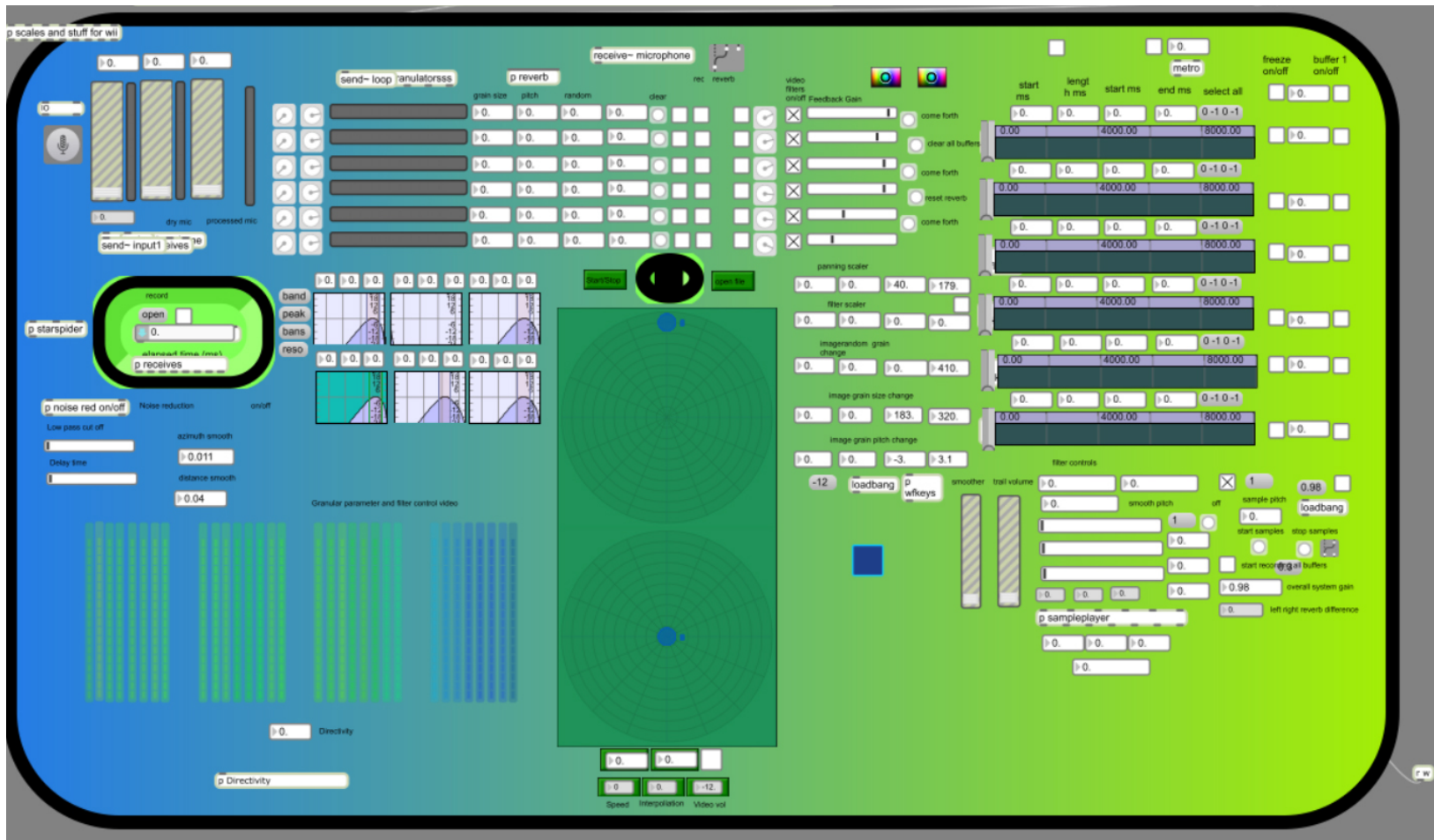


# Interactive 3D audio

Grew out of live 3D audio such as  
spatialisation of voice and  
instrumentation, wanted to get away  
from automation

# The Magik Wand

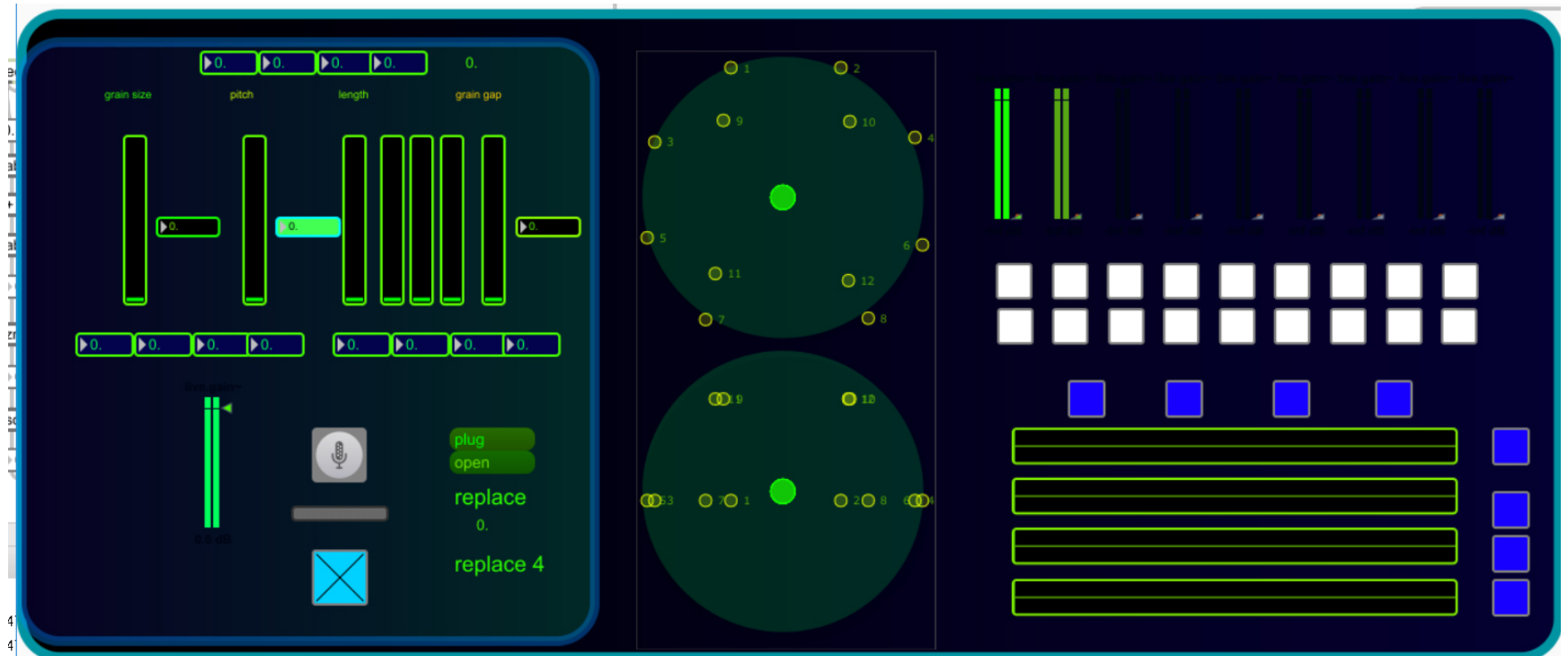




# Science art “Surrounded” OSC



# Elastic Minds



# Holomorph



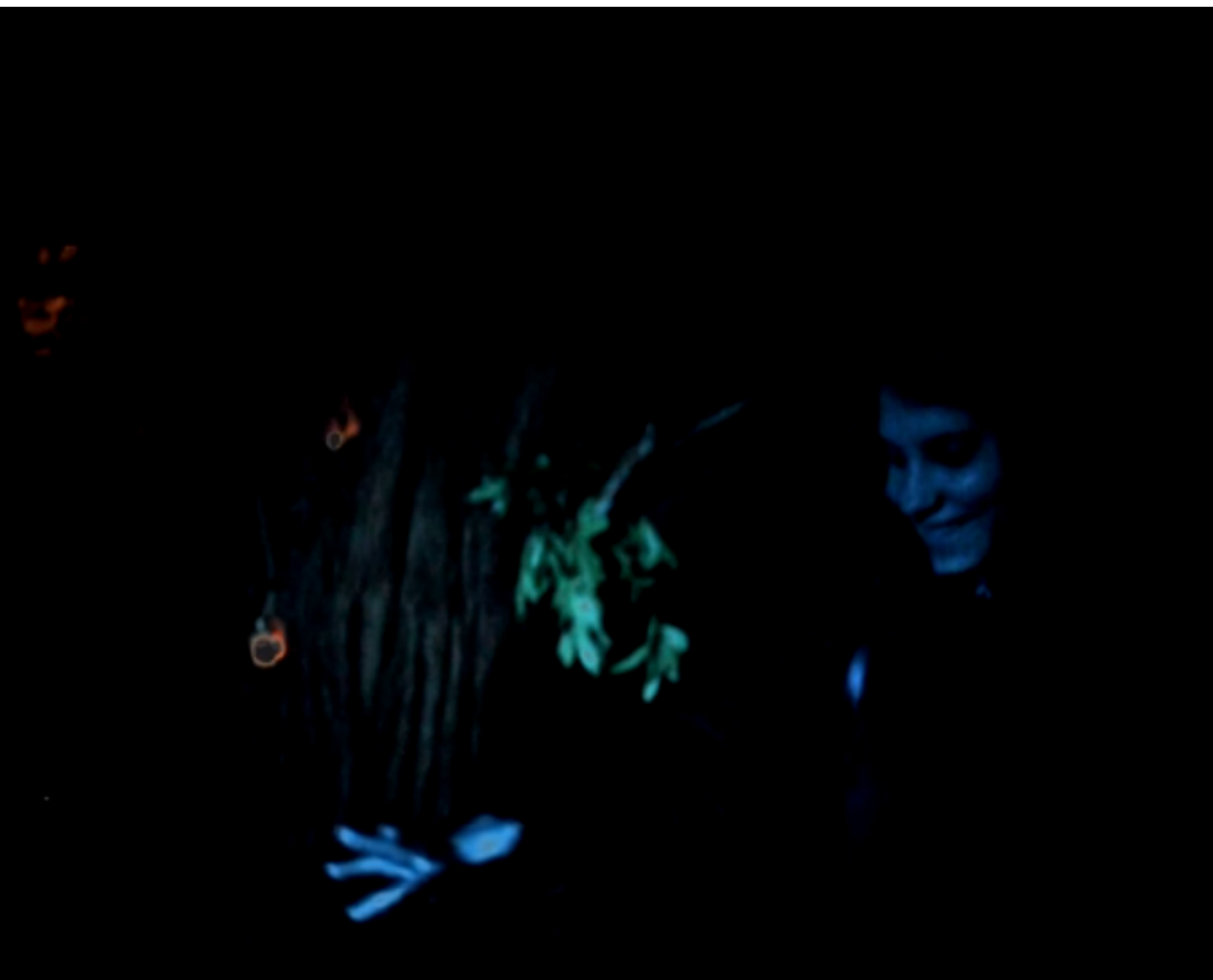
Cogninitive



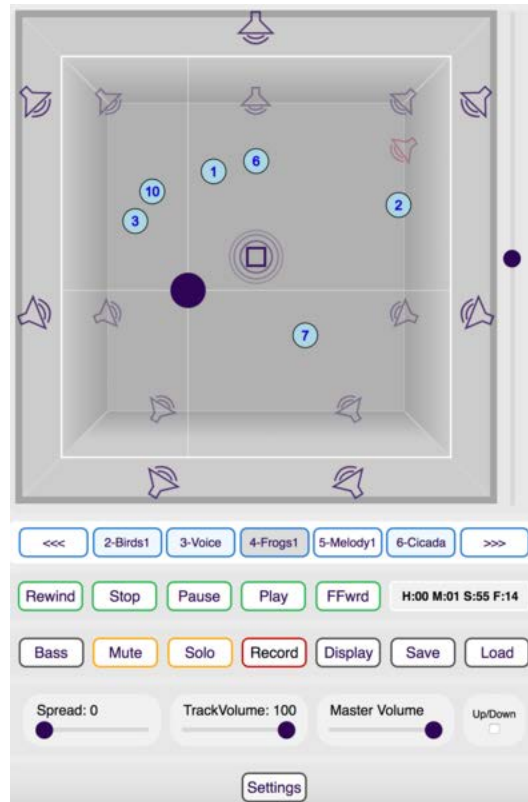
# Map







# Immersive DSP (clubs etc)



# Evil Commercial Stuff + OSC > Unity





# Stormscape



# Engageworks Flux lounge

