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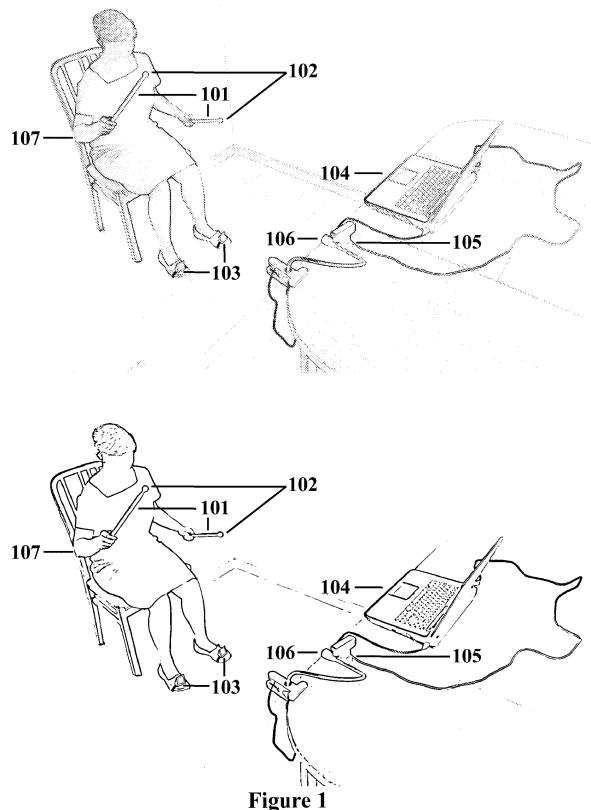
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(54) Title of the Invention: **Computerised percussion instrument**  
Abstract Title: **Computerised musical instrument using motion capture and analysis**

(57) A musical instrument, in particular a percussion instrument such as a drum kit, operates based on motion capture and analysis. Markers 102, which may be held or worn by the musician 107, are observed by an image processor 104, 105 which determines the position of at least two markers in the images. The processor distinguishes between the different markers (e.g. left hand, right hand, right foot) by comparing the position and/or size of the markers in the current image, or by comparing markers in two or more images, and triggers audio outputs accordingly. For example, the processor may detect a drum hit when a marker undergoes a sharp reversal of its motion direction after having reached a sufficient speed. The processor may determine which virtual drum the musician intends to hit by comparing the position and size of the marker at the instant of the hit to the position and size attributes of each drum. The processor may select the nature of each audio signal and its volume, according to which drum was hit and as a function of the speed of the marker that triggered the drum hit in the instants before the hit.



Drawings 1/6

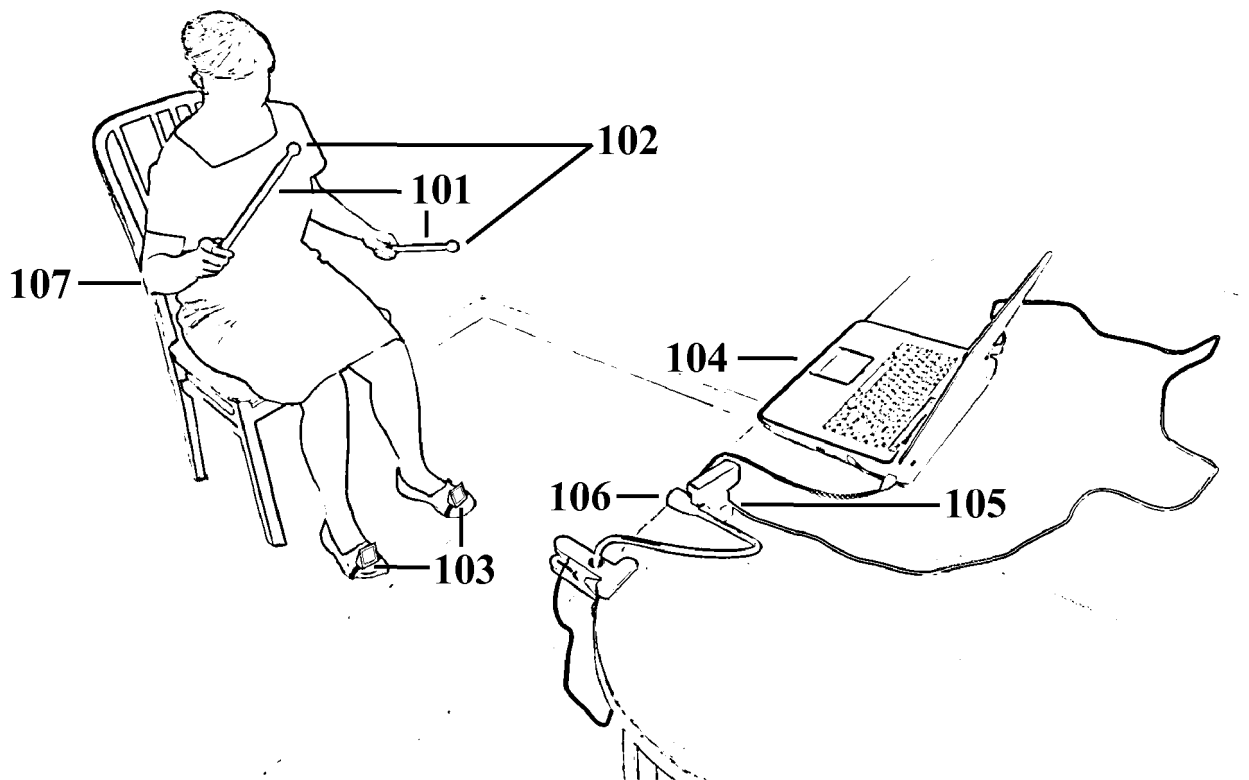
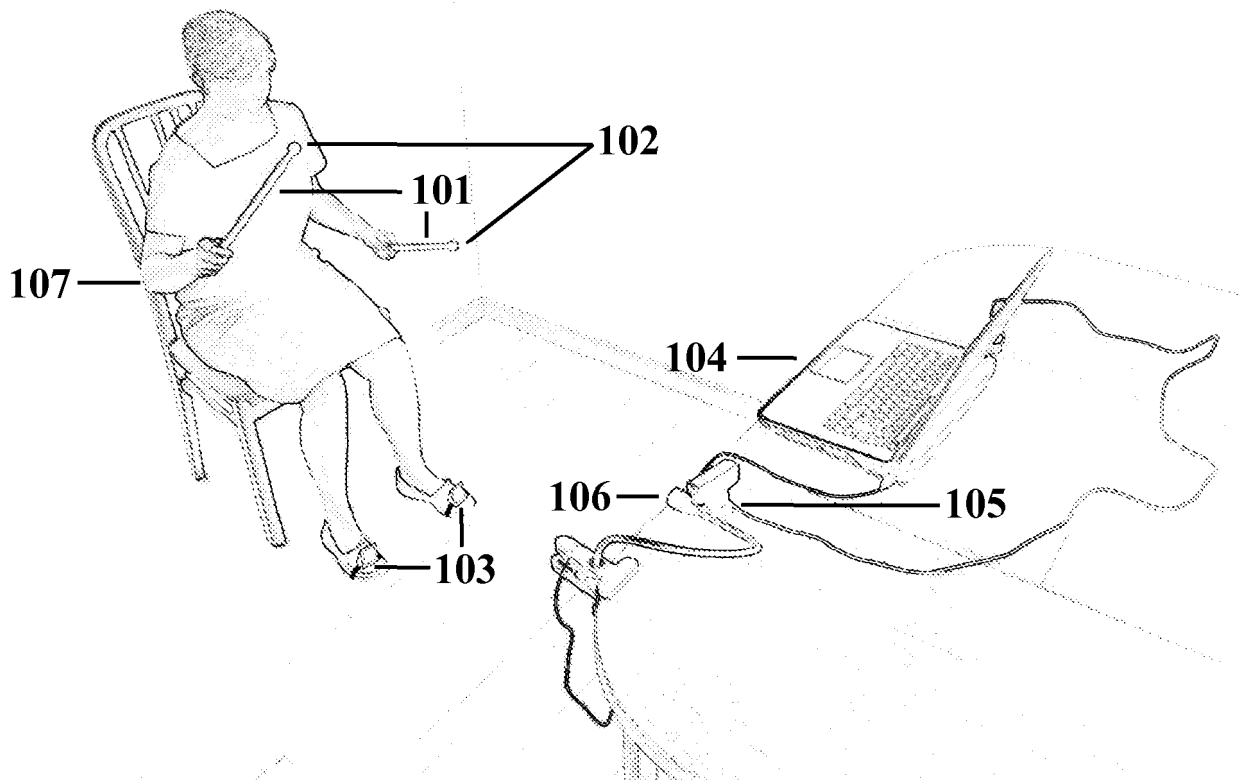
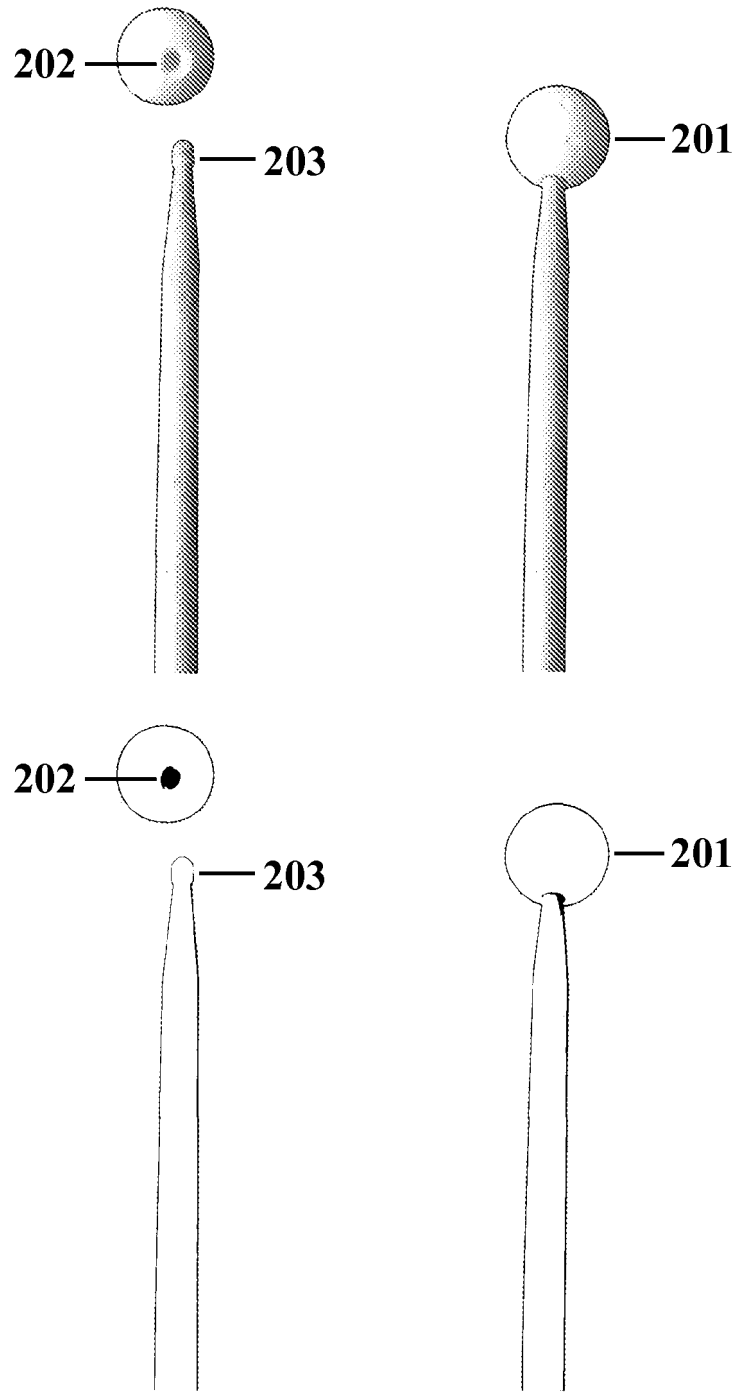


Figure 1

**Drawings 2/6**



**Figure 2**

Drawings 3/6

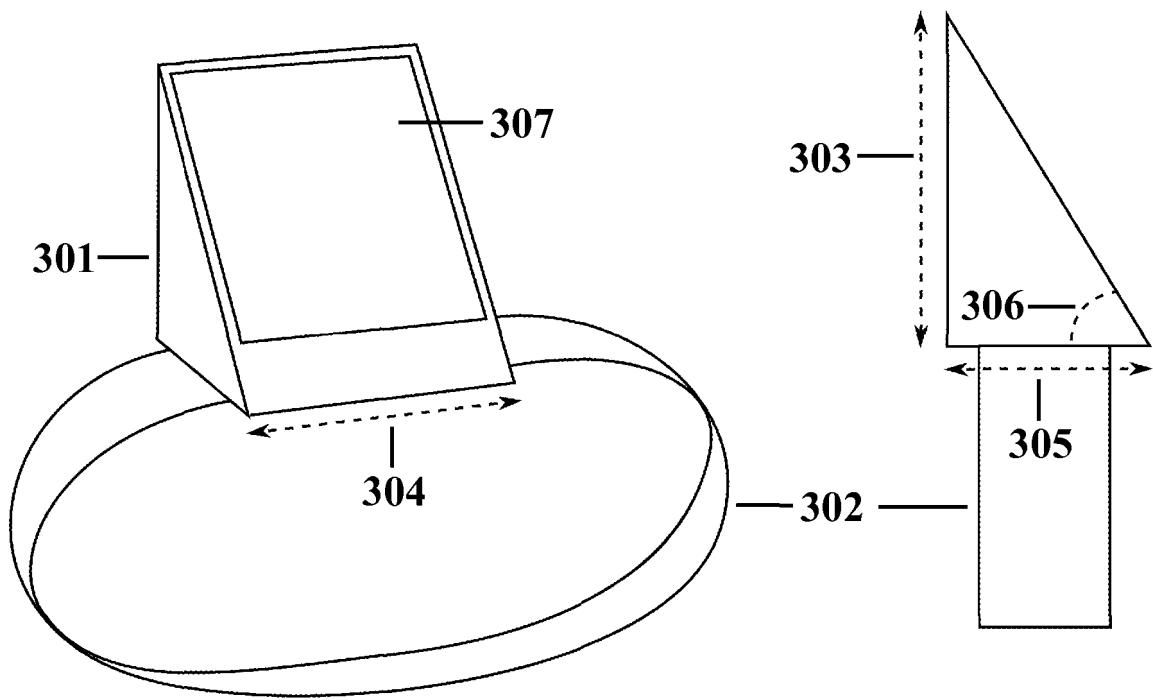


Figure 3

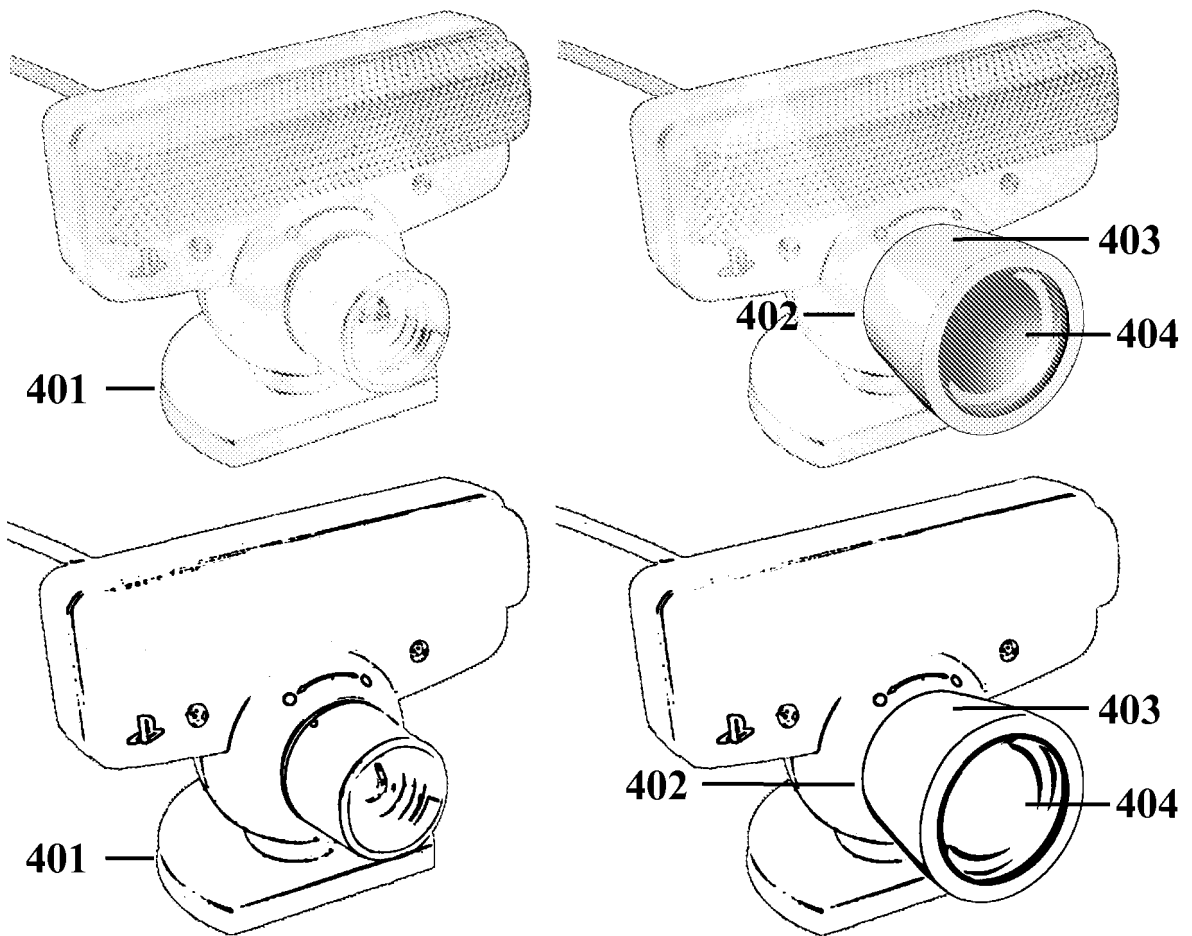


Figure 4

Drawings 4/6

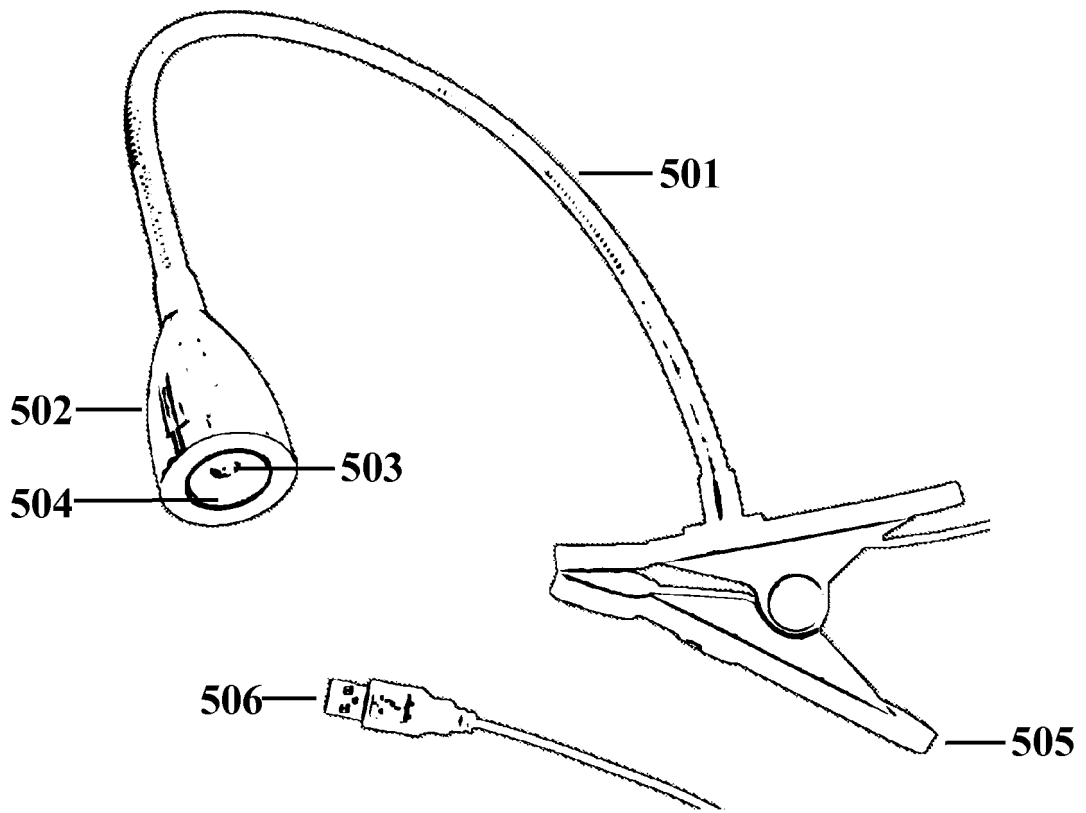
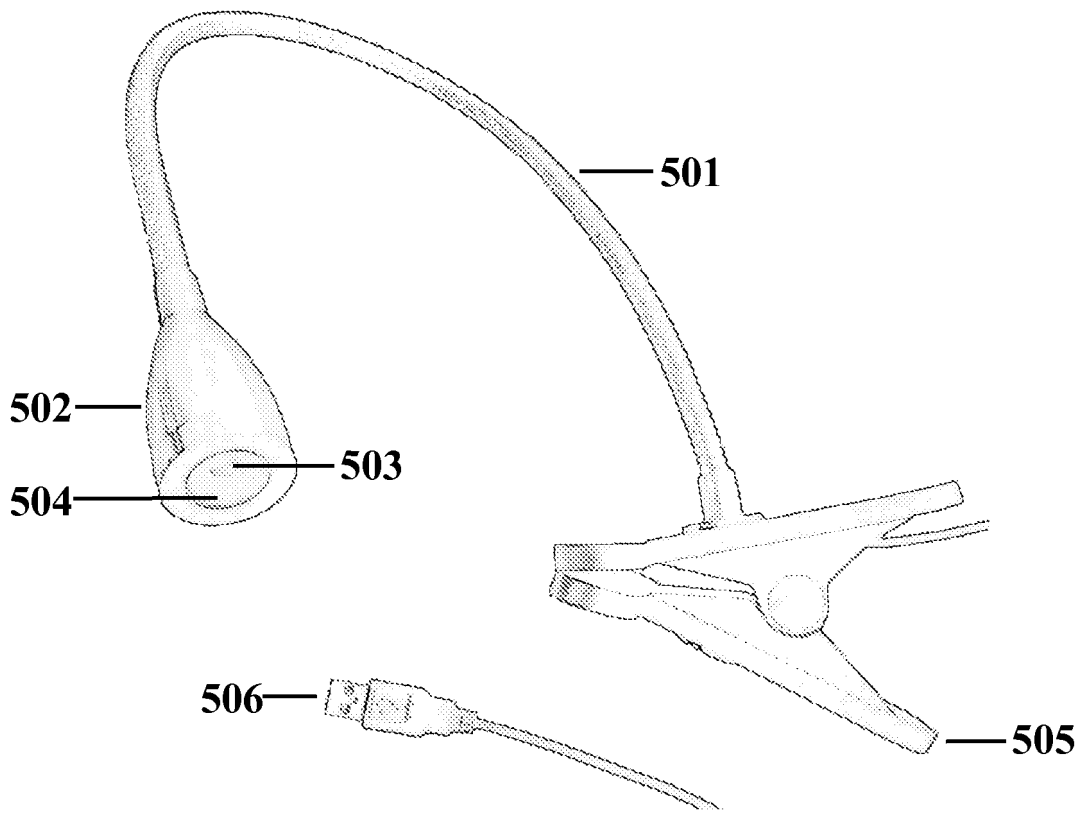
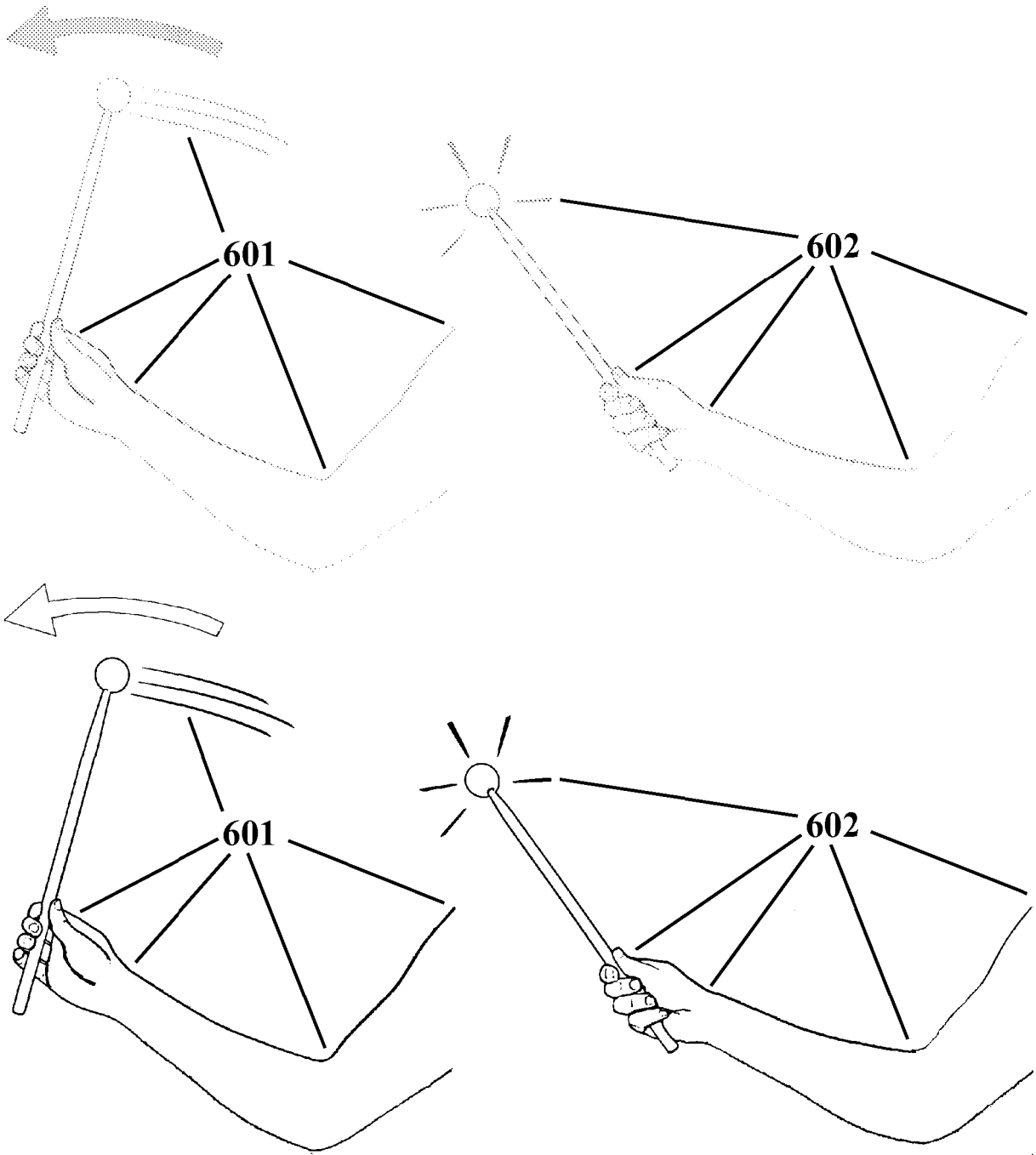


Figure 5

**Drawings 5/6**



**Figure 6**

Drawings 6/6

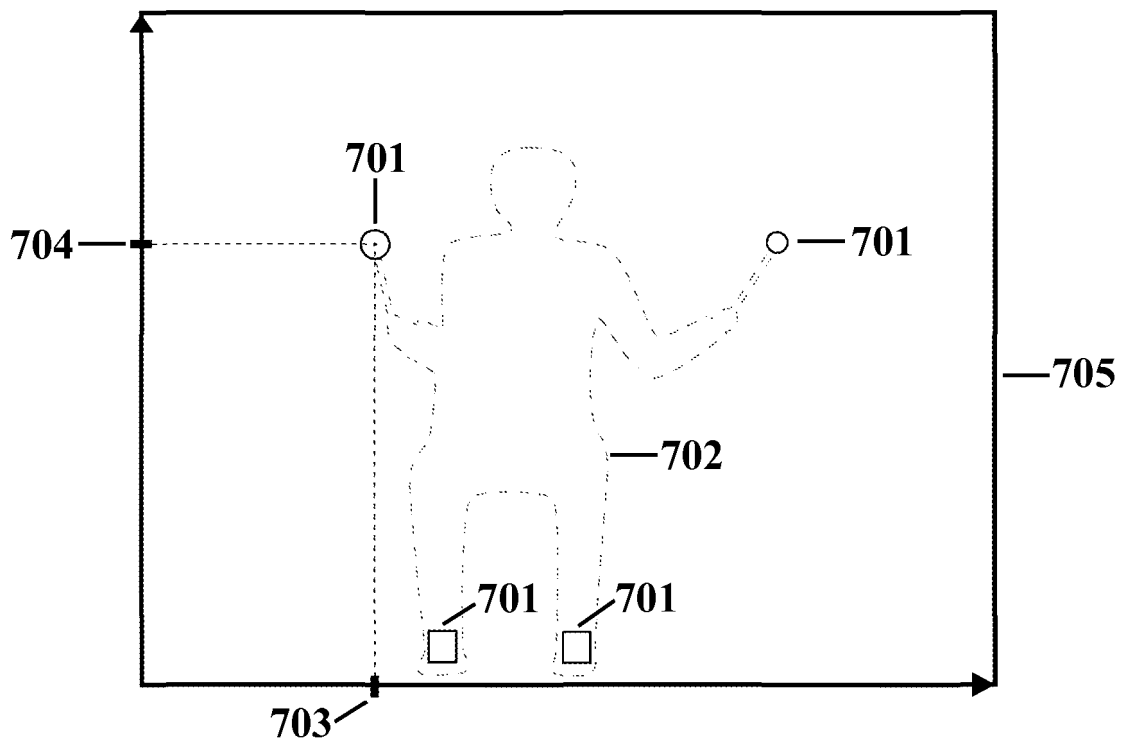


Figure 7

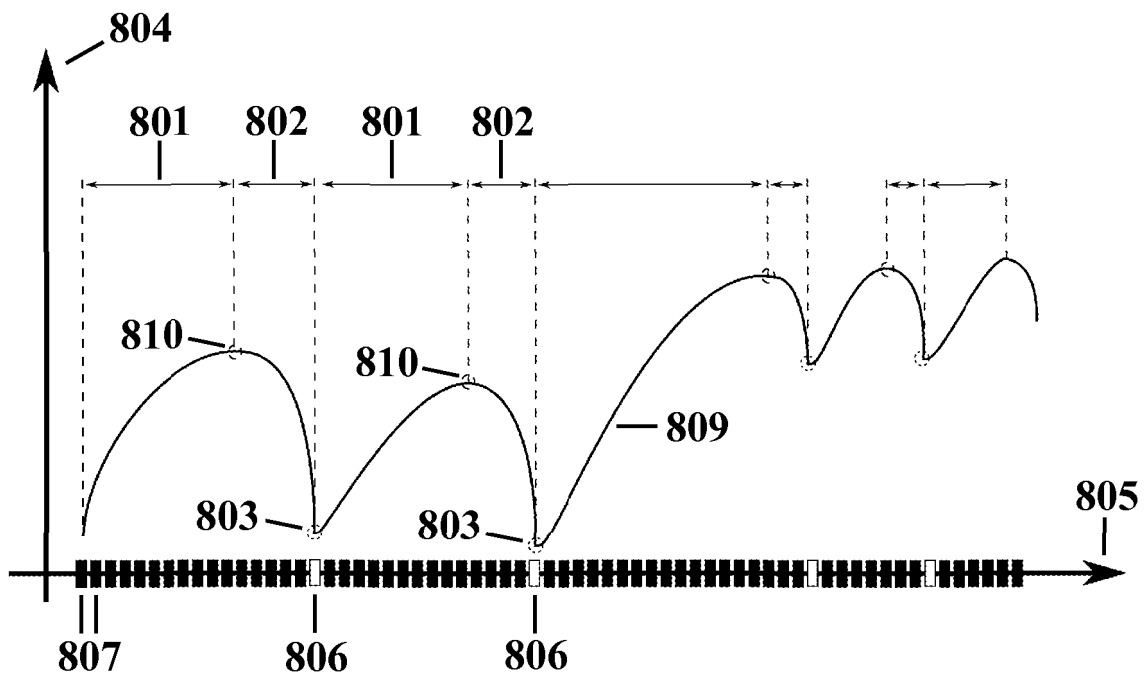
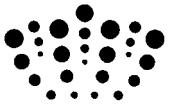


Figure 8



The following terms are registered trademarks and should be read as such wherever they occur in this document:

Silverlit

MiJam

3M



### Computerised percussion instrument

The present disclosure relates to a computer implemented musical instrument, and more particularly to a computer implemented percussion instrument, and still more particularly to a computer implemented percussion instrument utilising motion capture and analysis to mitigate the need for physical surfaces to drum on.

Existing percussion instruments can be divided into four classes.

- 1) Traditional percussion instruments where the sound is produced by the physical shocks between the drummer's hand or the implement held by the drummer, and the drumming surfaces.
  - 2) Electronic devices consisting of a set of electronic pads configured in such a way as to mimic the layout of their non-electronic counterpart (see 1 above). The electronic pads register the drummer's hits and sounds are synthesised or played back in accordance.
  - 3) Electronic devices arranged in a more practical form factor, such as a roll-up mat, or detached flexible pads, or a set of pads arranged on a board.
  - 4) Software taking advantage of touch screen devices to let the user drum by tapping the screen.
- Class 1), traditional drums are loud instruments and are not always usable in dense housing environments or late at night.

Classes 1) and 2) share the drawback of their size and complexity to set up. The usual modern rock or jazz drum kit necessitates a car or bigger vehicle for transport. It is cumbersome to disassemble and reassemble, tasks that commonly take tens of minutes.

For a rock or jazz band that does not own a permanent studio, this is the foremost obstacle to organising rehearsal sessions. Classes 1) and 2) are also expensive musical instruments, with starting prices in the hundreds of pounds.

The main drawback of class 3) and 4) devices is that they do not give the drummer the range of musical expression that class 1) drums do. Their layout is not compatible with the wide arm motions commonly used in drumming.

Compromises in pad design for portability/flexibility also makes them less sensitive to variations in drumming accents. Touch-screen devices are even less able to capture accents.

Both class 3) and 4) devices require the addition of switch pedals to capture foot drumming. These can be cumbersome and expensive, like the pedals used in class 2) devices, if they are to emulate the musical expression capacity of class 1) instruments.

Systems have been proposed for drumming without the need for surfaces to hit. The Airdrums, invented in 1986 by Palmtree Instruments, used electronic wands containing accelerometers. They did not meet commercial success, possibly because drummers felt that the weight of the wands was too cumbersome.

Several newer products aimed at the toy market, such as the Silverlit V Beat Drumsticks and the MiJam Pro Air Drummer, have appeared since. The range of expression they provide is very limited and they suffer from the same drawback as the original Airdrums.

In 2006, the Virtual Drums system was demonstrated by French students that uses two cameras to reconstruct the 3D location of drumstick tips over time. They use this information to detect collisions with virtual drumming surfaces arranged in 3D space to mimic the layout of a rock drum kit, and play back the corresponding drum sounds. This approach is very unintuitive for a drummer.

Embodiments of the present disclosure aim to enable a person drum without the need for physical surfaces to hit, while providing a level of musical expression on par with physical percussion instruments. Embodiments of the present disclosure observe the drumming gestures of the user and analyse them to produce the drum sounds that the user intends.

In an aspect there is provided a musical instrument comprising: an imager arranged to provide a series of two dimensional images of an operator of the musical instrument; a processor, coupled to receive the images, wherein the processor is operable to determine the position of at least two markers in the images and the processor is configured to distinguish between each of the at least two markers in a selected image based on at least one of: the position and/or size of markers in the selected image, and the position and/or size of markers in at least one preceding image of the series of images; and the processor is configured to trigger an audio output signal based on the movements and/or position of at least one of the markers. The processor may be configured so that, in the event that at least one of the markers completes a selected sequence of movements, the processor selects an audio signal for output based on the determined two dimensional position of the marker and/or imaged size of the marker.

In an aspect there is provided a musical instrument comprising: an imager arranged to provide a series of two dimensional images of an operator of the musical instrument; a processor coupled to receive

the images and configured to determine the position of a marker in the images and, in the event that the marker completes a selected sequence of movements, to select an audio signal for output based on the position of the marker in the image and/or the imaged size of the marker; and the processor is configured to trigger an audio output signal based on the movements and/or position of at least one of the markers. These and other aspects and examples of the disclosure may enable the processor and imager to infer three-dimensional position information from a series of two-dimensional images, such as those collected from a single camera.

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The processor may be configured to store an indication of the position and/or size of a marker in an image of the series for use in distinguishing between at least two markers of a subsequent image of the series. The processor may be configured to identify whether each marker present in an image was also present in a preceding image of the series, and to store an indication of the presence or absence of each marker in the preceding image. The processor may be configured to determine, for each marker that was present in the preceding image, whether that marker was also present in a second preceding image and to determine the change in position and/or the change in size of the marker between the two preceding images, and in which the processor is configured to distinguish between at least two markers based on at least one of said changes.

90

The selected sequence of movements may comprise at least one reversal in the movement of a marker. A reversal may comprise the marker moving in a first direction for at least a selected first number of images, followed by a movement in a second direction, opposite to the first direction for at least a selected second number of images. The selected sequence of movements may comprise the marker moving in a first direction for at least a selected first number of images, followed by an absence of movement, e.g. an interval within which the marker is stationary. The processor may be configured to provide an audio output signal timed to coincide with the selected sequence of movements, e.g. with the at least one reversal. The audio signal may be triggered only in the event that an estimated speed of the marker prior to the reversal, or the interval in which the marker is stationary, exceeds a selected threshold speed, and the processor may be configured to control the volume of the audio signal based on the speed of the marker.

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The imager may comprise a camera, such as a digital camera, and in some examples the imager may consist solely of only a single camera, in which case the images consist solely of a series of images collected from that single camera.

105

The marker may comprise a retro-reflector carried by the operator and the instrument may further comprise a lamp positioned in proximity to the imager so as to illuminate the imager by reflecting light from the retro-reflector when, in use, the retro-reflector is arranged to direct light towards the imager. The retro-reflector being arranged to direct light towards the imager enables the retro-reflector to be visible (e.g. detected and/or imaged) by the imager.

The imager may comprise a digital camera coupled to a wide angle conversion lens.

In an aspect, to configure the musical instrument, the processor may be configured to communicate an indication of an audio signal to a user, and to store an association between the audio signal and the position and/or size of a marker in response to the marker completing a selected sequence of movements. This indication of an audio signal may comprise the name and/or another visual indication of a musical instrument, e.g. the name “high hat”, or a picture of a “high hat”.

120

The selected sequence of movements may comprise at least one reversal in the movement of the marker, and selecting an audio signal for output may comprise selecting the audio signal based on the stored association. The selected sequence of movements may comprise the marker moving in a first direction for at least a selected first number of images, followed by an absence of movement, e.g. an interval within which the marker is stationary, and selecting an audio signal for output may comprise selecting the audio signal based on the stored association.

125

In an aspect there is provided a computer implemented method of processing images to control audio signals so as to simulate a musical instrument, the method comprising: receiving a series of two dimensional images of an operator of the musical instrument; determining the position of at least two markers in the images; distinguishing between each of the at least two markers in a selected image based on at least one of: the position and/or size of markers in the selected image, and the position and/or size of markers in at least one preceding image of the series of images; and triggering an audio output signal based on the movements and/or position of at least one of the markers.

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135

The method may comprise selecting an audio signal for output based on the determined position of the marker and/or the size of the marker in the event that at least one of the markers completes a selected sequence of movements. The method may also comprise processing images to control audio signals so as to simulate a musical instrument, the method comprising: receiving a series of two  
140 dimensional images of an operator of the musical instrument; determining the position of a marker in the images and, in the event that the marker completes a selected sequence of movements, selecting an audio signal for output based on the position of the marker in the image and/or the imaged size of the marker; and triggering an audio output signal based on the movements and/or position of at least one of the markers.

145

The method may comprise storing an indication of the position and/or size of a marker in an image of the series for use in distinguishing between at least two markers of a subsequent image of the series. The method may comprise identifying whether each marker present in an image was also present in a preceding image of the series, and storing an indication of the presence or absence of each marker in  
150 the preceding image.

The processor may be configured to determine, for each marker that was present in the preceding image, whether that marker was also present in a second preceding image and to determine the change in position and/or the change in size of the marker between the two preceding images, and in which  
155 the processor is configured to distinguish between at least two markers based on at least one of said changes. The audio signal may, in some examples, be triggered only in the event that an estimated speed of the marker prior to the reversal exceeds a selected threshold speed.

Embodiments of the disclosure may comprise a computer program product operable to program a processor to perform any method described herein, and/or an electronic message comprising a  
160 computer program operable to program a processor to perform such a method.

The disclosure also provides a kit for adapting a computer to provide a musical instrument, the kit comprising: a wide angle lens adapter for a digital camera and a lamp, coupled to the wide angle lens adapter so as to illuminate the wide angle lens adapter by reflecting light from a retro-reflector when, in use, the retro-reflector is directed towards the adapter. The kit may further comprise at least one  
165 retro-reflector to be carried by a user, and/or a computer program product to program a processor to perform any method described herein.

Features of the methods disclosed herein may also be embodied in apparatus configured to perform the method steps described. In addition, features of the apparatus may be provided by method steps.

170 There is also disclosed a musical percussion instrument based on motion capture and analysis. In this  
example, markers held or worn by the musician are observed by an imager to produce a series of two  
dimensional images over the time of the performance. The images may be received by a processor.  
The processor can be configured to distinguish between the different markers (e.g. left hand, right  
175 hand, right foot) by comparing the position and/or size of the un-identified markers in the current  
image to the position and size of identified markers in the previous images. The processor may  
analyse the movement of each marker over time and detect a drum hit when a marker undergoes a  
sharp reversal of its motion direction after having reached a sufficient speed (e.g. a speed greater than  
a selected threshold). The processor may determine which drum the musician intends to hit by  
180 comparing the position and size of the marker at the instant of the hit to the position and size attributes  
of each drum. The position and size attributes of each drum may be pre-determined and can be set by  
the musician before the performance according to a procedure disclosed in the application. The  
processor may trigger and output audio signals when drum hits are detected, e.g. virtual “drum hits”  
detected based on the user completing a selected series of movements. The processor may select the  
185 nature of each audio signal according to which drum it determined was hit. The volume of the audio  
signal may be computed by the processor as a function of the speed of the marker that triggered the  
drum hit in the instants before the hit.

A first aspect of the disclosure provides an apparatus for capturing part of the motion of the user's  
drumsticks -or hands- and feet. It comprises:

190 retro-reflective or luminous markers to be placed at the tip of each drumstick or on a finger of  
each hand, and at the top of each foot;  
a digital camera;  
a computer or device capable of executing a computer program, receiving data, playing  
sounds and displaying visual information; and a computer program.

195 The apparatus may also comprise a lamp configured to illuminate the markers during a drumming  
session. The lamp may be configured to illuminate all of the markers and/or to illuminate the markers  
at all times during a drumming session. The use of a lamp is of particular advantage where the  
markers are retro-reflective.

200 The camera may be configured to observe the markers during the session and to continuously capture  
pictures; in these embodiments the camera transmits each picture it captures to the computer; and the  
computer program processes each picture to infer the 2D position and size of each marker within each  
picture; and the computer program analyses changes in marker positions and sizes over time (previous  
205 consecutive pictures) to infer whether or not to play sounds at the current time (current picture), and

the nature and intensity of those sounds. Capturing pictures continuously may comprise capturing pictures at a selected frame rate. The camera may be configured to transmit each picture to the computer within a selected time period, for example “immediately” – which should be taken to include transmission performed as quickly as the camera is able, e.g. within a time period fixed by the inherent latency of the process performed by the camera.

An advantage of this apparatus over prior art is its simplicity due to the lack of need to recover 3D motion.

A second aspect of the disclosure provides a description of the gesture that enables the user to convey their drumming intent with an apparatus such as the one presented above. This description encompasses the frame of mind that the user can adopt to reproduce the gesture in an intuitive fashion.

The gesture may comprise a downward swing as in normal drumming, followed by a sudden locking of the relevant joints at the instant of the intended drum hit. For a drumstick or hand hit, the relevant joints are shoulder, elbow, wrist and finger joints. For a foot hit, the relevant joints are hip, knee, ankle and toe joints. This gesture may be referred to as the drumming gesture.

The frame of mind that a user can adopt to execute this gesture intuitively in a way that expresses their musical intent, consists in pretending to encounter an obstacle during the downward swing of the drumstick, hand or foot, thus mimicking the sudden stop of the drumstick, hand or foot that would result.

When an obstacle is actually present, such as when the user mimics a bass drum hit with their heel on the floor, thus hitting the floor with the ball of their foot, the resulting motion pattern of the corresponding marker is similar to the one that would be generated by the drumming gesture described above. Embodiments of the disclosure may therefore be able to recognise the drumming intent in that case as well.

An advantage of this gesture over an approach that consists in checking intersections with virtual drumming surfaces, is that it overcomes the drawbacks caused by the lack of visual and haptic feedback. Embodiments of the disclosure may avoid the need for the user and/or the apparatus to locate a virtual surface, and may also improve the timing of drum hits and may enable accents to be conveyed more accurately. The term “drum” may include any drum kit element, including cymbals.

A third aspect of the disclosure provides a process by which the user can calibrate the apparatus to match their drumming conditions. It comprises: a placement phase in which the computer program guides the user in placing the lamp and camera to match the space where they intend to drum; and a  
 245 drum kit configuration phase in which the computer program lets the user choose the components of their drum kit and guides them in placing those components within the space where they intend to drum.

A fourth aspect of the disclosure provides a process to let a user navigate and choose from computer  
 250 menus by way of an application of the recognition of the drumming gesture (second aspect) by the apparatus (first aspect). It comprises: the displaying of menu items by the computer, in either a visual or auditory form the interpretation of a drumming gesture as the selection of a menu item if the location and size of the relevant marker when the gesture is recognised match those that were attributed to the menu item.

255 A fifth aspect of the disclosure provides a process by which the computer program automatically generates and displays standard music notation for the drumming session at the same time as the user is drumming it.

260 Embodiments of the disclosure will now be described, by way of example only, with reference to the accompanying drawings, in which:

Figure 1 shows an embodiment of the apparatus being used to drum;

Figure 2 shows an embodiment of the part of the apparatus placed at the tip of the user's drumsticks, referred to herein as "drumstick markers";

265 Figure 3 shows an embodiment of the apparatus component placed on each foot of the user and comprising a foot marker, referred to herein as the "foot piece";

Figure 4 shows an embodiment of the camera component of the apparatus, with and without an embodiment of an optional wide angle conversion lens attached to it;

Figure 5 shows an embodiment of the lamp part of the apparatus;

270 Figure 6 shows the drumming gesture used to signify a drum hit;

Figure 7 shows a drawing of a typical picture captured by the camera during a drumming session; and

Figure 8 shows a graph of the y coordinate in picture space of a marker during a series of drumming gestures.

275 Figure 1 shows an apparatus comprising: drumsticks 101; drumstick tip retro-reflective markers 102; foot pieces 103; a computer 104; a camera 105; and a lamp 106. The drumsticks 101 are of any type



commonly used by rock or jazz drummers. They may also be of any type ordinarily used by other percussionists, such as a mallet.

280

As illustrated in Figure 2, each drumstick tip retro-reflective marker 102 comprises an expanded polystyrene body 201 of width 3cm, covered with strips of retro-reflective adhesive tape (3M High Gain Reflective Sheeting 7610). In Figure 2 each marker attaches to a drumstick by means of a hole 202 slightly smaller than the tip 203 of the drumstick. Each marker may additionally be glued to a drumstick using polystyrene glue or acrylic paint or any appropriate adhesive.

285

The material used for the marker body may be plastic, rubber, wood or cotton. The diameter of the marker may be within the 0.8cm to 8cm range.

290

The retro-reflective material may consist of a different tape, or of a paint or coating. The markers may comprise balls, although this is merely an example and other markers of other shapes of may be used.

Alternatively or additionally, the drumstick tip markers may be luminous. In that case, the marker body is hollow and made of a translucent material such as thin plastic. A lamp such as one or several light emitting diodes is placed within the hollow of the marker body. The lamp may be powered by common consumer batteries placed on or inside the drumstick or marker.

295

The drumsticks may be dispensed with and the markers placed on a finger of each hand. The marker may then consist of a thimble-like object with a smooth marker shape. It may be retro-reflective or luminous. In the luminous case, the battery may be placed on the wrist by way of a wrist band if not placed within the marker.

300

In the example of Figure 3, each foot piece comprises a wedge shaped block of foam 301 attached to an elastic band 302. As illustrated in Figure 1, each foot piece 103 attaches to a foot of the user by wrapping the elastic band around the ball of the foot so that the wedge shape rests on the top of the foot. The elastic band 302 is made of elastic fabric 3cm wide, of circumference at rest of 13cm and of circumference fully extended of 26cm.

305

In the example of Figure 3, the dimensions of the wedge shape are 5.7cm in height 303, 5.2cm in depth 304, and 4cm in base width 305. These dimensions are chosen so that the side of the wedge facing away from the user when worn makes an angle  $\theta$  306 with the vertical of 35 degrees. A square patch of retro-reflective material 307 of dimensions 5cm by 5cm is placed on the side of the wedge facing away from the user.

310

315 The part of the foot piece resting on top of the foot may have any material and shape that ensures that  
the side of the foot piece facing away from the user when worn makes an angle  $\theta$  306 with the  
vertical between 10 degrees and 60 degrees. The dimensions of the shape may be between 2cm and  
15cm in height 303, between 2cm and 8cm in depth 304, and between 2cm and 6cm in base width  
305. The retro-reflective patch may have any concave shape of area between 1 square cm and 10  
320 square cm. The dimensions of the elastic band may be between 0.2cm and 6cm in width. Its  
circumference may be chosen to match the range of foot circumferences observed in children and  
adults of both sexes. A size adjustment loop may be fitted to the elastic band.

Each foot piece may be luminous rather than retro-reflective. The part of the foot piece resting at the  
325 top of the foot may be hollow and made of a translucent material such as plastic. A lamp such as one  
or several light emitting diodes and standard consumer batteries powering it may be placed within this  
part.

For the remainder of this document the drumstick or finger markers are referred to as hand markers,  
330 and the foot piece markers as foot markers.

The computer 104 may be any device that is capable of:

- executing a computer program;
- rendering sounds to an audio output or internal speakers;
- 335 -displaying visual information on a screen; and
- receiving data such as frames captured by a digital camera;

The computer 104 may also be capable of powering devices and performing data input/output through  
a USB port.

340

In the example of Figure 4, the digital camera 401 consists of a Sony Playstation Eye, equipped with a  
wide angle conversion lens 402. However, the digital camera may be of any type. In some examples  
the camera is operable to capture pictures of resolution greater than 160 by 120 pixels and/or to  
capture pictures at a rate greater than 100 Hertz, and/or to transmit the pictures taken to a receiving  
345 device with a latency lower than 10ms.

In some examples the vertical and horizontal fields of view of the camera is greater than 60 degrees,  
and in these and other examples the wide angle conversion lens may be unnecessary.

350 The wide angle conversion lens 402 may comprise:

- a foam conical lens holder 403; and

-a glass plano-concave lens 404 of diameter 23mm and focal length -50mm;

The wide angle conversion lens may be any device that can extend the field of view of the chosen  
355 camera beyond 60 degrees vertically and horizontally.

In the example of Figure 5, a lamp 106 comprises  
a 30cm long flexible stem 501, a lamp head 502 of length 3cm and greater diameter 3cm, a 2W white  
light emitting diode 503, a lens 504 ensuring an illumination cone of 90 degrees, a table clamp 505;  
360 and a USB power cord and plug 506.

The lamp may be provided by any light source. In some examples the lamp comprises a light source  
operable to emit light from a volume in space smaller than 64 cubic centimetres, and/or operable to be  
conveniently placed so that the light emitting part is at a distance less than 2cm from the lens of the  
365 digital camera and/or operable to provide an illumination cone wider than 60 degrees, and/or has a  
Lumen rating above 150 lumen;

The light emitted by the lamp may not be in the visible spectrum, for example it may be infra-red, and  
the camera may be configured to be sensitive to light within the lamp's spectrum. The different  
370 components of the apparatus may be configured so as to ensure that the computer program receives  
pictures that contain all the markers at each instant of the drumming session. The markers may be  
assumed to remain within a volume corresponding to playing on a modern rock drum kit. This volume  
is referred to in the remainder of this document as the "drumming volume".

375 Figure 1 illustrates one such configuration. In the example of Figure 1 the camera 105 is placed facing  
the user 107, or at a horizontal angle not greater than 45 degrees to the direction towards which the  
user's torso is facing. The camera 105 is placed within a height range between 0cm and 2.5m above  
the ground, in such a way that its support does not obstruct its view of the markers, e.g. on the edge of  
a standard desk. The feet of the user 107 are located at a ground distance between 50cm and 3m to the  
380 camera 105. The camera is rotated so that the pictures it takes encompass the drumming volume. For  
ease of rotation, the base of the camera allows for vertical tilt.

In the example of Figure 1, the camera is plugged into one of the computer's 104 USB ports. The  
camera may be powered through mains or its own batteries, and may transmit the pictures to the  
385 computer via a wireless interface such as WiFi (RTM) or Bluetooth (RTM).

In the example of Figure 1, the lamp 106 is placed so that its head 502 is adjacent to the camera lens  
402, and so that its illumination cone encompasses the drumming volume e.g. it faces in the same

direction as the camera lens 402. The table clamp 505 and the flexible stem 501 may facilitate this  
 390 placement. The lamp is plugged into one of the computer's 104 USB port for power. Additionally or  
 alternatively the lamp 106 may be powered through mains or its own batteries.

Figure 6 illustrates one drumming gesture that embodiments of the disclosure may be configured to  
 recognise, for example where the user is drumming with a drumstick. The user swings 601 the  
 395 drumstick downwards as if they were aiming to hit a normal drum. At the instant at which they want  
 the drum sound to be produced (*i.e.* to hit the drum), they suddenly stop 602 the motion of the  
 drumstick tip by locking their shoulder, elbow, wrist and finger joints. To reproduce this gesture in an  
 intuitive manner, the user may think of it as mimicking what would happen if the drumstick tip had hit  
 the surface of a physical drum while performing a normal swing as if playing on a physical drum kit.  
 400 When drumming without a drumstick, the gesture is identical except for the configuration of the  
 fingers, which are not holding a stick. The user may think of the gesture as pretending to hit a hand  
 drum with their hand. When the marker is placed on the thumb, the user may also think of the gesture  
 as mimicking playing with an imaginary drumstick.

405 The drumming gesture when using the foot is the exact counterpart of the stick or hand drumming  
 gesture; the joints that have to be locked at the instant when a drum sound is desired are the hip, knee,  
 ankle and toe joints. To reproduce this gesture in an intuitive manner, the user may think of it as  
 mimicking what would happen when a physical drum foot pedal reaches the end of its course while  
 depressing it.

410 In some examples, the user will hit the floor with the ball of their foot at the end of the foot drumming  
 gesture, thus making it very similar to using an actual foot pedal. This is not strictly necessary: a user  
 may perform the gesture with their foot remaining in the air, as long as they stop the motion of the  
 ball of the foot at the desired instant by locking the joints mentioned above. Examples of this are  
 415 when drumming while standing on one foot, or while seated with one leg resting on the other knee.

The foot piece marker may be replaced by a marker attached to the ankle, knee or thigh with an elastic  
 band. In that case, the foot drumming gesture consists in hitting the floor with the heel while the ball  
 of the foot remains on the floor. This causes the motion of the ankle, knee or thigh marker to have a  
 420 pattern equivalent to that of the drumming gesture described above. Such a marker location is also  
 suitable to detect drumming gestures that originate with the thigh joint.

Figure 7 illustrates the characteristics of the pictures that the camera 105 continuously transmits to the  
 computer 104 and that are continuously analysed by the computer program. During a drumming  
 425 session, markers 701 may be present within each picture 705. Because of their retro-reflectivity and of

the positioning of the lamp head 502 near the camera lens 402, the markers appear brighter than the remainder of the picture 702. This is also the case where luminous markers are used and the lamp is dispensed with. The camera's exposure setting is set low to minimise motion blur during fast drumming gestures.

430

The computer program extracts the position and size of markers from each picture received from the camera in turn according to the following algorithm:

1. A binary threshold is applied to the picture to conserve the brighter pixels corresponding to the markers (marker pixels) and discard the darker pixels corresponding to everything else. Some pixels are labelled as dead pixels and discarded regardless of how bright they are.

435

2. A blob extraction algorithm is applied to group the bright pixels into connected components. The algorithm iterates through each line of the picture to extract connected segments of marker pixels.

440

Those segments are grouped together with segments of the previous line to form connected components if they overlap. The number of pixels of each connected component is updated when new segments are added to it.

3. The four bigger connected components in terms of pixel count are chosen to correspond to the four markers. Each marker's size (radius in pixels) is computed as  $\sqrt{c/\pi}$  where  $c$  is the pixel count of the connected component corresponding to the marker. Each marker's 2D position is computed as the centre of mass of the pixels belonging to the connected component corresponding to it, expressed in picture coordinates (x 703, y 704). The position coordinates (and size) of each marker are stored as floating point numbers, since the centre of mass of a connected component comprising many pixels allows for sub-pixel accuracy.

445

450

The drum stick markers may be dispensed with. The computer program may implement a segmentation algorithm to isolate the pixels belonging to the drumsticks, then fit a model (*e.g.* a line segment) to each resulting connected component. The position of a virtual marker can then be inferred by the configuration of the model in each picture (*e.g.* end of the segment). The number of pixels in each stick connected component may be used as the virtual marker's size. Such an approach may become the most practical as the characteristics of digital cameras improve with technological progress.

455

460 **Marker Identification Algorithm**

After the markers have been extracted from the current picture, the computer program executes the following algorithm to identify the nature of each marker (*i.e.* left hand, right hand, left foot, right foot):

465 A) For each marker, if it was present in the previous picture, store its position and size in the previous picture ( $x_{previous}$ ,  $y_{previous}$ ,  $s_{previous}$ ). Otherwise store a flag indicating that it was absent. The marker's position and size in the current picture are referred to as ( $x_{current}$ ,  $y_{current}$ ,  $s_{current}$ ).

470 B) For each marker that was present in the previous picture: If it was also present in the second to last picture, store its position displacement and size change from the second to last picture to the previous picture  $dx_{previous} = x_{previous} - x_{second\_to\_last}$ ,  $dy_{previous} = y_{previous} - y_{second\_to\_last}$  and  $ds_{previous} = s_{previous} - s_{second\_to\_last}$ ,

where

475  $x_{second\_to\_last}$ ,  $y_{second\_to\_last}$  and  $s_{second\_to\_last}$  are the coordinates and size of the marker in the second to last picture.

Otherwise, store a flag indicating that it was absent in the second to last picture.

480 C) For each marker present, if the y coordinate 704 of its position in the picture is greater than a certain value  $y_{hand}$ , classify it as a hand marker. Otherwise, classify it as a foot marker.

$$y_{hand} = y_{min} + (y_{max} - y_{min})/4,$$

where  $y_{max}$  is the y coordinate 704 of the highest marker in the picture, and  $y_{min}$  that of the lowest marker.

485 D) For each current picture marker  $mi$  classified as hand, for each marker  $mj$  classified as hand in the previous picture, compute a distance  $d_{mi\_mj}$ : If the previous picture marker  $mj$  was also present in the second to last picture, the following formula is used:

$$490 \quad d_{mi\_mj} = (x_{previous\_mj} + dx_{previous\_mj} - x_{current\_mi})^2 + (y_{previous\_mj} + dy_{previous\_mj} - y_{current\_mi})^2 + W2_s (s_{previous\_mj} + ds_{previous\_mj} - s_{current\_mi})^2$$

Otherwise, the following formula is used:

$$495 \quad d_{mi\_mj} = (x_{previous\_mj} - x_{current\_mi})^2 + (y_{previous\_mj} - y_{current\_mi})^2 + W2_s (s_{previous\_mj} - s_{current\_mi})^2$$

In both formulas, the suffixes  $_{mi}$  and  $_{mj}$  are used to refer respectively to the attributes of the current picture hand marker  $mi$  and of the previous picture hand marker  $mj$ .

500

E) There are four possible numbers of distances  $d_{mi_{mj}}$  to compute, giving rise to the following mutually exclusive cases:

505

1. There was not a single distance  $d_{mi_{mj}}$  to compute: either there is no hand marker in the current picture, in which case the identification problem is trivial, or there were no hand markers in the previous picture. In that case, if there are two hand markers in the current picture, the one whose x coordinate 703 is highest is identified as the left hand marker and the other one as the right hand marker. If there is only one hand marker in the current picture, it is identified as the left hand marker if its x coordinate 703 is greater than a certain value  $x_{handedness}$ , and as the right hand marker if not.

510

2. There was only one distance  $d_{mi_{mj}}$  to compute. In that case, there was one hand marker in the previous picture and there is one marker in the current picture. The current picture hand marker is given the identity of the previous picture hand marker.

515

3. There were two distances  $d_{mi_{mj}}$  to compute, corresponding to the following two mutually exclusive possibilities:

520

a) There are two hand markers in the current picture and there was one hand marker in the previous picture. In that case, the current picture hand marker  $mi$  corresponding to the smallest of the two distances  $d_{mi_{mj}}$  is given the identity of the previous picture hand marker  $mj$ . The other current picture hand marker is given the remaining identity. For example, if the first marker was identified as “left” then the second marker is identified as “right”.

525

b) There is one hand marker in the current picture and there were two hand markers in the previous picture. In that case, the previous picture hand marker  $mj$  corresponding to the smallest of the two distances  $d_{mi_{mj}}$  gives its identity to the current picture hand marker  $mi$ .

530

4. There were four distances  $d_{mi_{mj}}$  to compute, in this case there are two hand markers in the current picture and there were two hand markers in the previous picture. Let  $m1$  and  $m2$  be the current picture hand markers, and  $m3$  and  $m4$  be the

535 previous picture hand markers. If  $d_{m1\_m3} + d_{m2\_m4}$  is lower than  $d_{m2\_m3} + d_{m1\_m4}$  then marker  $m1$  is given the identity of marker  $m3$  and marker  $m2$  is given the identity of marker  $m4$ . Otherwise, marker  $m2$  is given the identity of marker  $m3$  and marker  $m1$  is given the identity of marker  $m4$ .

540 F) Perform steps D and E above, substituting the word 'hand' with the word 'foot'.

### Possible Refinements of Marker Identification Algorithm

The computer program may implement the following heuristic to further enforce the correct identification of a hand marker as corresponding to the left or right hand.

545

1. If a marker is currently identified as a right hand marker and its x coordinate  $703$  becomes greater than a pre-defined value  $x\_right\_limit$ , then it becomes identified as a left hand marker.

550

2. If a marker is currently identified as a left hand marker and its x coordinate  $703$  becomes greater than a pre-defined value  $x\_left\_limit$ , then it becomes identified as a right hand marker.

3. If a marker swaps identity because of step 1 or 2, the computer program does not reset its position and size history, but transfers it to its new identity. Additionally, if another hand marker was present, its identity is similarly swapped.

555

The heuristic above may comprise a check of what drum kit element is deemed reachable by a specific hand. For example, the drumstick held in the left hand is deemed to be usable to hit all drums elements except for the ride cymbal and floor tom. If that check fails for any drum hit for a given hand marker, then the hand marker is swapped as above.

560

To deal with the case where two hand markers overlap in the current picture, the computer program implements the following algorithm, which is run for each picture before the marker identification algorithm:

565 1. If a single hand marker was found in the current picture, and if two hand markers were present in the previous and in the second to last picture, compute a distance  $d'$  according to the following formula:

$$d' = (x1\_previous + dx1\_previous - (x2\_previous + dx2\_previous))^2$$

$$+ (y1\_previous + dy1\_previous - (y2\_previous + dy2\_previous))^2$$

570  $+ W2\_s (s1\_previous + ds1\_previous - (s2\_previous + ds2\_previous))^2$



where  $x1\_previous$ ,  $dx1\_previous$  etc. are defined as

$$dx\_previous = x\_previous - x\_second\_to\_last, dy\_previous = y\_previous - y\_second\_to\_last$$

575 and

$$ds\_previous = s\_previous - s\_second\_to\_last,$$

where  $x\_second\_to\_last$ ,  $y\_second\_to\_last$  and  $s\_second\_to\_last$  are the coordinates and size of the marker in the second to last picture, with 1 indicating the first marker and 2 the second marker.

580 2. If  $d'$  is lower than a predefined value  $d\_overlap$ :

a) Compute the width  $w$  and height  $h$  in pixels of the connected component corresponding to the single hand marker.

585 b) If  $w/h$  is greater than a pre-defined value  $a\_overlap$ , the connected component is split along the vertical axis into a left half and a right half of equal width. Each half is treated as a distinct connected component corresponding to a distinct marker, and each marker's position and size are computed as  $\sqrt{(c/\pi)}$  where  $c$  is the pixel count of the connected component corresponding to the marker. Each marker's 2D position is computed as the centre of mass of the pixels belonging to the connected component corresponding to it, expressed in picture coordinates (x  
590 703, y 704). The position coordinates (and size) of each marker are stored as floating point numbers, since the centre of mass of a connected component comprising many pixels allows for sub-pixel accuracy..

595 c) Else, if  $w/h$  is lower than  $1/a\_overlap$ , the connected component is split along the horizontal axis into a top half and a bottom half of equal height. The halves are treated as in b) above.

600 d) Else, the connected component is treated as corresponding to two distinct markers of identical position and size, computed as  $\sqrt{(c/\pi)}$  where  $c$  is the pixel count of the connected component corresponding to the marker. Each marker's 2D position is computed as the centre of mass of the pixels belonging to the connected component corresponding to it, expressed in picture coordinates (x 703, y 704). The position coordinates (and size) of each marker are stored as floating point numbers, since the centre of mass of a connected component comprising many pixels allows for sub-pixel accuracy..

605

In some examples it is assumed that foot markers never overlap during a drumming session.

The computer program analyses the evolution of each identified marker's position and size over time to determine what sounds to play, at what time and at what volume.

610

Figure 8 illustrates with a graph 809 the typical evolution of the y coordinate 704 804 of a marker in the series of pictures 807 received over time 805 by the computer program during a series of drumming gestures.

615 There is always an upwards arming motion 801 before the swing, followed by the downward swing 802, followed by a sudden immobilisation of the marker. There cannot be a new intended drum hit without the y coordinate 704 804 having increased first (arming 801). And the y coordinate 704 804 has to have decreased for a pre-defined number *min\_n\_swing* of consecutive pictures (swing 802). And the y coordinate has to have exceeded a certain pre-defined minimum speed value *S\_min*. The  
620 hit then occurs at the time of the local minimum 803 of the y coordinate 704 804. That is, at the time 805 of the first picture 806 at which the y coordinate 704 804 is identical or lower to what it is in the next picture. The drum sound corresponding to the hit is played as soon as the computer program detects it, that is, at the time of the next picture.

625 The position and the size of the marker at the time of the hit are used by the computer program to determine which drum was hit and therefore what type of drum sound to play.

For a hand marker, the process is as follows:

630 1) Each available drum except the bass drums is given a pre-defined 2D position (coordinates) and expected marker size. Let  $x_d$  and  $y_d$  be the pre-defined coordinates of a drum, and  $s_d$  the expected marker size for that drum.

635 2) For each available drum except the bass drums, a distance  $D$  is computed according to the following formula, where  $x_m$  and  $y_m$  are the coordinates of the marker's position and  $s_m$  the marker's size at the instant of the hit:

$$D = \sqrt{(x_m - x_d)^2 + (y_m - y_d)^2 + W_s (s_m - s_d)^2},$$

where  $W_s$  is a pre-defined weighting factor determining the influence of the marker size difference with respect to the position difference.

640

3) The drum for which the computed distance  $D$  is the smallest is determined to be the drum that was hit, and the corresponding sound is played.

Through this process, embodiments of the disclosure may enable the user to express their intention to hit one drum or the other even if their pre-defined positions within the picture are identical, provided that the expected marker sizes are sufficiently different. An example of this case is when the camera is facing the user: for a drum hit directly in front of the user, the marker size is small if the hit occurs near the user (*i.e.* far from the camera, arm is folded) and large if the hit occurs far from the user (*i.e.* near the camera, arm is extended). By using a small pre-defined expected marker size for a tom and a large expected marker size for a cymbal, they can both be placed in front of the user, in a line with the camera, and still allow the user to express which of them they intend to hit.

### Foot Drums

In the case where there are only two foot drums, *e.g.* a hi-hat pedal and a bass pedal, the computer program uses the identity (left foot, right foot, see Marker Identification Algorithm), of the marker to determine which drum is hit.

In the case where one foot controls multiple drums, *e.g.* a hi-hat pedal and a second bass drum pedal, for the relevant foot marker (*e.g.* left foot), the foot drums are assigned mutually exclusive pre-defined intervals of x coordinates. When a drumming gesture (drum hit) occurs for a foot marker, the computer program determines which interval the x coordinate of the marker belongs to, and thus which drum was hit and what type of drum sound to play.

### Determining Properties of Sound Played

The positions and the sizes of the marker during the swing part of the drumming gesture are used by the computer program to refine the nature of the drum sound to play and determine how loud to play it. This lets the user express the accents of their drum hits by making wide and fast, or small and slow drumming gestures.

For a given marker, the swing part of the drumming gesture is defined as the interval between the last local maximum of the y coordinate of the marker and the current local minimum that represents the current potential drum hit. A record is kept of the positions and sizes of the marker during its last swing phase: that record is re-initialised upon the first decrease of the y coordinate of the marker after a series of increases.

Upon the first increase of the y coordinate after a series of decreases (swing), the record of positions and sizes of the marker for each picture of the swing phase is processed to obtain a marker speed  $S$  according to the following formula:

$$S = (\sqrt{((x_{end} - x_{start})^2 + (y_{end} - y_{start})^2 + W_s^2 (s_{end} - s_{start})^2)) / n_{swing}}$$

where  $(x_{end}, y_{end})$  are the x and y coordinates 703 704 of the marker in the last picture of the swing,  $(x_{start}, y_{start})$  are the x and y coordinates 703 704 of the marker in the first picture of the swing,  $s_{end}$  is the size of the marker in the last picture of the swing,  $s_{start}$  is the size of the marker in the first picture of the swing,  $W2_s$  is a pre-defined weighting factor  
 685 determining the influence of the marker size difference with respect to the position difference, and  $n_{swing}$  is the number of pictures comprising the swing phase 902.

The swing speed  $S$  may be computed in a different manner. For example by summing pairwise Euclidean distances between positions of the marker in consecutive pictures, summing this with a  
 690 weighted marker size difference between start and end picture, and dividing by  $n_{swing}$ , the number of pictures comprising the swing phase 802.

Each drum is given a pre-defined minimum speed value  $S_{min}$  and a pre-defined maximum speed value  $S_{max}$ . For a potential drum hit for a given marker (end of drumming gesture), if the computed  
 695 speed  $S$  is lower than the relevant  $S_{min}$ , the gesture is not registered as an actual hit and no sound is played.

If  $S$  is greater than or equal to  $S_{min}$  and lower than or equal to  $S_{max}$ , a volume coefficient  $V_c$  is computed according to the following formula:  $V_c = (S - S_{min}) / (S_{max} - S_{min})$  This volume  
 700 coefficient, which is a value between 0 and 1, is used to weight (by multiplication) the relative volume of the drum sound played. It may also be used to determine the nature of the drum sound in the manner described below with reference to the Drum Sound Collection.

### **Drum Sound Collection**

705 Each drum is represented by a collection of drum sounds that have been pre-recorded in a studio environment. One aspect of this collection is that, for a specific drum, different recordings are made corresponding to different drumming accents (how fast and hard the drum is hit). Let  $N_a$  be the number of pre-recorded accents for the drum being hit. The computer program computes a series of  $N_a$  intervals  $(I_1, I_2, \dots, I_{N_a})$  as follows:

$$710 \quad I_1 = [0, 1/N_a) \quad I_2 = [1/N_a, 2/N_a) \\ \dots I_{N_a} = [(N_a-1)/N_a, 1]$$

The computer program then computes which interval  $I_i$  the volume coefficient  $V_c$  belongs to, and plays the corresponding sound for that drum (*i.e.* sound number  $i$ ). Another aspect of the sound  
 715 collection for a specific drum is that it contains recordings corresponding to drum hits with the dominant hand and recordings corresponding to drum hits with the non-dominant hand. The computer

program tracks which hand a marker corresponds to (see Marker Identification Algorithm), and plays the corresponding sound.

720 Another aspect of the sound collections is that different versions of each drum sound are stored corresponding to different reverberation configurations. This is achieved by applying different levels of *reverb* effect to each drum sound recording. This may be achieved by recording the sounds in different physical environments (*e.g.* house room, theatre). The computer program provides an interface for the user to choose the reverberation configuration in which they wish to play. This  
725 configuration can be chosen for all drums at once or for each drum individually.

The sound recordings are normalised in volume to allow for consistent volume gradation when applying the volume coefficients  $V_c$  of different drum hits.

730 For each drum  $d$  the computer program uses a variable  $V_d$  within the  $[0,1]$  interval to represent its relative loudness with respect to the other drums. This coefficient is applied (multiplication) after the drum hit specific volume coefficient  $V_c$  is applied.

The computer program provides pre-set values for the  $V_d$  of each available drum, as well as an  
735 interface to allow the user to adjust each  $V_d$ .

When a foot marker's x coordinate 703 is within an interval corresponding to a hi-hat cymbal drum element, the position of that foot marker is processed by the computer program to determine the openness of the hi-hat in the following manner:

740 The computer program keeps a record of two integer variables  $hh\_min$  and  $hh\_range$ . the computer program computes a hi-hat openness value  $o$  by examining the y coordinate 704  $hh\_y$  of the hi-hat foot marker (see above): if  $hh\_y$  is lower than  $hh\_min$ ,  $o = 0$ ; if  $hh\_y$  is greater than  $hh\_min + hh\_range$ ,  $o = 1$ ; otherwise,  $o = (hh\_y - hh\_min)/hh\_range$ .

745 The drum sound collection for a hi-hat cymbal contains recordings of the hi-hat being hit with a drumstick at different levels of openness, as well as recordings of the hi-hat being closed with the foot at different speeds.

750 Let  $Nhh$  be the number of pre-recorded openness levels for the hi-hat. The computer program computes a series of  $Nhh$  intervals ( $Ihh\_1, Ihh\_2, \dots, Ihh\_Nhh$ ) as follows:

$$Ihh\_1 = [0, 1/Nhh)$$

$$Ihh\_2 = [1/Nhh, 2/Nhh)$$

...

755  $Ihh\_Na = [(Nhh-1)/Nhh, 1]$

When the hi-hat cymbal is hit by a hand marker, the computer program computes which interval the openness value  $o$  belongs to, and picks the corresponding type of sound for that level of openness. The properties of the sound played are further determined according to the process set out above -  
 760 “Determining Properties of Sound Played”.

The computer program determines the values for  $hh\_min$  and  $hh\_range$  during the drum kit configuration phase. When a foot marker is operating the hi-hat as defined above for “foot drums”, the computer program updates the values for  $hh\_min$  and  $hh\_range$  in the following manner:

765

When a hi-hat hit occurs with the foot marker,  $hh\_min$  is set to the y coordinate 704 of the foot marker at the instant of the hit.

If the foot marker's y coordinate 704  $hh\_y$  is lower than  $hh\_min$  then  $hh\_min$  is set to  $hh\_y$ .

770

If the absolute value of the difference between the x coordinate 703 of the marker at the start of an arming phase 801 or swing phase 802 and its x coordinate 703 at the end of that phase is greater than a pre-defined value  $hh\_side\_slip$ , then  $hh\_min$  is set to the y coordinate 703 of the marker at the end of that phase. If at the end of an arming phase 810 the y coordinate 704 of the marker  $hh\_y$  is greater than  $hh\_min$  plus  $hh\_range$  plus a pre-defined value  $hh\_front\_slip$ ,  $hh\_min$  is set to  $hh\_y$ .

775

When a foot marker begins operating the hi-hat as defined above for “foot drums” during an arming phase 801,  $hh\_min$  is set to the y coordinate 704 of the marker at the end of the next swing phase 803 if it is still operating the hi-hat. In the meanwhile, the hi-hat is set to open:  $o = 0$ .

780

When a foot marker begins operating the hi-hat (as defined above for “foot drums”) during a swing phase 802,  $hh\_min$  is set to the y coordinate 704 of the marker at the end of the swing phase 803 if it is still operating the hi-hat. In the meanwhile, the hi-hat is set to open:  $o = 0$ .

### Calibration/Configuration

785

The computer program provides an interface to let the user calibrate the apparatus to match their drumming conditions. This interface comprises two phases. At the beginning of the first phase (placement phase), the computer program instructs the user to place the camera and lamp roughly 50cm to the right of the computer screen if left handed, or to the left if right handed, and to point them roughly to the location where the user intends to drum, which should be on a line such that the user is  
 790 facing the computer screen. The computer program then displays in real time the pictures captured by

the camera. A number of pieces of visual information are displayed overlaid on top of the current picture:

- 795 1. Pixels that are too bright, called dead pixels are displayed in semi-transparent red. Dead pixels correspond to parts of the drumming environment that are brighter than a marker would be, thus hindering the computer program's analysis of the position and size of any marker travelling within the corresponding area.

Dead pixels are computed in the following manner:

800

a. For each pixel of the picture, compute the maximum light intensity value  $l_{max}$  reached by that pixel over the course of a pre-defined number  $n_{calibration}$  of pictures.

805

b. For each pixel, if  $l_{max}$  is greater than a certain threshold  $t_{calibration}$ , the pixel is classified as a dead pixel.

2. Dead pixels regions are annotated with text (and a sound or audio message may be played) according to the following algorithm:

810

a. If there are more than a pre-defined number  $max\_dead\_pixels1$  of dead pixels, then the text instructs the user to dim the lights or draw the curtains/blinds to make the environment less bright.

815

b. If there are more than a pre-defined number  $max\_dead\_pixels2$  of dead pixels, and more than 95% of them are in the left (respectively right) half of the picture, then the text instructs the user to pan the camera and the lamp to the right (respectively left), and an arrow is displayed to that effect.

820

c. If there are connected components containing more than  $max\_dead\_pixels3$  dead pixels each, then the text instructs the user to remove or cover the corresponding bright objects in the environment. An arrow is displayed pointing from the text to each of the connected components (and therefore objects).

d. In cases b and c, additional text instructs the user to dim the lights or draw the curtains if it is not practical to pan the camera or remove/cover bright objects.

825

3. Two semi-transparent rectangular boxes are displayed at the bottom of the picture. One is located one third from the left of the picture and annotated with the text: "feet location for right handed drumming". The other is located one third from the right of the picture and annotated with the text:

“feet location for left handed drumming”. The computer program instructs the user to pan and tilt the camera so as to cover the location where their feet will be when drumming with the relevant box. For example, if they are right handed, they may tilt the camera so that the box on the left is overlaid over the area in front of the feet of the chair where they intend to seat during the drumming session.

4. A button labelled “configure drums” or other text to that effect is displayed. When activated, the drum kit configuration phase (second phase of the calibration interface) begins. The drum kit configuration phase consists of the following consecutive steps:

a. The computer program displays a menu whereby the user can select a pre-set composition for the drum kit they wish to play. For example a standard rock drum kit with high tom, floor tom, snare, and bass drums, and hi-hat, ride and crash cymbals. The menu alternatively lets the user create the drum kit by repeatedly picking drum elements (*e.g.* tom drum, 19” ride cymbal, bass drum etc) from a plurality of lists.

b. When the user has made their choice of drum kit, the computer program instructs them to take their intended drumming position, as described with reference to placement of the camera, above, and as configured by them in the placement phase of the configuration/calibration described above.

The computer program also instructs the user to remain still for 2 seconds in a natural drumming posture once at their intended drumming position. In this posture, the user should hold their hands and/or drumsticks so that the markers are:

1. equidistant from their torso
2. below their neck
3. above their waist

In this posture, the user should not cross their arms, wrists, hands or drumsticks.

c. The computer program then continuously checks for the presence of four markers and for their having remained relatively still for a period of 2 seconds. This is done by computing a distance as per the formula

$$D = \sqrt{(x_m - x_d)^2 + (y_m - y_d)^2 + W_s (s_m - s_d)^2},$$

for each marker between its positions and sizes in two consecutive pictures. If all distances are lower than a pre-defined value  $d_{still}$ , a picture counter is incremented, otherwise it is reset to 0. The computer program deems the check passed when the picture counter becomes greater than the number of pictures captured in two seconds, for example 240 if capturing at



865 120 hertz. The number of markers checked for may be lower than four if the user has selected a drum kit composition with fewer elements. If the user has selected a drum kit composition without drums operated by the feet (e.g. hi-hat, bass drum) then the foot markers are not processed by the computer program at any point and the user does not need to wear them.

870 d. The computer program computes the  $y_{hand}$  value using the formula  $y_{hand} = y_{min} + (y_{max} - y_{min})/4$ , where  $y_{max}$  is the y coordinate 704 of the highest marker in the picture, and  $y_{min}$  that of the lowest marker. This places the dividing line between hand markers and foot markers one quarter of the way between the height of the lowest marker and the height of the highest marker. In the initial posture, the lowest marker is assumed to be a foot marker  
875 and the highest marker a hand marker.

e. The computer program computes the  $x_{handedness}$  value using the formula  $x_{handedness} = (x_1 + x_2)/2$ , where  $x_1$  is the x coordinate 703 of the highest marker in the picture, and  $x_2$  that of the second highest. This places the dividing line between left markers  
880 and right markers half way between the two highest markers, assumed to be hand markers in the initial posture.

At this point, the computer is able to identify markers and analyse their trajectory as per the Marker Identification Algorithm and as discussed with reference to Figure 8.

885 f. The computer program then instructs the user to place the drum elements by making drumming gestures at the desired locations. Elements are placed one at a time, by making a drumming gesture for each one after the computer has displayed the name of the element to place next. The sound corresponding to the element may be played when its name is displayed. The sound is played when the element is placed (upon the end of the drumming  
890 gesture, as during normal drumming). For each drum element, the coordinates  $(x_d, y_d)$  and size  $s_d$  of the drum (defined above) are set according to the following formulas:

$$x_d = x_{placement},$$

$$y_d = y_{placement},$$

$$s_d = s_{placement}$$

895 where  $(x_{placement}, y_{placement})$  are the coordinates of the marker's position and  $s_{placement}$  its size at the end of the drumming gesture it reflected.

In step b, the computer program may give the user the option to skip step 6 and play straight away. If that option is chosen, for each drum element,  $x_d, y_d$  and  $s_d$  are set to pre-defined  
900 values. A symbol representing each drum element is displayed overlaid over the captured pictures at its position  $(x_d, y_d)$ .

g. If a hit-hat cymbal is present in the drum kit composition, the computer program instructs the user to open and close the hi-hat with the relevant foot. The computer program records the  
 905 minimum and maximum  $y$  coordinates 704 of the corresponding foot marker over the resulting arming 801 and swing 802 phases.  $hh\_min$  (defined above) is set to the minimum value and  $hh\_range$  (defined above) is set to the maximum value minus the minimum value.

Once calibration is completed, ( e.g. at the end of the drum kit configuration phase), the drumming  
 910 session may start. The user can drum by making drumming gestures at the appropriate locations and speeds to express their musical intent.

During the drumming session, the computer program displays a menu icon at a  $y$  coordinate  $i\_y$  equal  
 915 to  $y\_hand$  (defined above) and a pre-defined  $x$  coordinate  $i\_x$ . This icon is also given an expected marker size  $i\_s$  that is smaller than all the expected marker sizes of the drum kit being played.

When the user makes a hand drumming gesture, the menu icon is checked for a “drum” hit as if it was  
 920 another drum, using  $(i\_x, i\_y, i\_s)$  as counterparts for  $(d\_x, d\_y, d\_s)$  (defined above). To further avoid false positives, the icon is placed on the side of the non-dominant hand and the hit has to be performed with the dominant hand.

If the menu icon is hit, the computer programs enters a menu mode in which the user can control  
 925 different aspects of the program by making drum gestures. Each menu comprises a set of icons (or labelled areas) representing each option, as well as an icon to go one level up in the menu arborescence, and an icon to exit the menu and return to drumming.

The icons are distributed evenly across the screen to make it easy for the user to discriminate between them by making drumming gestures, in the same fashion that they selected the menu icon.

### 930 **Menu Options**

Menu options may include:

1. Exiting the program to stop drumming
2. Re-starting calibration, either at the placement phase (phase 1) or the drum kit configuration phase (phase 2)
- 935 3. Picking a pre-set drum kit or creating a drum kit from lists of elements during the drum kit configuration phase of the calibration
4. Adjusting overall drumming volume
5. Adjusting the volume for a specific drum

- 940
6. Adjusting the overall reverberation level
  7. Adjusting the reverberation level for a specific drum
  8. Operating a built in music player to pick a track to drum along to
  9. Saving the recorded drumming session
  10. Switching display type (see below)
  11. Opening a sheet music file to display while drumming (see below)

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When selecting menu options 4, 5, 6 or 7, or any option that would necessitate the input of a continuous value, the computer program checks if a marker enters a specific rectangular area of the picture. The x or y coordinate of the marker within that box is then used to adjust the value, as if using a slider.

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Continuous values may be altered by repeatedly hitting specific icons, *e.g.* one to increase and another to decrease. The icons may be replaced or supplemented with auditory cues. The left-right panning of the sounds representing the menu items guides the user when deciding where to execute the drumming gesture to choose a specific item.

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The combination of the apparatus, drumming gesture and menu navigation can be generalised to provide a *human computer interface in any suitable setting, beyond the specific application* as a percussion instrument. During the drumming session, the computer program gives the user the option to switch the display to a sheet music rendering of what they have drummed so far, or have both the camera frames and the sheet music displayed at the same time. The sheet music is generated on the fly by the computer with each new hit, and accents are taken into account.

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Sheet music generation can be stopped, resumed or started anew, and the results saved, printed or replayed.

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The user can also edit the sheet music, in particular by click-and-dragging notes, which results in a real time update of the sheet music layout. The format used to save the sheet music can be loaded, displayed and played back. In this mode, a cursor indicates the current time location on the sheet music. If the user is playing along, their music is rendered on the fly under the current sheet music line. By removing the need for physical surfaces while not compromising musical expressiveness, the present disclosure opens the way for a new way of drumming, akin to dancing, in which the user is not constrained in the way they can move.

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This can be implemented if the camera, optional lamp and marker size are such that they allow coverage of a large drumming volume. To address occlusion issues arising when aiming at allowing more freedom of movement, a full 3D motion capture apparatus comprising multiple cameras may be

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used as a replacement for the part of the disclosure concerned with the recovery of marker position and size.

980 The description above provides some examples of the disclosure, and it is contemplated that the features of these examples may be combined with the embodiments specified in the appended claims.

**CLAIMS:**

1. A musical instrument comprising  
985 an imager arranged to provide a series of two dimensional images of an operator of the musical instrument;  
a processor, coupled to receive the images, wherein the processor is operable to determine the position of at least two markers in the images and the processor is configured to distinguish between each of the at least two markers in a selected image based on at least one of: the position and/or size of  
990 markers in the selected image, and the position and/or size of markers in at least one preceding image of the series of images;  
and the processor is configured to trigger an audio output signal based on the movements and/or position of at least one of the markers.
- 995 2. The musical instrument of claim 1 wherein the processor is configured so that, in the event that at least one of the markers completes a selected sequence of movements, the processor selects an audio signal for output based on the determined two dimensional position of the marker and/or imaged size of the marker.
- 1000 3. A musical instrument comprising:  
an imager arranged to provide a series of two dimensional images of an operator of the musical instrument;  
a processor coupled to receive the images and configured to determine the position of a marker in the images and, in the event that the marker completes a selected sequence of movements, to select an  
1005 audio signal for output based on the position of the marker in the image and/or the imaged size of the marker;  
and the processor is configured to trigger an audio output signal based on the movements and/or position of at least one of the markers.
- 1010 4. The musical instrument of any preceding claim in which the processor is configured to store an indication of the position and/or size of a marker in an image of the series for use in distinguishing between at least two markers of a subsequent image of the series.
- 1015 5. The musical instrument of claim 4 in which the processor is configured to identify whether each marker present in an image was also present in a preceding image of the series, and to store an indication of the presence or absence of each marker in the preceding image.

6. The musical instrument of claim 5 in which the processor is configured to determine, for each marker that was present in the preceding image, whether that marker was also present in a second preceding image and to determine the change in position and/or the change in size of the marker between the two preceding images, and in which the processor is configured to distinguish between at least two markers based on at least one of said changes.
7. The musical instrument of claim 2 or 3 in which the selected sequence of movements comprises at least one reversal in the movement of a marker, and/or an interval in which the marker is stationary.
8. The musical instrument of claim 7 in which a reversal comprises the marker moving in a first direction for at least a selected first number of images, followed by a movement in a second direction, opposite to the first direction for at least a selected second number of images.
9. The musical instrument of claim 7 or 8 wherein the audio output signal is timed to coincide with the at least one reversal.
10. The musical instrument of claim 7, 8 or 9 in which the audio signal is triggered only in the event that an estimated speed of the marker prior to the reversal exceeds a selected threshold speed.
11. The musical instrument of any preceding claim in which the processor is configured to control the volume of the audio signal based on the speed of the marker.
12. The musical instrument of any preceding claim in which the imager comprises only a single camera and the images consist solely of a series of images collected from that single camera.
13. The musical instrument of any preceding claim in which the marker comprises a retro-reflector carried by the operator and in which the instrument further comprises a lamp positioned in proximity to the imager so as to illuminate the imager by reflecting light from the retro-reflector when, in use, the retro-reflector is directed towards the imager.
14. The musical instrument of any preceding claim in which the imager comprises a digital camera coupled to a wide angle conversion lens.
15. The musical instrument of any preceding claim wherein the imager comprises a digital camera and the processor is provided by a computer configured in the manner defined in any preceding claim.

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16. The musical instrument of any preceding claim, in which the processor is configured to communicate an indication of an audio signal to a user, and to store an association between the audio signal and the position and/or size of a marker in response to the marker completing a selected sequence of movements.

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17. The musical instrument of claim 16 in which the indication of an audio signal comprises the name and/or another visual indication of a musical instrument.

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18. The musical instrument of claim 16 or 17 in which the selected sequence of movements comprises at least one reversal in the movement of the marker.

19. The musical instrument of any of claims 16 to 18 as dependent upon claim 2 or claim 3, in which selecting an audio signal for output comprises selecting the audio signal based on the stored association.

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20. A computer implemented method of processing images to control audio signals so as to simulate a musical instrument, the method comprising:

*receiving a series of two dimensional images of an operator of the musical instrument;*

*determining the position of at least two markers in the images;*

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*distinguishing between each of the at least two markers in a selected image based on at least one of: the position and/or size of markers in the selected image, and the position and/or size of markers in at least one preceding image of the series of images; and*

*triggering an audio output signal based on the movements and/or position of at least one of the markers.*

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21. The computer implemented method of claim 20 comprising selecting an audio signal for output based on the determined position of the marker and/or the size of the marker in the event that at least one of the markers completes a selected sequence of movements.

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22. A computer implemented method of processing images to control audio signals so as to simulate a musical instrument, the method comprising:

*receiving a series of two dimensional images of an operator of the musical instrument;*

*determining the position of a marker in the images and, in the event that the marker completes a selected sequence of movements, selecting an audio signal for output based on the position of the*

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*marker in the image and/or the imaged size of the marker; and*

triggering an audio output signal based on the movements and/or position of at least one of the markers.

1095 23. The computer implemented method of claim 20, 21 or 22 comprising storing an indication of the position and/or size of a marker in an image of the series for use in distinguishing between at least two markers of a subsequent image of the series.

1100 24. The computer implemented method of claim 23 comprising identifying whether each marker present in an image was also present in a preceding image of the series, and storing an indication of the presence or absence of each marker in the preceding image.

1105 25. The computer implemented method of claim 24 in which the processor is configured to determine, for each marker that was present in the preceding image, whether that marker was also present in a second preceding image and to determine the change in position and/or the change in size of the marker between the two preceding images, and in which the processor is configured to distinguish between at least two markers based on at least one of said changes.

1110 26. The computer implemented method of any of claims 22 to 25 in which the audio signal is triggered only in the event that an estimated speed of the marker prior to the reversal exceeds a selected threshold speed.

1115 27. The computer implemented method of any of claims 20 to 26 in which the series of images comprises images collected solely from a single camera.

28. A computer program product operable to program a processor to perform the method of any of claims 20 to 27.

1120 29. An electronic message comprising a computer program operable to program a processor to perform the method of any of claims 20 to 27.

1125 30. A kit for adapting a computer to provide a musical instrument, the kit comprising:  
 a wide angle lens adapter for a digital camera  
 and a lamp, coupled to the wide angle lens adapter so as to illuminate the wide angle lens adapter by reflecting light from a retro-reflector when, in use, the retro-reflector is arranged to direct light towards the imager.



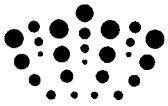
31. The kit of claim 30 further comprising at least one retro-reflector to be carried by a user.

1130 32. The kit of claim 30 or 31 further comprising the computer program product of claim 28.

33. The musical instrument of any of claims 1 to 19, or the method of any of claims 20 to 27, or the computer program product of claim 28, or the electronic message of claim 29, or the kit of claim 30, in which the musical instrument comprises a percussion instrument.

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34. A musical instrument, substantially as described herein with reference to the accompanying drawings.



**Application No:** GB1220326.1  
**Claims searched:** 1-29 & 33

**Examiner:** Rhiannon Jenkins  
**Date of search:** 27 February 2013

**Patents Act 1977: Search Report under Section 17**

**Documents considered to be relevant:**

Category	Relevant to claims	Identity of document and passage or figure of particular relevance
X	1-11, 13, 14, 16, 17, 19-26, 28, 29 & 33	US 2008/122786 A1 (PRYOR T; SMITH P) - See in particular figure 18 and paragraphs 0472 to 0475
X	1-6, 12, 15, 16, 19-25, 27-29 & 33	GB 2482729 A (MONNOWTONE LTD) - See in particular pages 2 to 6 and 13
X	1-6, 10, 12, 15, 16, 19-25, 27-29 & 33	WO 2009/007512 A1 (VIRTUAL AIR GUITAR CO) - See in particular figure 4 and pages 7 to 17
X	3-6, 12, 22-25, 27 & 33	JP 2004177686 A (TOYOTA MOTOR CORP) - See in particular figure 1 and the EPO & WPI abstracts, accession number 2004-457852
X	1-2, 12, 20-25, 27-29 & 33	JP 2007121355 A (RARUGO KK) - See in particular figure 3 and the EPO & WPI abstracts, accession number 2007-529448
X	1, 4-6, 20, 23-25, 28, 29 & 33	US 4968877 A (SENSOR FRAME CORP) - See in particular figure 1 and columns 3 to 8

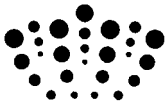
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X Document indicating lack of novelty or inventive step	A Document indicating technological background and/or state of the art.
Y Document indicating lack of inventive step if combined with one or more other documents of same category.	P Document published on or after the declared priority date but before the filing date of this invention.
& Member of the same patent family	E Patent document published on or after, but with priority date earlier than, the filing date of this application.

**Field of Search:**

Search of GB, EP, WO & US patent documents classified in the following areas of the UKC<sup>X</sup> :

Worldwide search of patent documents classified in the following areas of the IPC



A63F; G10D; G10H

The following online and other databases have been used in the preparation of this search report

EPODOC, WPI

**International Classification:**

<b>Subclass</b>	<b>Subgroup</b>	<b>Valid From</b>
G10H	0001/32	01/01/2006
G10H	0007/00	01/01/2006