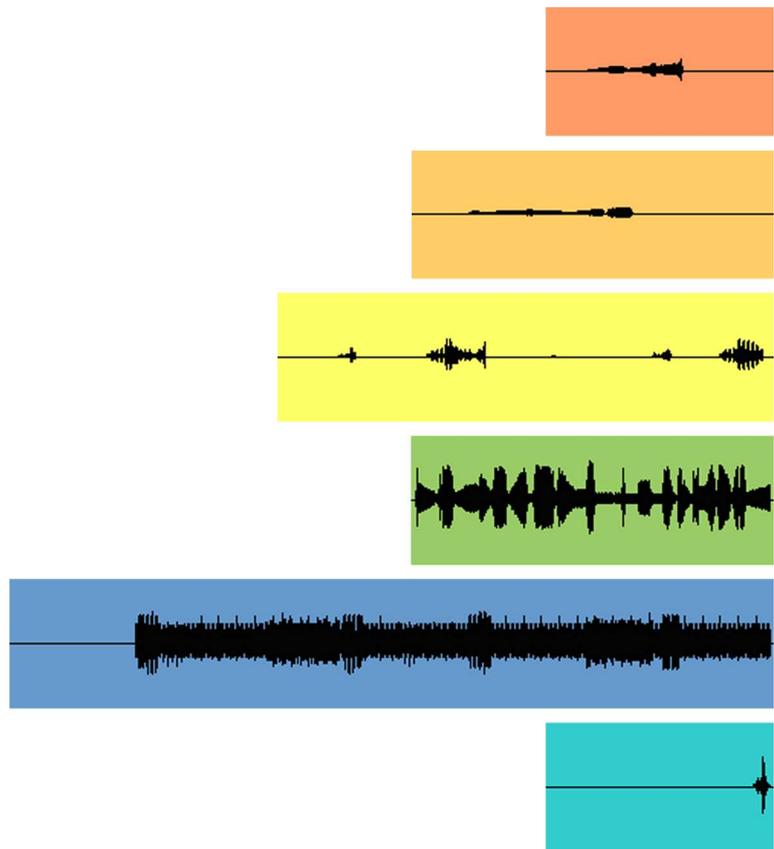


# VOS system brief



# **Contents**

<b>VOS</b>	<b>2</b>
<b>Characteristics</b>	<b>3</b>
<b>Positioning</b>	<b>4</b>
<b>Size</b>	<b>5</b>
<b>Terrain</b>	<b>6</b>
<b>Targeting</b>	<b>7</b>
<b>Guide</b>	<b>8</b>

## **VOS**

The VOS system converts visual data to audio by assigning a unique melody to each item in a three dimensional space.

The music communicates information about the items, their size and position in three dimensional space and incorporates some navigational tools.

## Characteristics

Standardised melodic features indicate characteristics of each item. For example, melodies representing inanimate items involve one or two notes whereas animate items are represented with melodies of three notes or more.

The melodies are arranged to integrate with one another, and each melody is played on a different instrument so they are readily identifiable.

Where possible, instruments are selected according to the dominant colour of the item they are assigned to.

Black:	Church organ
Blues:	Soft organs
Brown:	Saxophone
Greens:	Woodwind instruments
Orange:	Brass ensemble
Pink:	Marimba
Reds:	Brass instruments
White:	String ensemble
Yellows:	Pianos

## Positioning

A combination of volume, octave and stereo positioning is used to place each melody in three dimensional space corresponding with the item they represent.

Volume indicates proximity, so a melody is played at a loud volume when you are close to the item it represents and quietly when far away.

Octave indicates height. A melody is played at a high octave when the item it represents is high above you, and lower octaves descending to the floor.

Stereo positioning indicates whether items are to your right, left or some intermediate point in front of you. VOS pieces must be played through stereo equipment for this reason.

Melodies played solely on the left indicate items on your absolute left and the opposite for items on your absolute right.

Melodies played equally on both sides indicate items at centre, whereas bias favouring one side over another indicates items somewhere between centre and an absolute.

## **Size**

Melodies are duplicated and positioned apart to indicate the size of the object they represent.

For example, a melody duplicated across several octaves would indicate a tall item, and a melody duplicated from right to left would indicate a wide item.

## Terrain

Percussion indicates terrain features.

Drop:	Splash cymbal
Step up:	Hand clap
Step down:	Ride cymbal
Gentle incline:	Low conga
Incline:	Low timbale
Sharp incline:	High conga
Gentle decline:	Low agogo
Decline:	Snare drum
Sharp decline:	High agogo
Large anomaly:	Low tom
Medium anomaly:	Middle tom
Small anomaly:	High tom
Coarse surface:	Side stick
Smooth surface:	Closed high hat
Slippery surface:	Open high hat

## Targeting

Targeting items helps you accurately centre them in front of you.

A chime sounds when the targeting tool engages an item, and an acoustic guitar duplicates the item's melody and position.

An orchestral sting sounds when the item approaches centre, and an electric guitar duplicates the item's melody while it remains near centre.

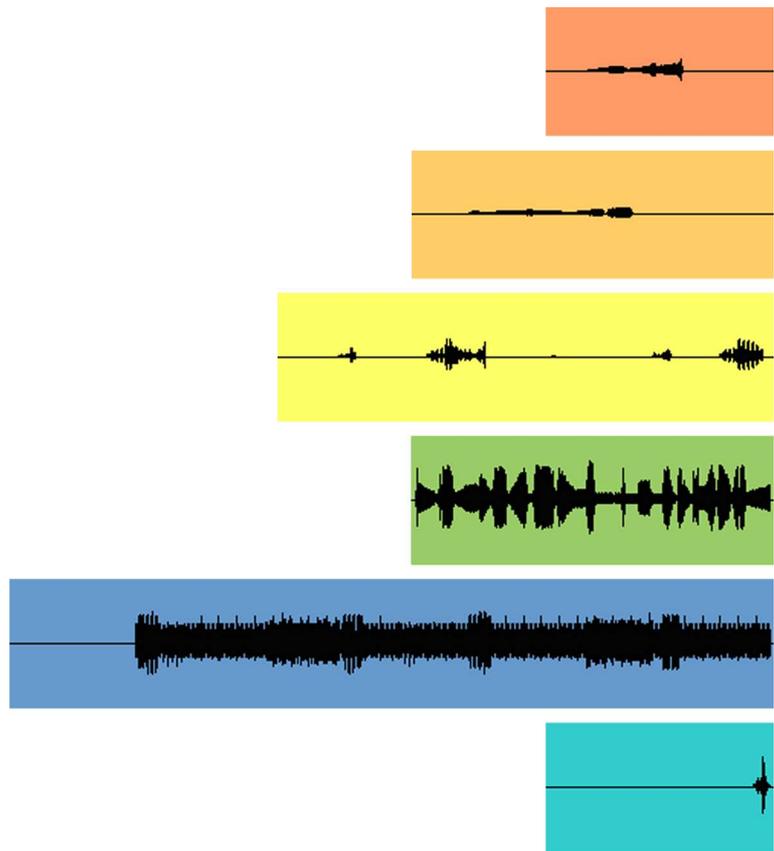
However, the positioning is exaggerated to reflect the inconsistency between the item and centre.

The electric guitar will sound a lot left of centre when the item is only a little to the left for example, or very low when the item is only a little low.

A second sting sounds when the item is centred, and a distorted guitar duplicates the item's melody and position while it remains centred.

## **Guide**

Bass indicates a safe passage between items by positioning separate notes along 4 points of a clear path and repeating them sequentially from near to far.



**Martin Dillon**  
martin@VOSsystem.net  
www.VOSsystem.net