

The logo for 'ospit screen' features a stylized 'o' in a black rounded square on the left. A blue asterisk is positioned inside the 'o', with a horizontal blue line extending from its right side to the start of the word 'spit'. The word 'spit' is written in a light blue, lowercase, sans-serif font. Below 'spit', the word 'screen' is written in a bold, black, lowercase, sans-serif font.

ospit
screen

An interactive device by Jessie Tiong

the distant body

Communication via video calls
Lost experiences of touch/smell
Lack of contact
Lost intimacy
Lost empathy

the SpitScreen

Adding to video call
Play on idea of “split screen”
Mimics spray of sneezes
Hygienic & refreshing
Comforting & intimate

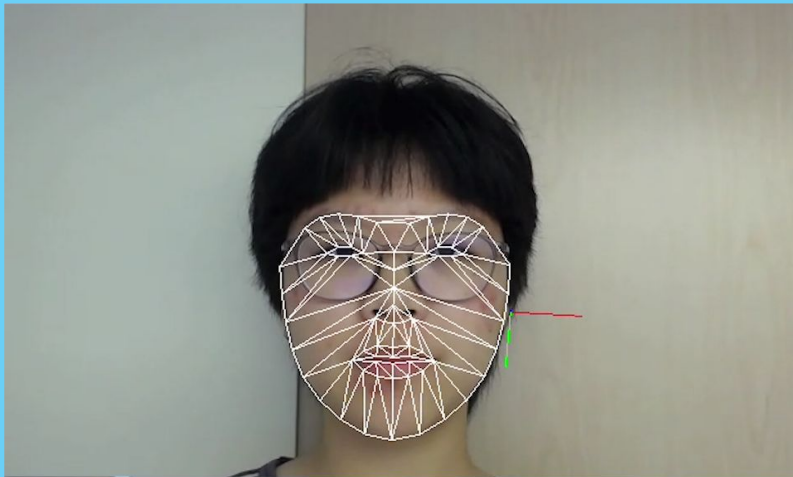
features

Sneeze triggered spray

Refillable water vessel

No-touch "bless you" switch

Two coloured LEDs



File View Actions

OSC In OSC Out

Stop running

Delete last example

Re-add last example

Match threshold

Gesture Types Add / Remove

Examples

output_1 (v195) + - 84

degree of match:

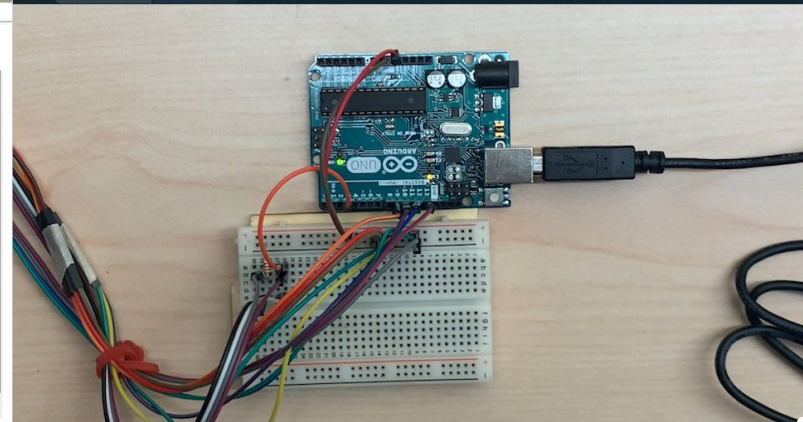
output_2 (v155) + - 80

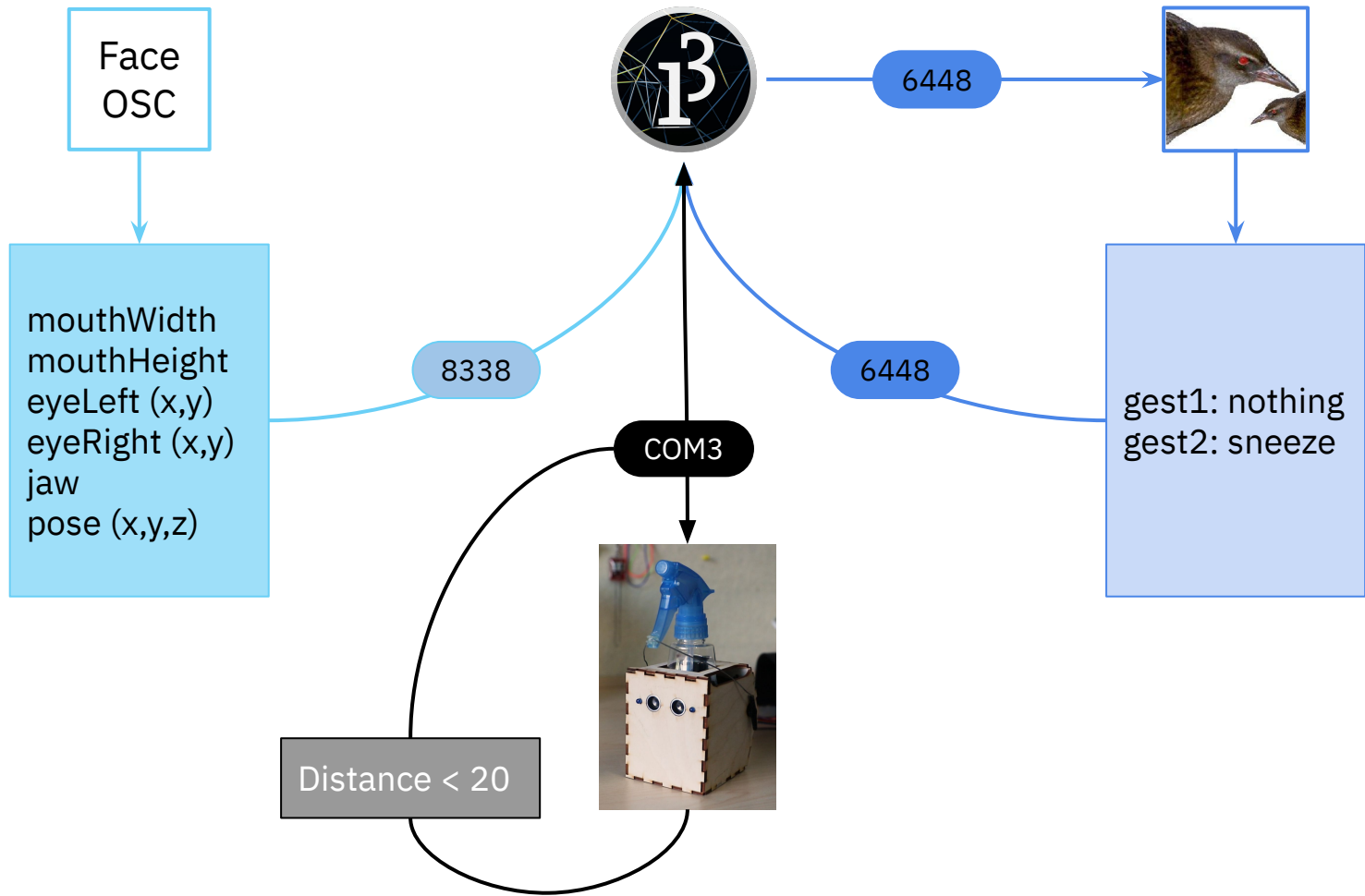
degree of match:

```
File Edit Sketch Debug Tools Help
```

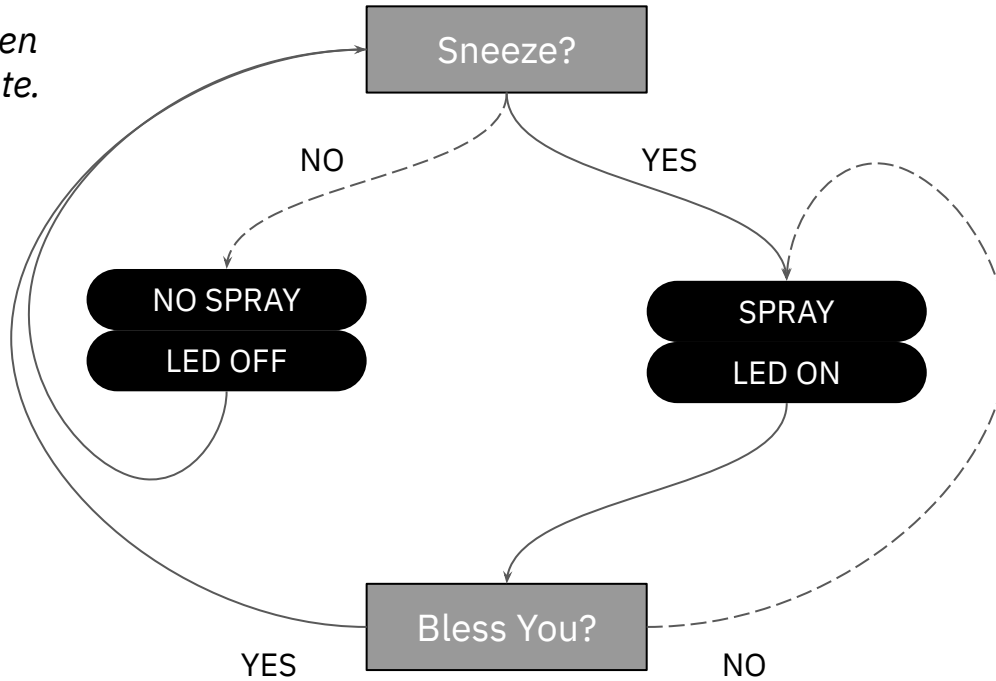
SPIT_SCREEN_BLESS_YOU_timer_v1

```
57 oscPS.plug(this, "nostrilsReceived", "/gesture/nostrils");
58
59 oscPS.plug(this, "weki?", "/wek/outputs"); // this is the raw data from weki
60 oscPS.plug(this, "gest1", "/out1"); // by gestures (match triggers)
61 oscPS.plug(this, "gest2", "/out2");
62
63 blessyou = new SoundFile(this, "blessyou.wav");
64
65 myRemoteLocation = new NetAddress("127.0.0.1", 6448);
66 myPort = new Serial(this, "COM6", 9600);
67
68 }
69
70 void draw() {
71   background(255);
```

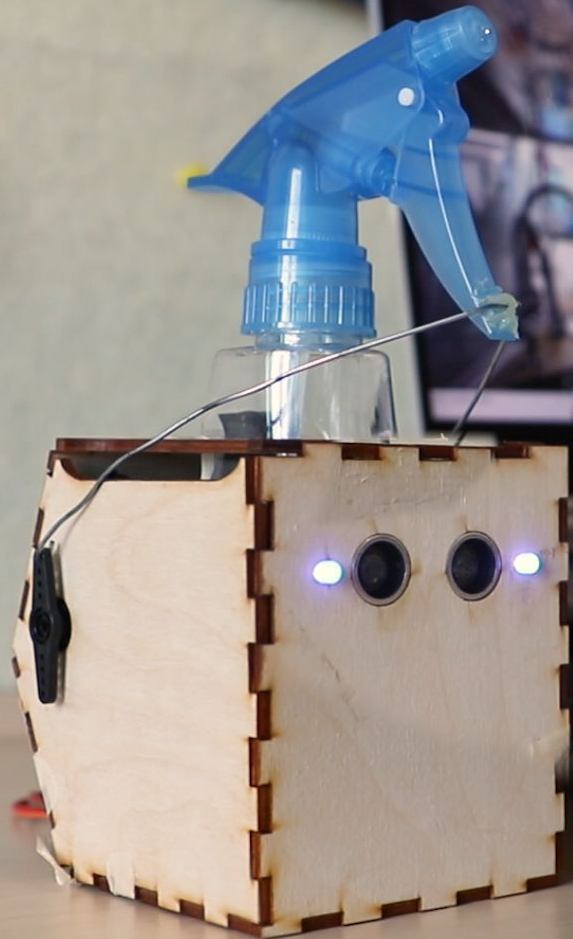




If no SNEEZES are detected, SpitScreen will stay in idle state.



If no blessings are given, SpitScreen will keep spraying.





The logo features a white rounded square containing a blue asterisk. A horizontal blue line extends from the right side of the asterisk, passing through the letter 'p' in the word 'ospit'.

ospit
screen