

What is Harry's Boppers?

Though I do not think I can convey the magic and power I see in this concept in a few words, I can attempt to convey at least a rough idea of what Harry's Boppers would do.

I will use the term "Boppers" to refer to the application I envision. Boppers would be a computer application that would run on current home computers. Boppers would belong to the category of applications called construction sets. This construction set would allow a user to create an animated video that would be synchronized with a recorded piece of music such as a hit song or a recording of a classical symphony. The end product would be a file that could be played for an audience to see the animation while listening to the music.

The animated video would be able to simulate 3-d action with objects at varying distances from the viewer. Boppers would probably evolve to take advantage of VR and AR technology. Initially it would be more like 3-d simulation in a typical animated cartoon.

My vision is that the person using Boppers would often spend hours creating a video for a particular piece of music. Boppers would not be used to create the video "on the fly" while the song played without interruption. Rather the user could spend as much time as they wanted to create a small piece of the video to accompany a small piece of the music. The creation process would be more like that of a composer creating a piece of music for multiple instruments than a performer playing a single instrument to accompany other instruments

In spite of the last statement I think of Boppers as allowing an artist to add another "instrument" to a piece of music. This is a visual instrument.

My vision of Boppers is that it would not make use of any AI (artificial intelligence) to generate the animations that will accompany the chosen recording. All choices would be made by the person using the application. It will not automatically generate a video to accompany a piece of music. Other applications will fill that opportunity, but a Boppers creation will be, as I see it, "hand made".

The Boppers creation set would provide a growing library of tools that could be used to create particular animated sequences, such as a tool to add a cube following a particular 3-d path on the screen, or add a dancing robot performing in

synch with the music. Though I have a rough idea for a set of tools that would be available in the initial release of Boppers, an important part of the concept is that there would be an ever growing number of additional tools developed to enhance the application.

Another important part of my vision of Boppers is that it would eventually be used by a percentage of the population more or less the same as the percentage of the population that play piano. It would run on home computers, be as affordable as popular games like Minecraft, and would permit beginners to create simple but interesting pieces (combining the recorded music with their created animation) after a few hours of learning. Boppers would also allow more experienced users to create pieces as complex as they could imagine. I expect great Boppers artists to emerge over time.

The creations of Boppers would give an audience a pleasure similar to that given by a Ballet or the music scenes from an animated movie. I am seeking existing examples of the combination of animation and music and will put links to those I find in this page.