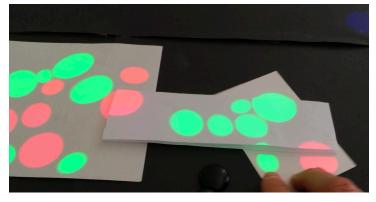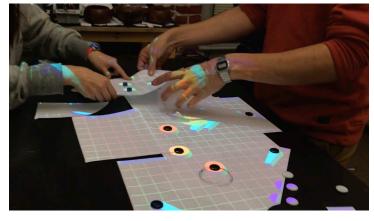# La Tabla

Chaim Gingold and Luke Iannini (2017)

La Tabla is an experiment in making a computerized plaything that is radically embodied and open ended. It is a magical table—put things on it and they come to life. Make music, play pong, design and play your own pinball tables, and create animations with your body, your friends, paper, drawings, game pieces—whatever strikes your fancy. La Tabla achieves this by combining computer vision, projection mapping, and design principles that anticipate and encourage open ended play and appropriation.
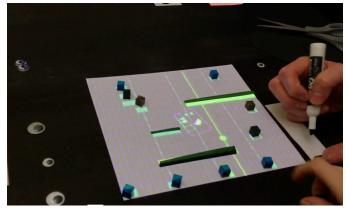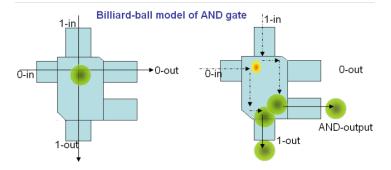

Bouncing balls.

Cel animation.

Pinball construction and play.

Music scoring.

Many of Tabla's activities can be seen as a kind of programming. For example, Fredkin and Toffoli's billiard ball AND gate shows how computer logic can arise from from billiard ball physics (image from Wikipedia).