FALL 2024

IAP 480/499 Independent Creative Practice Application

STUDENT NAME: Evan Naud ASU ID: 1221503738

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PROJECT MENTOR: Charles Eppley

Proposal Project: **[WAVE+FORM]**

[ARTIST+STATEMENT]

Evan Naud is an electronic musician and interdisciplinary artist based in Atlanta, GA, primarily working under the alias *E Noodle*. The artist's mission is to explore the possibilities of creative interaction between human and hardware + software. Their projects often work towards combining the two, utilizing both digital processing and analog equipment. Demonstrated through performances of bass guitar and various synthesizers, Naud produces music and accompanying videos not possible without blending the two. Inspired by early consoles and retro computing, the artist embraces an aesthetic that merges the capability of modern tech with the low-fidelity of years prior, often reducing bit-rates + resolutions and working with pixel art. Throughout this work, the artist aims to emphasize human aspects within the ever-increasingly computerized world we inhabit.

[PROJECT+SUMMARY]

A sound/music visualizer with integrated synthesis modules playing generative (random, chance-based) sequences, featuring GUI for interaction with specific parameters, affecting sound and image. The goal of this project is to engage an audience with interactive audio-visuals by creating a patch within Pure Data that allows for participants to play with sound design and sequencing using select parameters. Audience members are invited to interact with elements of the graphic user interface on a laptop running the program, while the visualizer output is displayed on a separate window via projection.

[MOTIVATION+INFLUENCE]

Alongside progress at ASU, my personal music project has developed in tandem. Over the past three years I've become increasingly invested in understanding technical aspects of audio, which stems from inspiration I've always received from electronic music and its possibilities. Going from listening to various artists working with the medium, to learning music production and hardware synths in my spare time, it feels like an inevitable step to make something using tools of the trade to showcase core concepts at play to others. I want to create a piece that pays homage to some things that make me the artist I

am today: digital audio/sound processing, computer software, synthesis, waves, forms.

[RESEARCH+CONDUCTED]

During the 2024 ASU Summer B session, I spent my free time reading/watching tutorials, resource guides, and program documentation for the FOSS application, Pure Data (Pd). Emulating others to find my own process, I worked on creating personal patches for Pd, experimenting with ideas and making tools that I will use for this final project. Throughout my learning I created a daily log to document my progress and serve as a personal resource for what I reviewed. Reference here: (Pd)_log

[ARTISTIC+GROWTH]

Learning Pure Data is an extension of my experience with synthesis, functioning as a method for me to apply my knowledge in custom patches. Working with Pure Data also means working with digital audio concepts directly, which is a way of applying my music production skills in a new fashion. Learning Pure Data is fascinating for me, as someone who is interested in the conception, development, and production of electronic instruments, and also web/app/game development. Working on understanding signal flow and logic has given me new-found fulfillment in working with audio as a whole, and digital mediums in general. I'm grateful for being able to find some insight through a process that's responsible for many, if not all of the higher meanings in my life, and happy to share the resulting work with others.

[EXPERIMENTAL+INTERDISCIPLINARY]

In electronic music, we manipulate signals within the electromagnetic spectrum (EMS) via circuitry and code in order to generate tones. Electricity itself becomes a sound source through our implementation of hardware/software. This practice is fundamentally interdisciplinary, as it involves converting a non-mechanical signal (EMS) into a mechanical one (sound-waves). Sound is only propagated through physical space, through a vibrating medium, whereas EMS is invisible and yet everywhere, manifesting as sight through the color spectrum. Creating audio-visual experiences with electronic software is a way of re-merging these phenomena together, syncing their relationships back together to demonstrate their inherent unison.

[IMPACT+COMMUNINTY]

[WAVE+FORM] aims to be a Pure Data patch that allows for anyone to experience fascination in electronic music/digital signal processing. Incorporating reactive visuals along with audio generation provides an additional means of engagement for those unfamiliar with the practice, allowing them to receive extra feedback for GUI interactions, without needing to comprehend the mechanics behind them. The intent is to provide a captivating experience for the uninitiated as well as enthusiasts, something that anyone can play with. The goal is to inspire others, and prompt how synthesis embodies universal

phenomena. Ideally, the work is able to provide an example of how frequency signals influence the world around us. Fundamentally, electronic music is a method of representing some universal forces, so the project's mission involves demonstrating that firsthand.

[BUDGET+OUTLINE]

Item Description	**Estimated Cost**	**Actual Cost**
PC / laptop *(Lenovo Legion S7 15ACH6)*	~$1000	in-kind
Pure Data *(free open-source software)*	$0	in-kind
Web Guides *(documentation, demos, tutorials)*	$0	in-kind
Projector *(laptop external display)*	$100-200	in-kind
Screen Recording Softare *(OBS Studio)*	$0	$0
Video Editor *(Davinci Resolve)*	$0	$0
Social Media Promo *(Instagram)*	$0	$0
Domain Name *(Porkbun)*	~$10-20 (yearly)	tbd
Static Web Hosting *(nekoweb)*	$12 (yearly)	$12
Electric Bill *(GA Power)*	~$100	tbd
TOTAL:	~$1200	tbd

[PROJECT+TIMELINE]

:: PRE-DEVELOPMENT	Coordinate with project mentor
// WEEK.01	**[DEVELOP+REFINE]** drum sequencer
// WEEK.02	**[DEVELOP+REFINE]** bass synth module
// WEEK.03	**[DEVELOP+REFINE]** pad synth module
// WEEK.04	**[DEVELOP+REFINE]** lead synth module
// WEEK.05	**[DEVELOP+REFINE]** Graphic User Interface
// WEEK.06	**[DEVELOP+REFINE]** GEM visualizer outputs

// WEEK.07	**[DEVELOP+REFINE]** Project Presentation
:: PRESENTATION.WEEK	Social Promotion / Receive Feedback

_____ _____

Student Signature Date

_____ _____

IAP 499 Mentor Signature Date

IAP 480/499 Independent Creative Practice Progress Report

Please note that you must meet with your IAP 499 mentor *once a week* for a consultation on your progress. **At the end of every meeting**, have them fill out the date of your meeting, any comments describing your progress or what you need to work on next, and then obtain their signature.

Date	Mentor Comments	Mentor Signature

IAP 480/499 Independent Creative Practice Evaluation Form

Interdisciplinary Arts & Performance

Student Name: _____Student ASU ID: _____

Project Title: _____

Faculty Mentor
Comments:_____
_____
_____

_____
IAP 499 Process Grade: 40%

_____
Final Project Grade: 60%

_____
IAP 499 Final Grade

_____
IAP 499 Mentor Signature

_____
Date