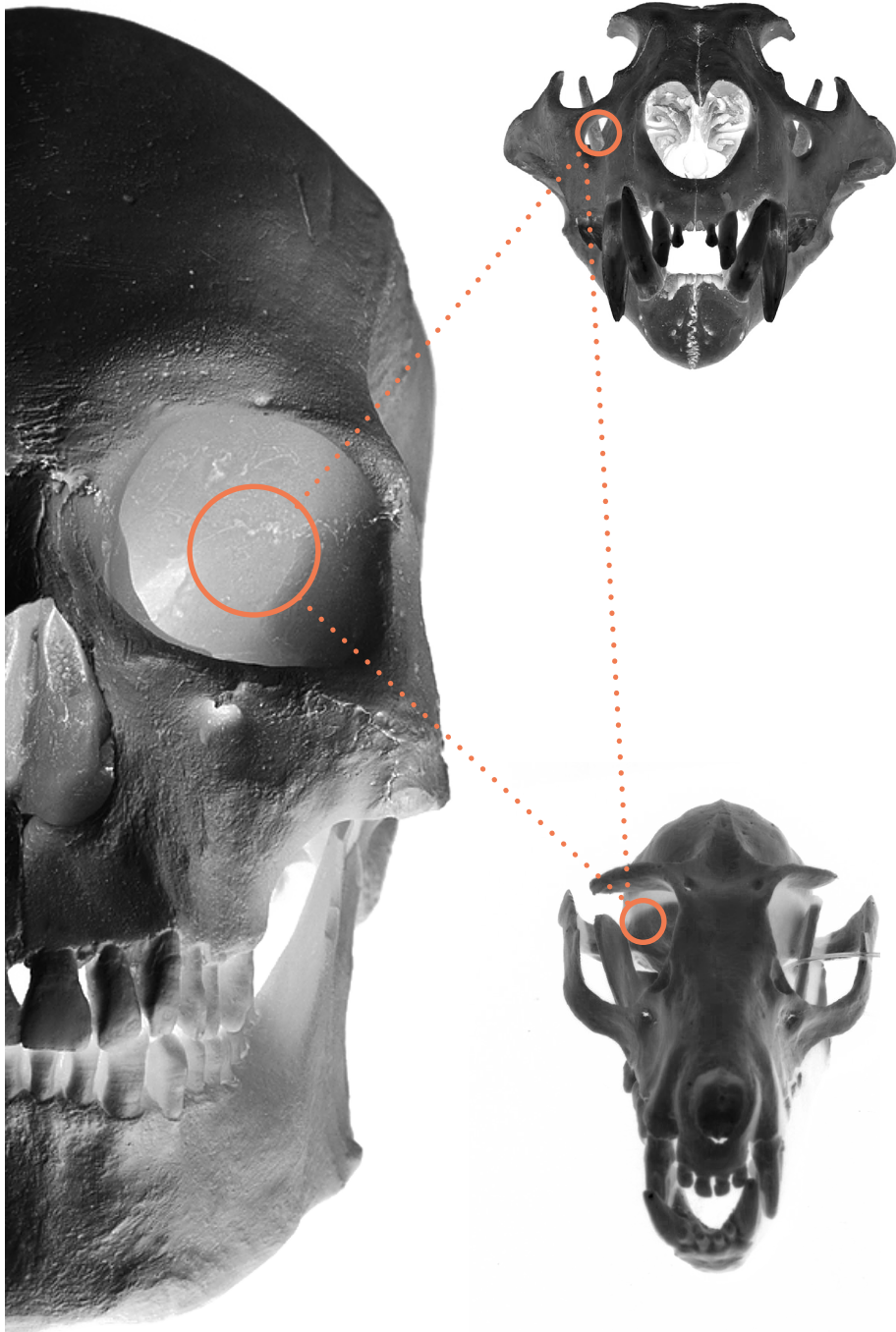
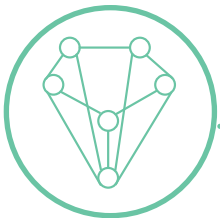
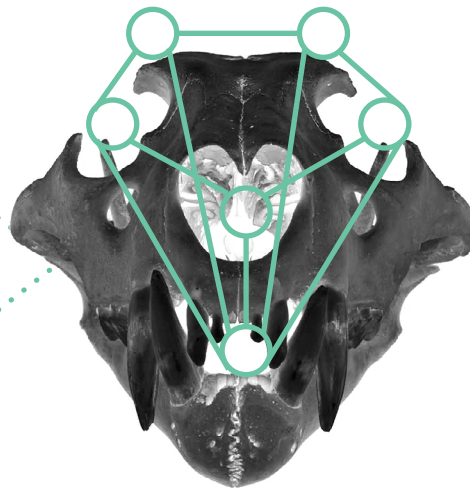


INAUD NOTES



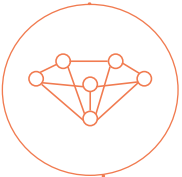
Elements of every face are arranged in a particular order. The geometry of the order can be used as a wireframe to generate new systems.



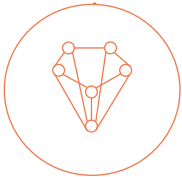
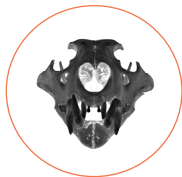
Eyes, Ears, Nose, etc. when connected to construct a form, a graph of 6 vertices and 10 edges is formed.

This graph can be used to generate a music loop, which can be associated with each type of skull and the graph derived from it.

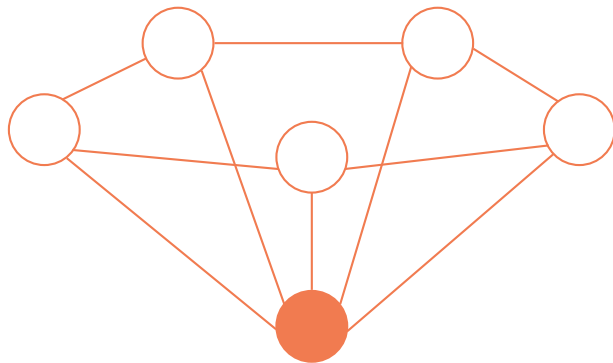
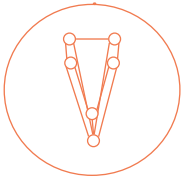
Human Skull



Lion Skull



Dog Skull



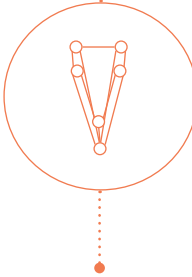
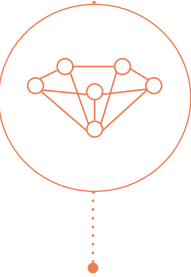
The bottom most node, becomes the activator and when the activator reaches the other nodal points, the kick sound is triggered.



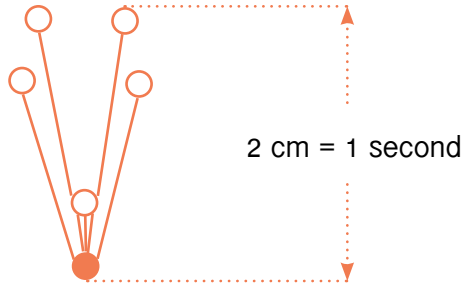
The pentagonal structure formed on the top will have an activator moving through the perimeter. And the nodes will alternately trigger the sounds of snare and high hat, making it a continuous loop.



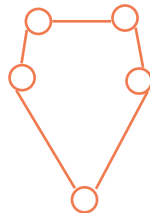
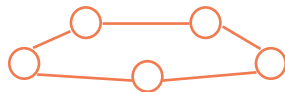
The area of the largest polygon is mapped to the audible frequency range (20 - 20,000 Hz). And the resulting frequency is assigned to the background sound for the percussions.



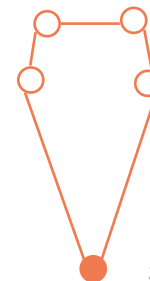
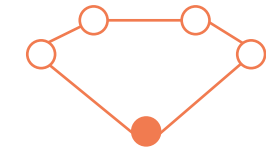
1)



2)



3)



Area = 3 square unit

Area = 4.935 square unit

Sine wave sampled at a rate of 300 Hz

Sine wave sampled at a rate of 493 Hz

Comparing the graph formed from the human and the dog skull, in terms of music.

The distance of the nodes from the activator is mapped to the time taken for the activator to reach to the nodes. Like 2 cm of the distance of the activator and node is mapped to 1 sec of time taken by the activator to reach to the node. Similarly the distance in the 2nd graph is mapped to the time duration.

Calculating the area of the irregular polygon by firstly divide it in to regular polygons and then calculating their area using formulas, then adding them to get the total area of the polygon. Then the area of the third graph or the largest polygon is mapped to the audible frequency range (20 - 20,000 Hz).