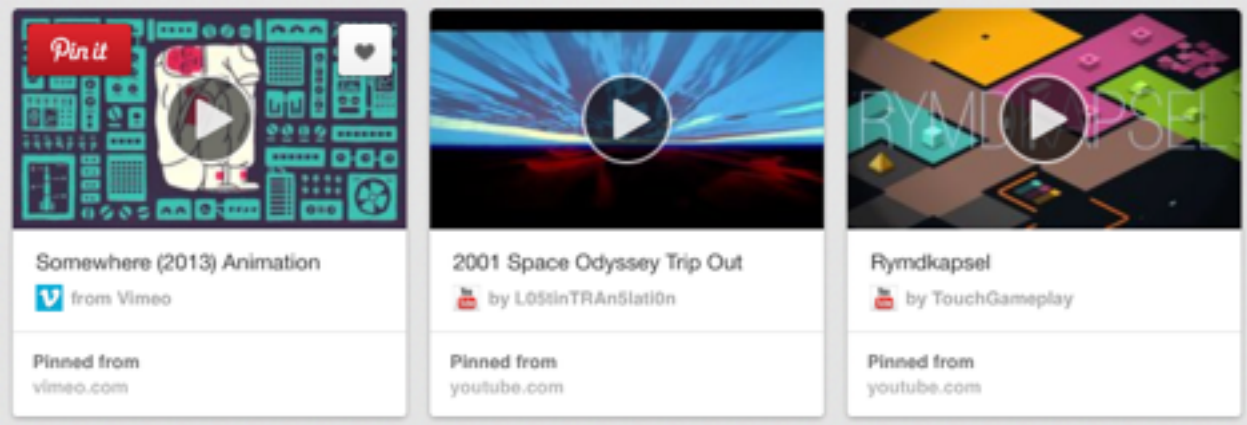
Bobby Fata & Albert Kim
Algorithmic Animation
Fall 2013

Algorithmic Animation Final

A Visual+Sound Experiment

Our idea for the final project was to create an interactive visualizer whose audio and visuals would be manipulated via OSC input. It came out of a desire to improve upon most current audio visualizers, which are mainly based around analyzing the waveform of a single audio file. Essentially, they are all mostly fancy equalizers. By sending OSC messages into an Open Frameworks application and Ableton Live simultaneously, the variety of audio and visual combinations becomes almost limitless.

We began by looking for inspiration and set up a mood board to share some of our thoughts. The inspiration came from games, cinema, animation, and music stage design. Our



overall themed to be based around simple, geometric shapes and patterns set in a space environment. However, it was probably mostly heavily influenced by the scene in *2001 Space Odyssey*.

The audio is also focused around the ambient, psychedelic space theme. In the first "scene," the slider that affects the attraction of the particles also effects the intensity of the static noise.

The other sound, known as a pad, or ambient filling sound manipulates the particle size. Again, the interesting thing here is that all the sliders that send OSC data into a scene can be remapped in Ableton Live to any noise or parameter found in the set.

In the second scene several 3D primitives are seen floating in a spacey particle field. The speed and frequency of particles are able to be manipulated, as is the background image alpha level. Again, all of these are tied to some aspect of the audio which is completely configurable by the user.

We also hope to continue to develop this idea and explore the link between audio and dynamic, algorithmically generated visuals.