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Interactive Soundscape Experience

Forest & City Environments

Hello Paul!

Here is an additional document including a quick artist statement and production sum up following the presentation on Wednesday November 28th. On the next day, we met up again with Louis and worked from 11am to 11pm. Louis focused on building additional patchers that we had agreed on having for populating the city soundscape. We have then 6 different patchers that he made. He has also worked on the abstraction with the Low-Res filter that you advised us to create, and the general fade in and out logic between both environments, as well as the Unity application, and the code in Unity and Max to communicate the user's x-y locations in the nodes window. On the other hand, Robin focused on designing both the forest environment and the city environment, creating the different nodes, modifying their sizes and locations within the window, as well as finding the samples and putting them into the logic of the nodes, hence creating the soundscape.

We ended up encountering an issue where we couldn't have both environments on the same node canvas because the maximum number of nodes per node canvas is 64. So, we decided to make two canvas, one for the Forest environment and another one for the City environment. Following this decision, we also thought about making a smooth transition that will happen every 2 minutes between the two environments. We decided to build those two environments because we considered them the most difficult to design and to populate with sounds because of the variety of sounds we deemed necessary to provide an interesting, diverse and stimulating soundscape experience.

We were first inspired to create a soundscape following the one we did during our class field trip. Then, we thought that it would be challenging to make an artificial soundscape using Max that would represent real-life environments such as a forest or a city. At the same time, we didn't want our soundscape experience to resemble too much the real environments because we wanted it to be filled with enough sounds to make for an overall interesting experience of discovering sounds. We were not particularly interested in making a simulated reality but rather an augmented one where a lot of options are available to the user's ears.

The artistic thinking behind the smooth transition idea is that we thought maybe a populated forest once occupied the space where the city now stands.

PS: We did it! I hope everything will work on your end, let us know if you encounter any issues. You should only have to follow the below instructions to get everything working.

Instructions: How to

1- Within the main “Soundscape” folder you will find a folder named “external”

2- You will have to put this folder in your /Documents/Max 7/Library as well as put it in /Documents/Max 7/Packages and then delete it from within the “Soundscape” folder

3- Then you will have to launch the Max Main patch “Soundscape.maxpat” followed by the Unity Build (Unity.exe)

4- Choose your resolution in the Unity Build Launcher depending on your computer’s capabilities (720p or 1080p recommended) and press Start.

5- Do not pay attention to the tables windows that open when opening the Max Patch, just close them down.

6- You are all set! You can choose to move around using your keyboard’s arrow keys within the Unity scene or just move the cursor in the Nodes with your mouse. Both trigger the walk sounds and there is a small delay when you stop moving/walking.

7- Enjoy the soundcape!