Project 2 of The Witcher

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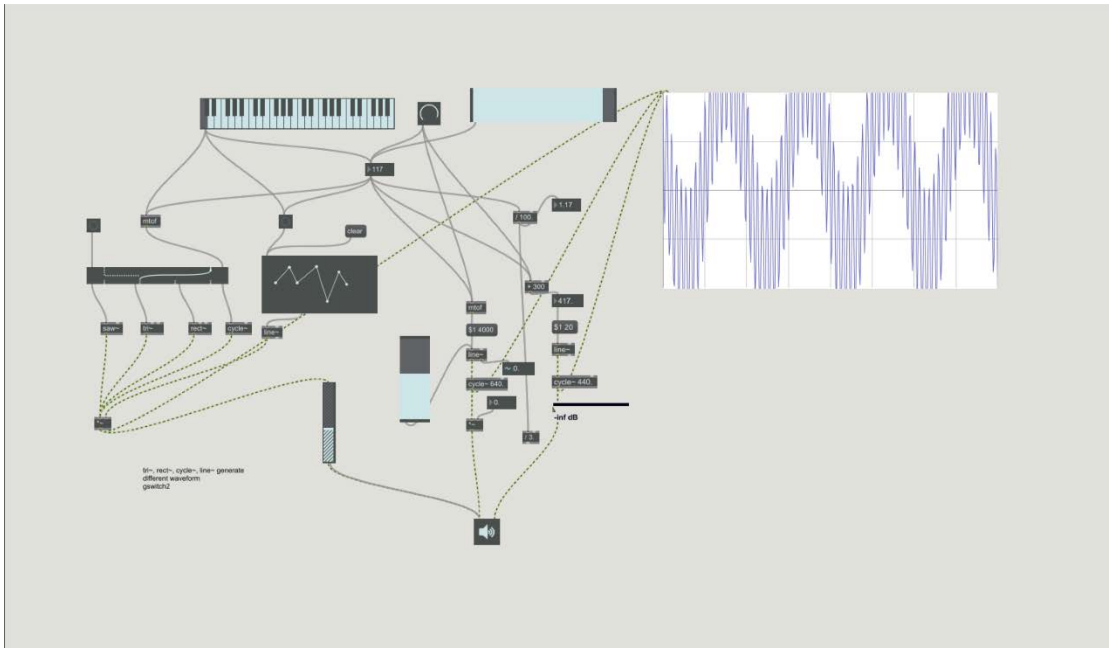
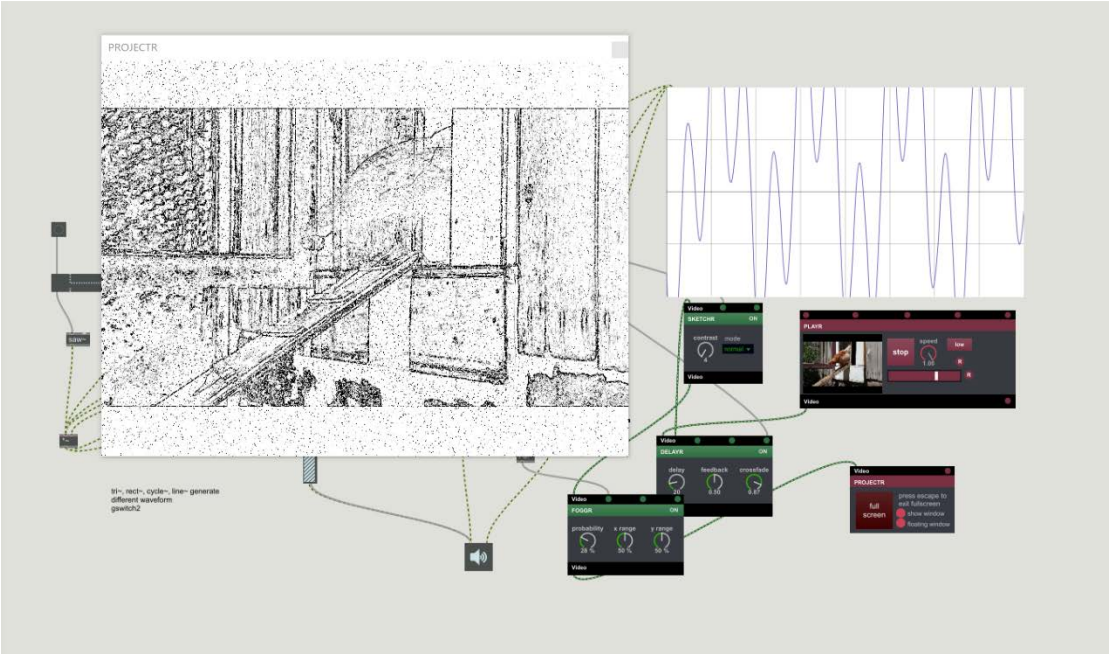
For project two, we decide to make it in group, so it is a group work of The Witcher. Because the time is very limit for a group project, so we divided the project into four parts: Audio input and output, Visual input and output, Written description and Presentation. We contacted by e-mails, phone calls and also had a discussion meeting on Monday to combine our ideas.

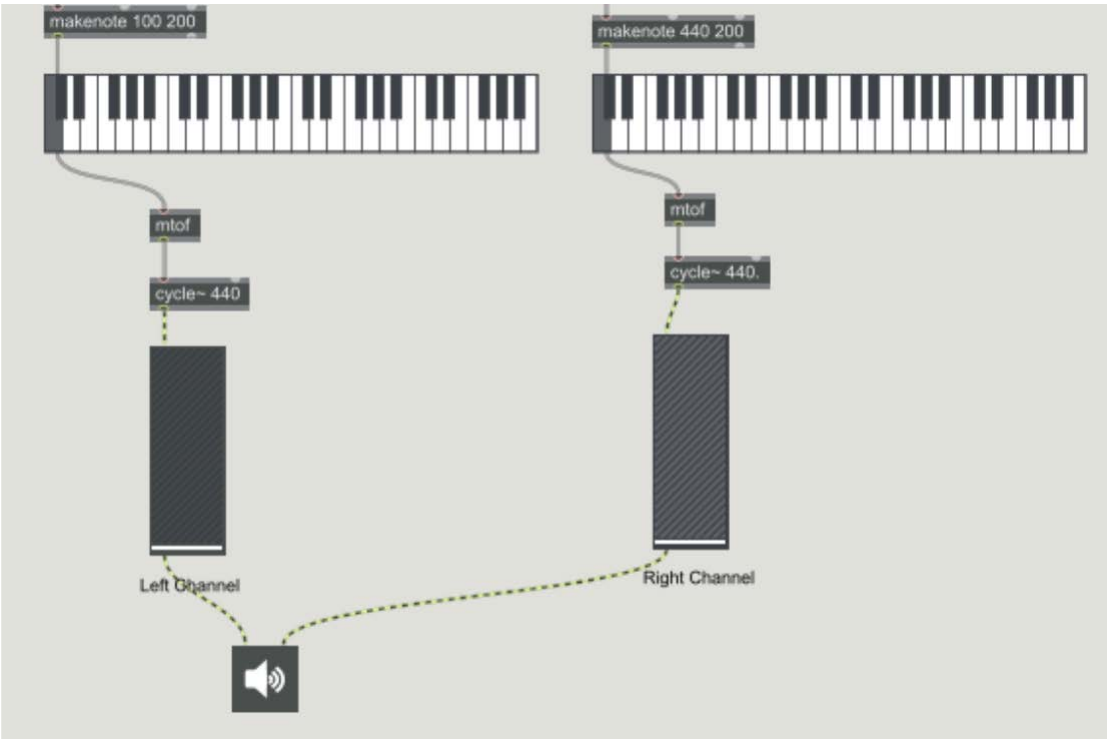
In this project, we try to make some audio input transfer to a visual output. As for the audio input, we mainly use [mtof], [line~] and [cycle~] to generate the sound. Micheal also uses some other objects like [saw~], [tri~], [rect~] to generate different kinds of wave, and try to use [gswitch2] to switch them to make visual output change. Xiao Wu uses a new object [live.gain~] to control the audio input decibel. For the visual output, we choose [plot~] to show the waveform changing, even though the color is simple, it shows the waveform changing very clear. So we think it works really well combined with the sounds which like machine operating.



The objects which included in the requirement is very limited for visual output, though we think it is enough for the project, we hope to add more visual effect. Thus, Xiao Wu add [player] and [projector] with his favorite chicken video, and plus [sketchr], [delayer] and [foggr] effect to show the changing of the sounds. The sketch style also match the raw and lifeless sounds well and make the output much more visually.



However, we used lots of objects which not required, so we try to do some modification. First, we think our idea is good that transfer an audio input to a visual out put, so we want to keep it. Next, we found our andio is too monotonous, we change the audio input to [makenote] so that the sound become much changeable and musical. We also had a try to combine the before work, so we add [mtof], [cycle~] and [gain~] to see the different, the sound became more electronic, just like the old video game machine which is unique.



As the visual part, we delete the projector, and try to find a graph object instead of [plot~]. Miffy found [itable] is the only object which can replace it, but it is not like [plot~] can show the soundwave changing smoothly. It can only change by the [button] click. But if the rhythm is same as the [makenote], it also worked. Nevertheless, our visual effect is still very simple, we have seen our group work which use [slider] to make a very perfect effect. Thus, we decide to use [button] to make project much visually. Jennifer did a beautiful visual effect with [button], so we take her idea which change the light and shade of color to make the [button] animation.

Finally, in the presentation mode, we use [button]s to make [itable] frame, and it really like a 1960s video game machine. Also, the visual match the electronic sound well, the graph on [itable] change by the electronic rhythm. Just like 1960s style, because the animation is not very smoothly. So we think our project complete.