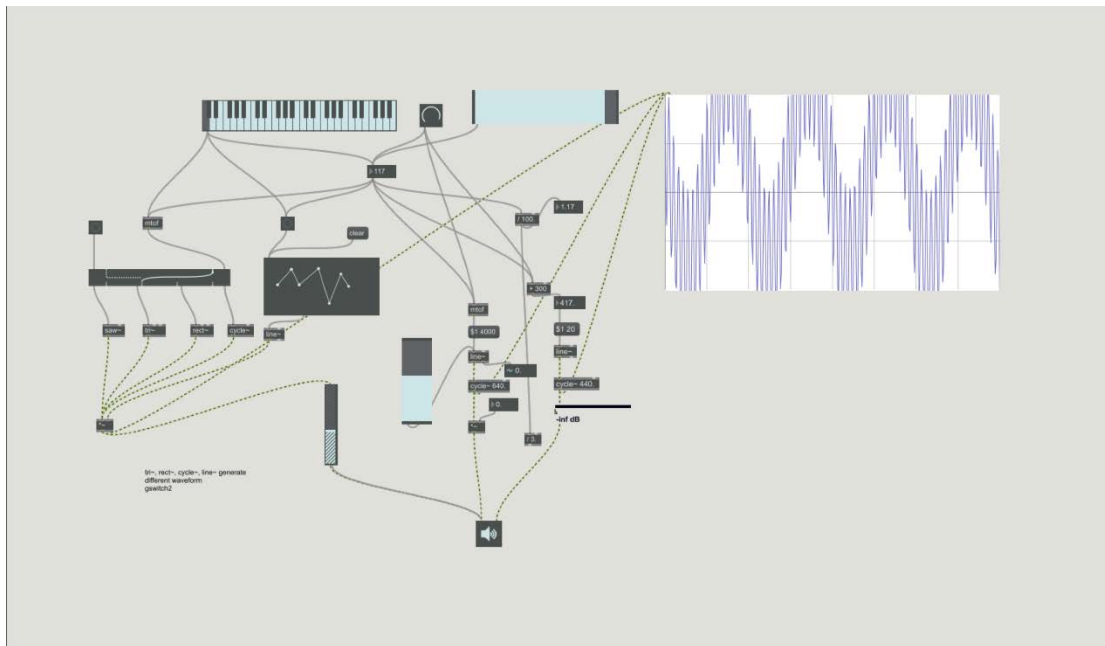


Group Member: Michael Yue, Xiao Wu, Jennifer, Miffy Wang

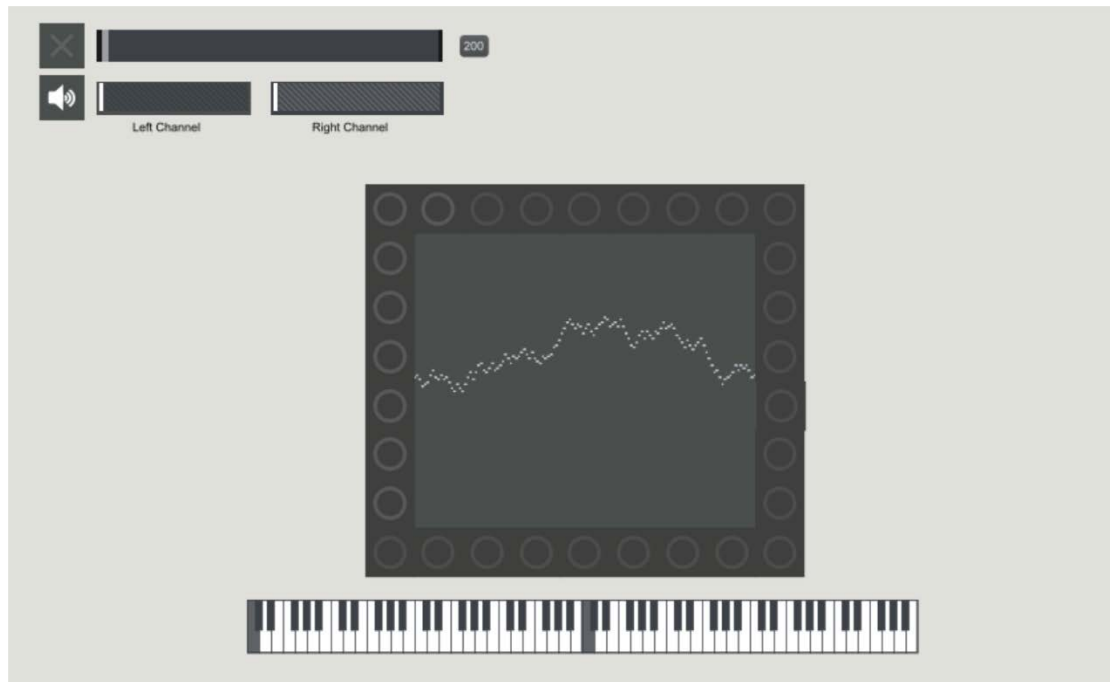
In this project, we try to make some audio input transfer to a visual output. As for the audio input, we mainly use [mtof], [line~] and [cycle~] to generate the sound. Micheal also uses some other objects like [saw~], [tri~], [rect~] to generate different kinds of wave, and try to use [gswitch2] to switch 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.



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 other 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.