



ORIENTATION PROJECT

ANDEAN RITUS

CONCEPTUAL REFLECTION

CONCEPTUAL REFLECTION

„Andean Ritus shall be a
VISUAL MUSIC EXPERIENCE in **Virtual Reality**,
wherein a psychedelic **TRANSFORMATION**
from the **REAL** to the **SURREAL**
can be experienced spatially and interactive
via **MUSIC** and equivalent **VISUAL ELEMENTS.**“

CONCEPTUAL REFLECTION

as real as possible appearing initial environment

-> transformation from real to surreal

CONCEPTUAL REFLECTION

generative music creation

-> different outcome / still distinctive style

CONCEPTUAL REFLECTION

certain visual aesthetic

CONCEPTUAL REFLECTION



CONCEPTUAL REFLECTION

**visual elements are
perceptible entangled with music**

CONCEPTUAL REFLECTION

experience depending on subject

-> movement data is used for seeding audiovisual elements

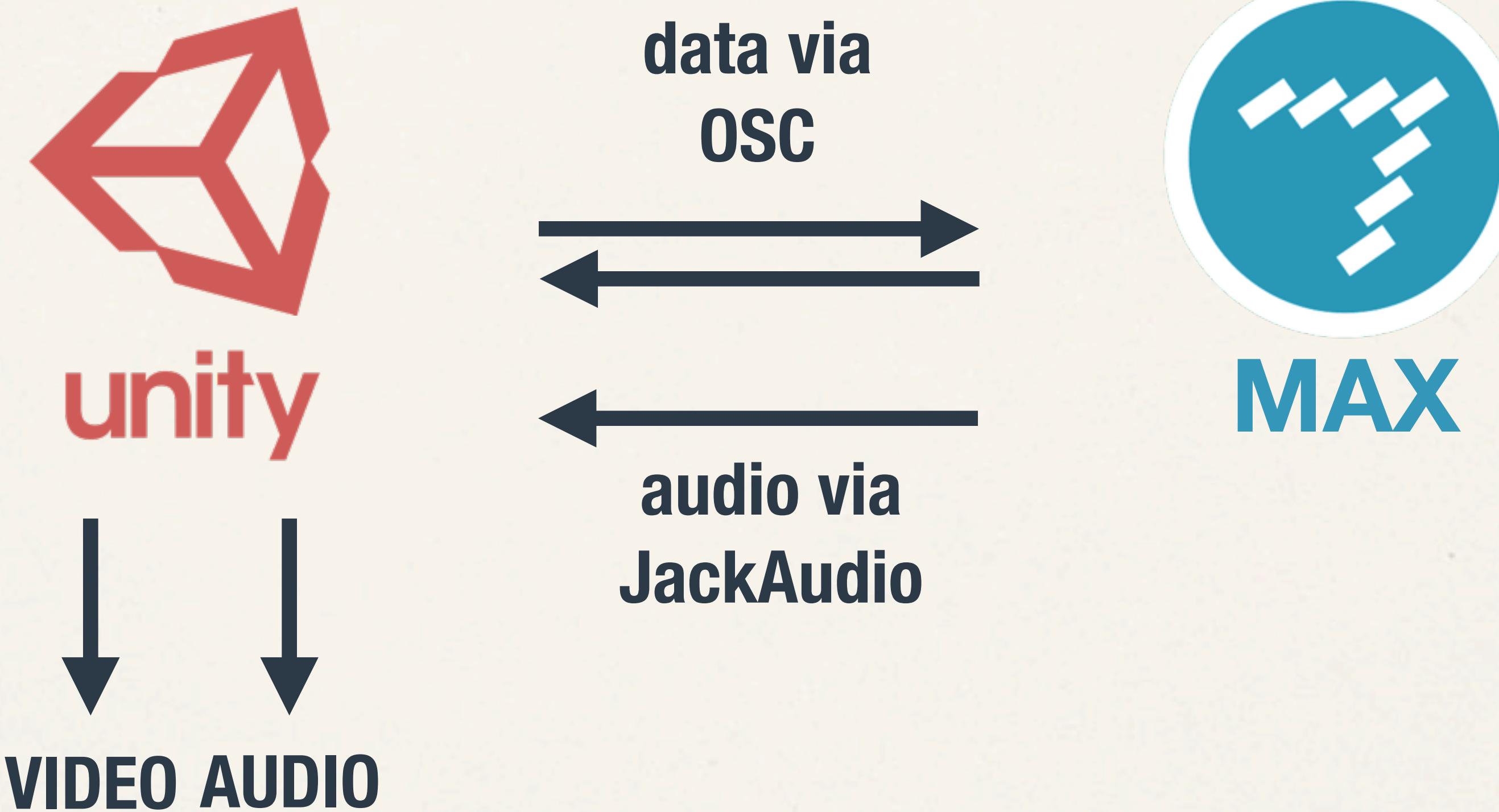
CONCEPTUAL REFLECTION

trance inducing

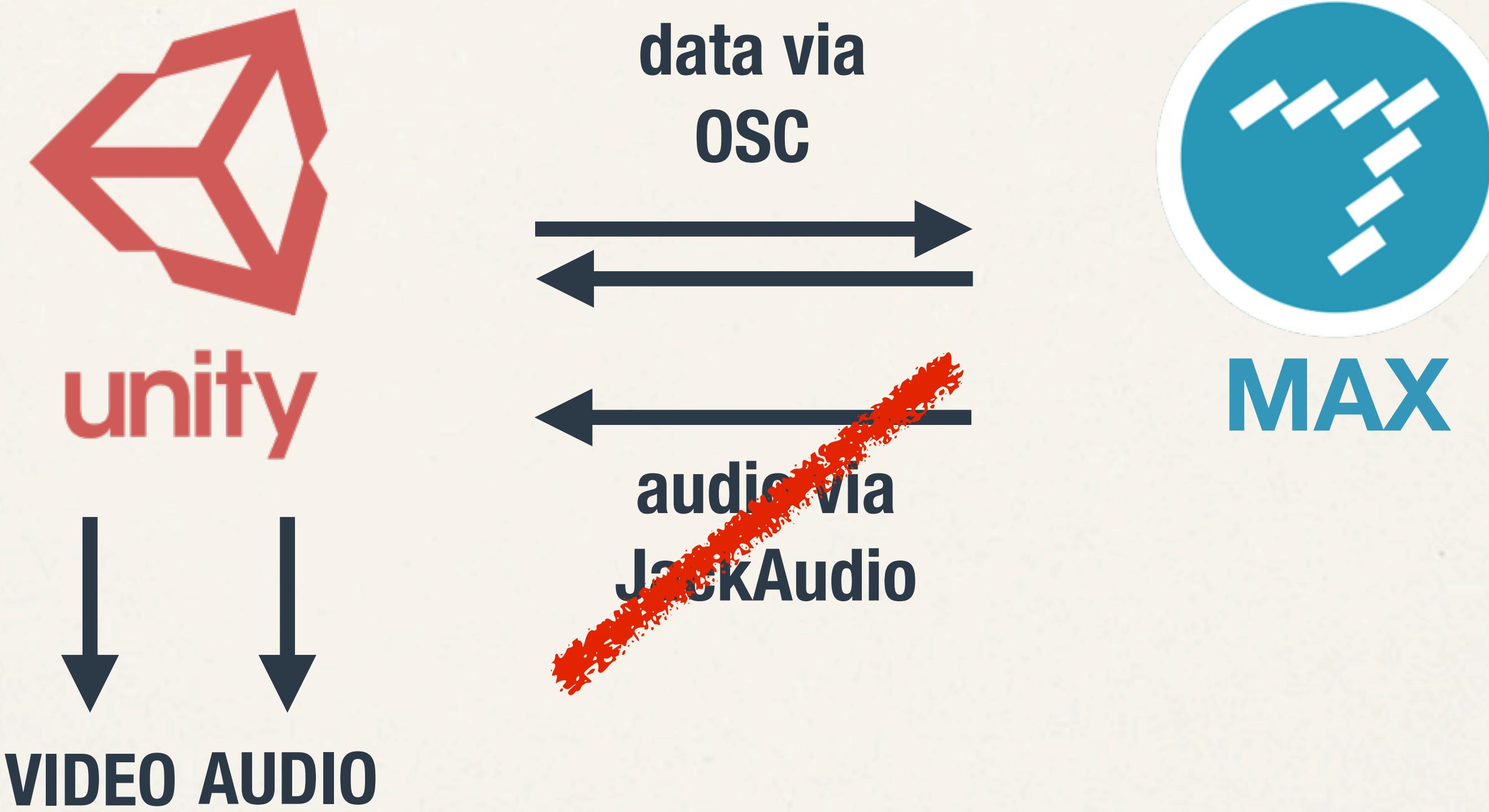
-> through repetitive musical and visual patterns

TECHNICAL IMPLEMENTATION

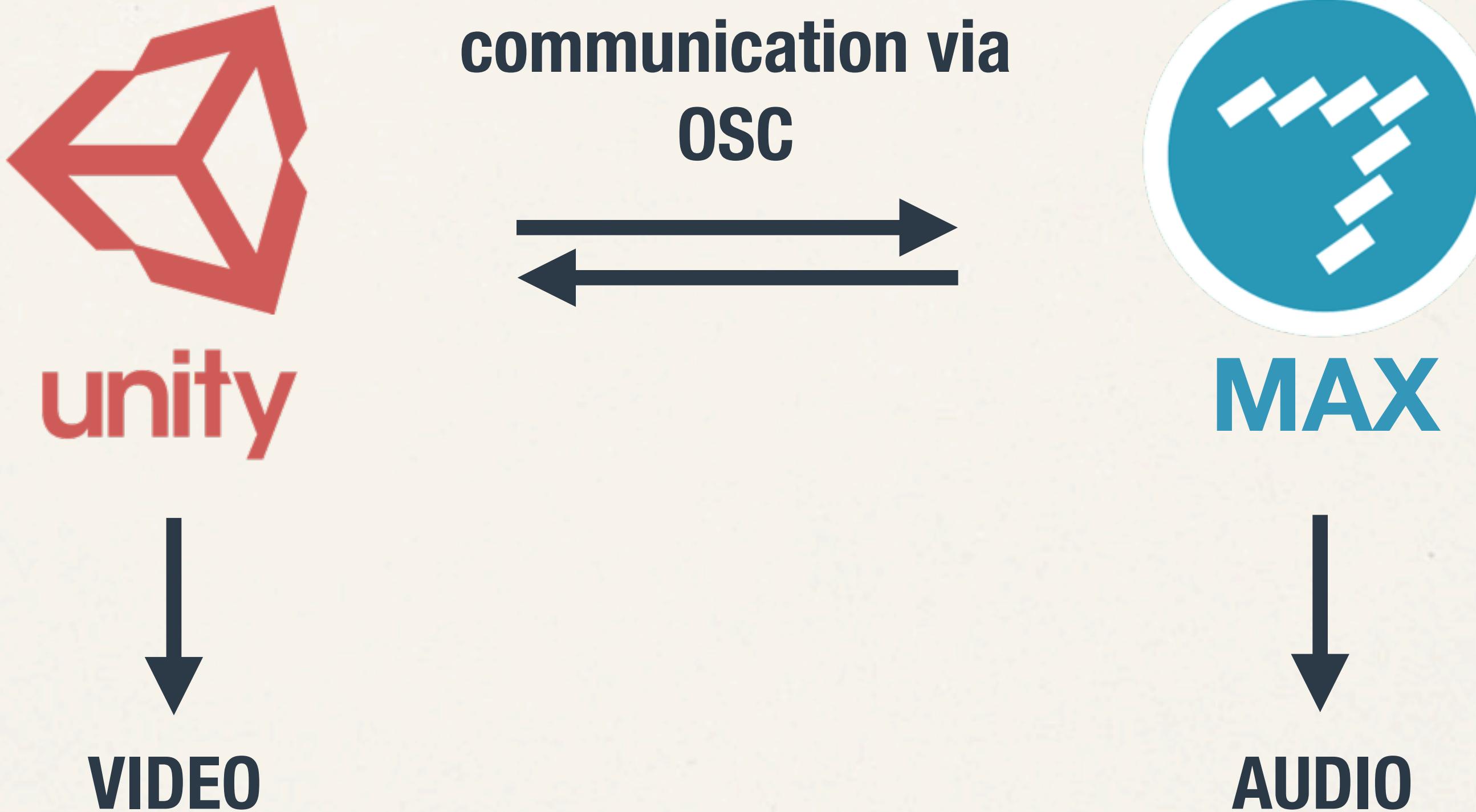
TECHNICAL IMPLEMENTATION



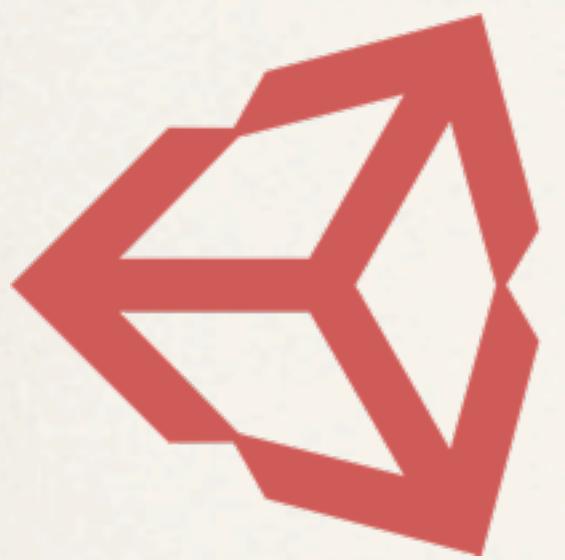
TECHNICAL IMPLEMENTATION



TECHNICAL IMPLEMENTATION



TECHNICAL IMPLEMENTATION



unity



MAX

TECHNICAL IMPLEMENTATION



MOVEMENT ANALYSIS of subject (player)

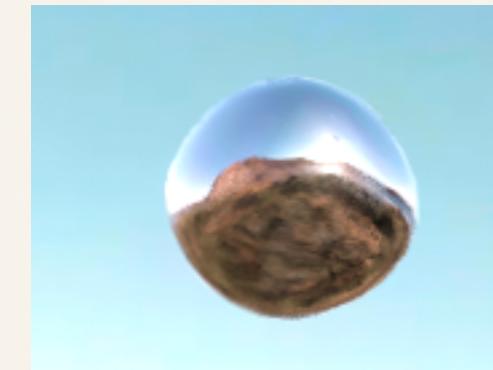
if average movement velocity < amount
& min time X passed



TECHNICAL IMPLEMENTATION



create NEW ENTITY
(outside of subjects view)



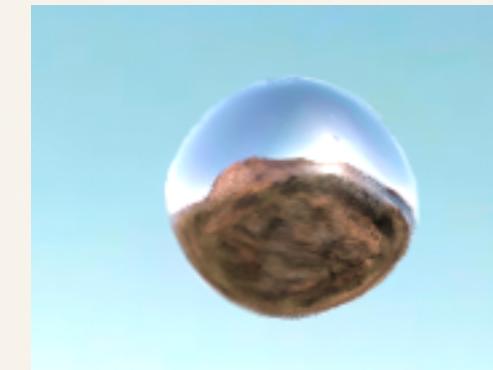
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TECHNICAL IMPLEMENTATION



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MOVEMENT ANALYSIS of subject (player)

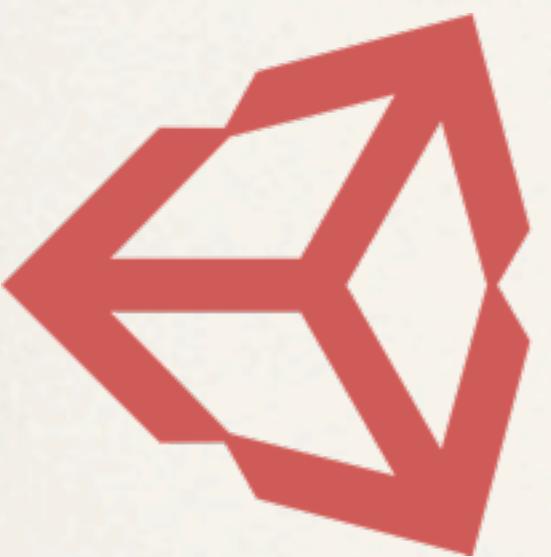
if average movement velocity < amount
& min time X passed



conceptual assumption:

subject has ceased to explore environment
is focussing in one direction
-> perception is ready for more input

TECHNICAL IMPLEMENTATION



unity

create NEW ENTITY
object ID + spatial position

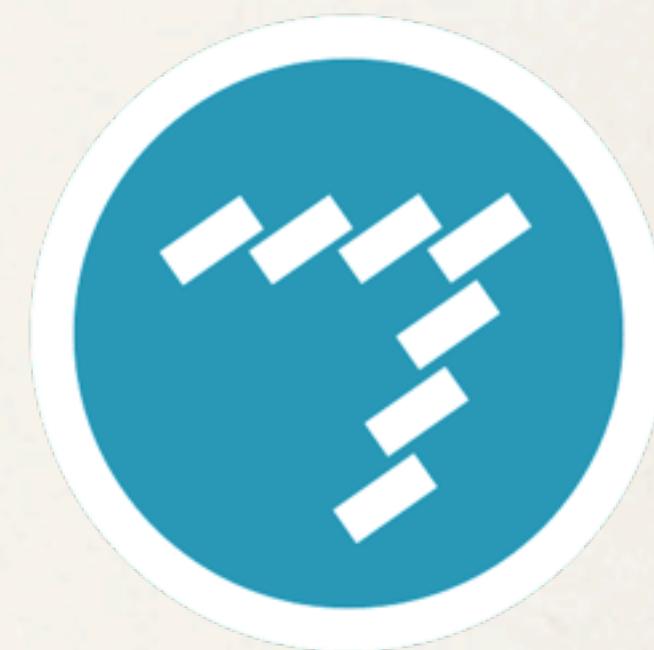


MAX

TECHNICAL IMPLEMENTATION



unity

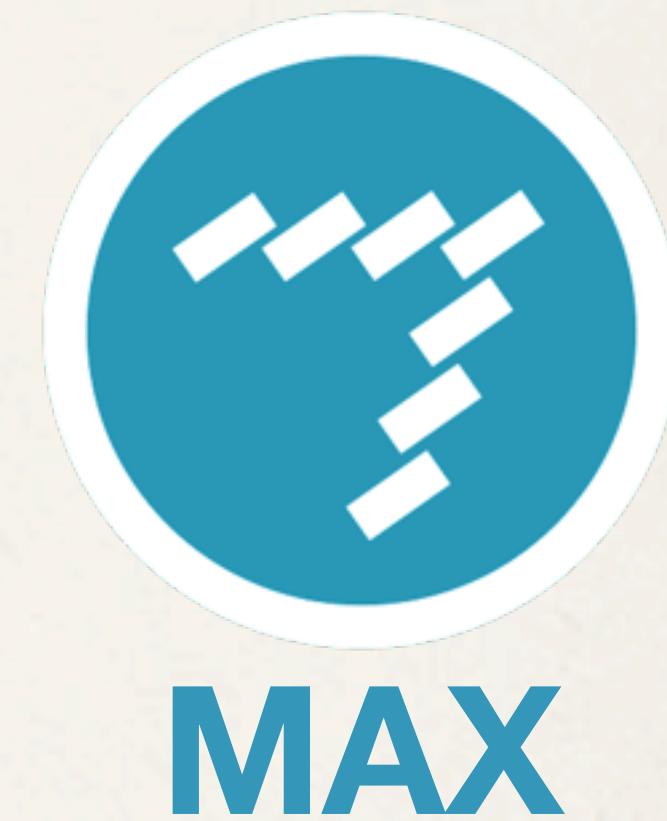


MAX

TECHNICAL IMPLEMENTATION



create tone
choose 1 of 4 synths (~4 octaves)
choose step (of 16) + pitch (pentatonic)
+ velocity + duration



TECHNICAL IMPLEMENTATION

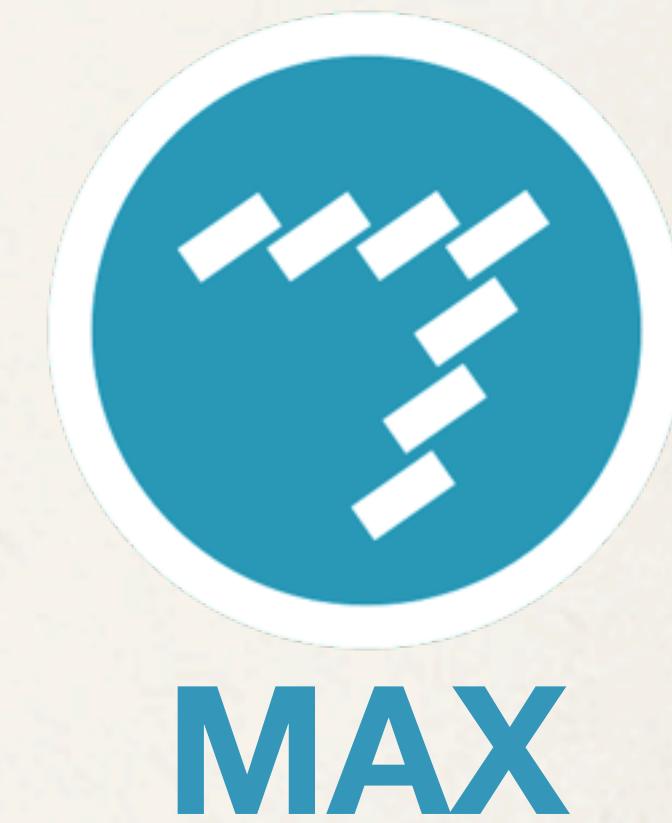


create tone

choose 1 of 4 synths (~4 octaves)
choose step (of 16) + pitch (pentatonic)
+ velocity + duration

create percussion event

bassdrum, snare, hihat or clics



TECHNICAL IMPLEMENTATION



create tone

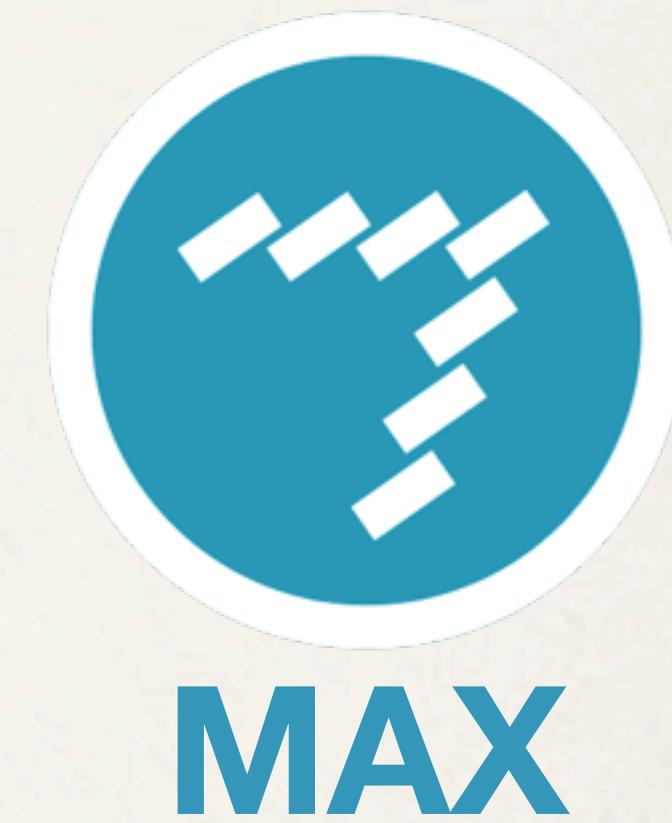
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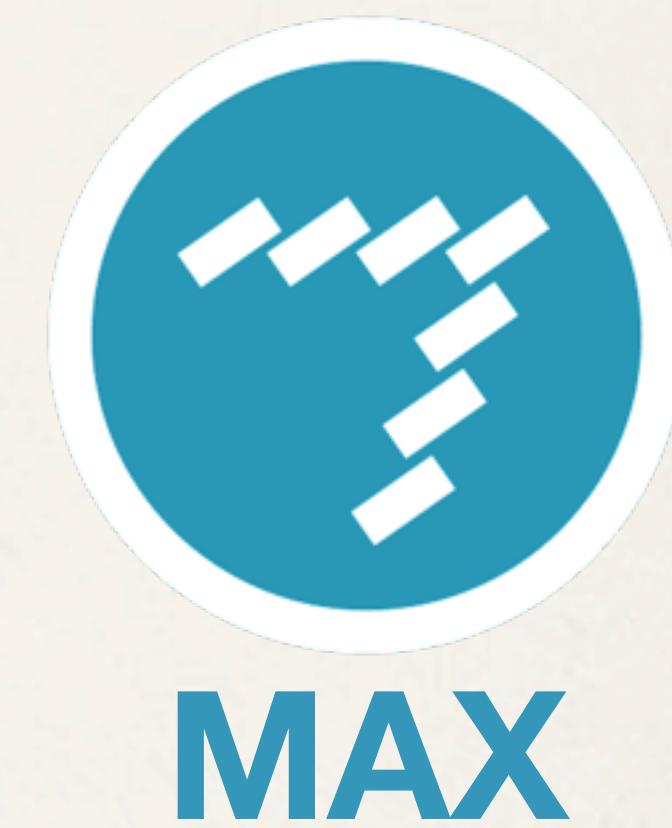
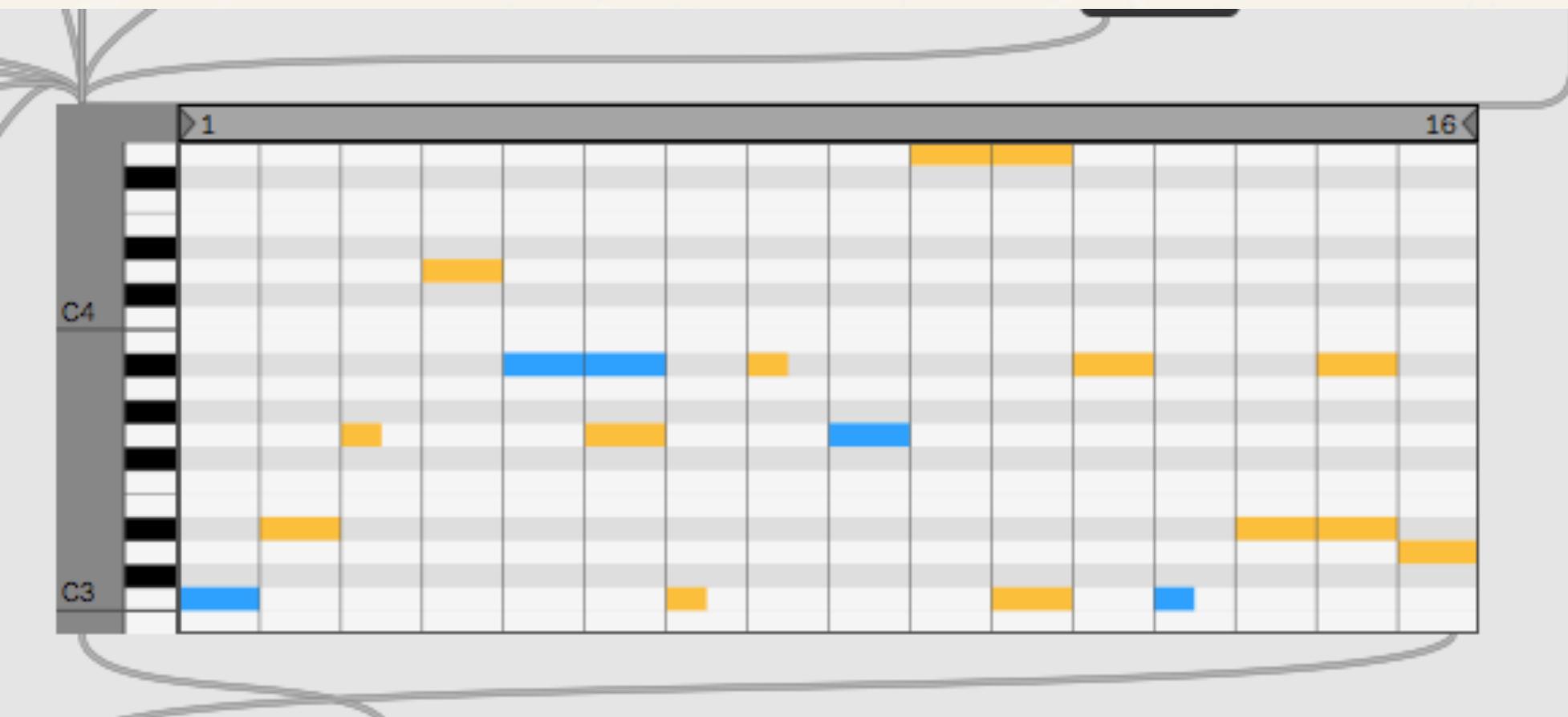
bassdrum, snare, hihat or clics

create drone

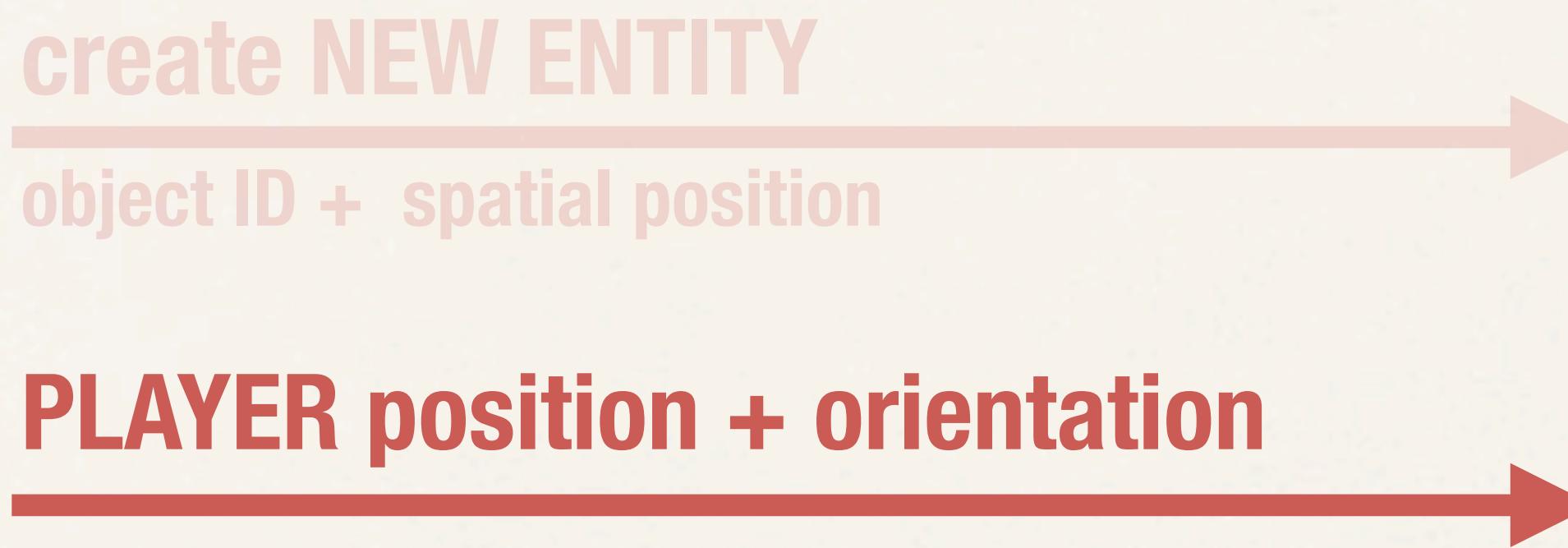


TECHNICAL IMPLEMENTATION

write tone into step sequencer



TECHNICAL IMPLEMENTATION

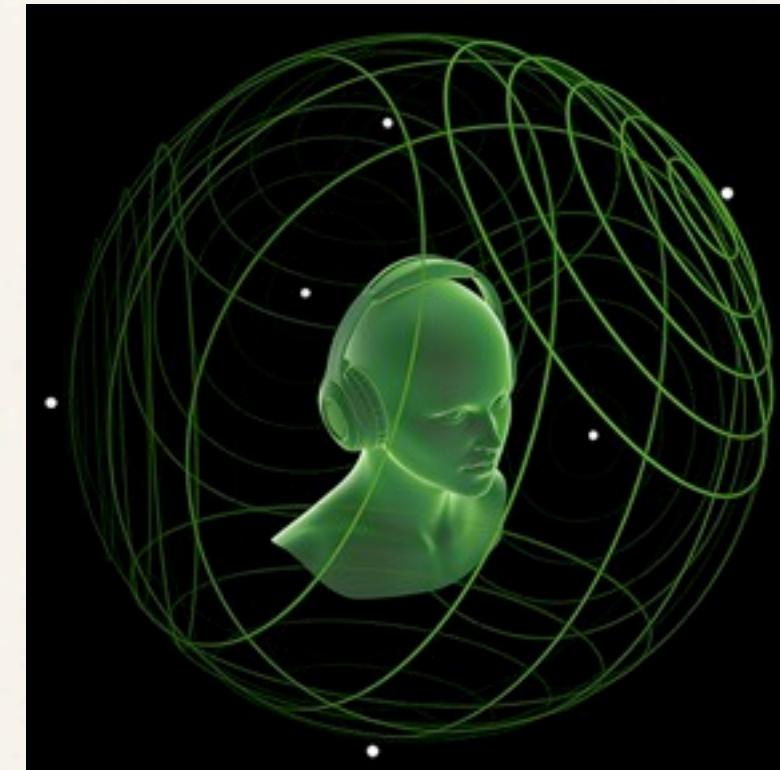


TECHNICAL IMPLEMENTATION



BINAURAL SPATIALIZATION

entity position +
subject position / orientation

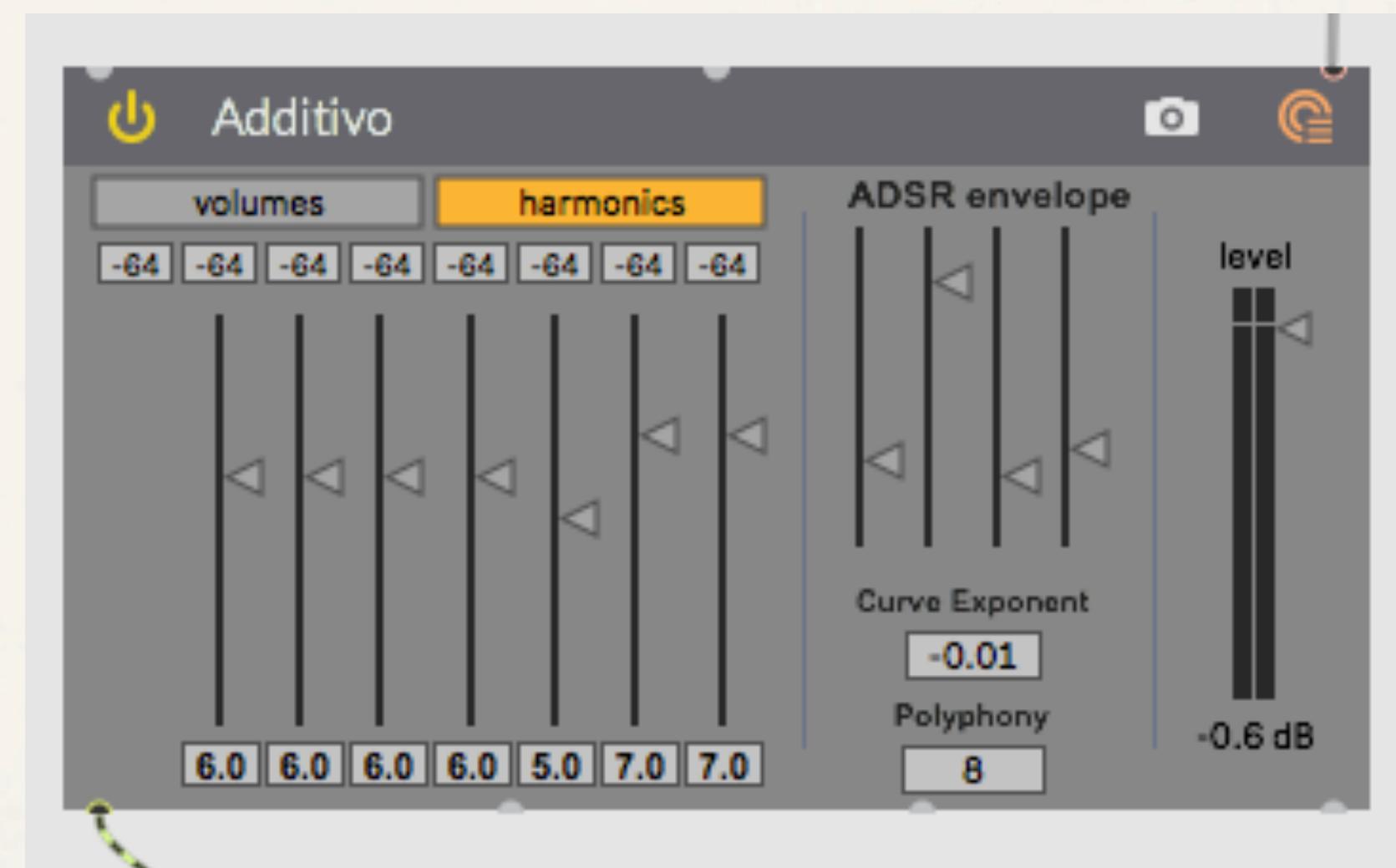


TECHNICAL IMPLEMENTATION

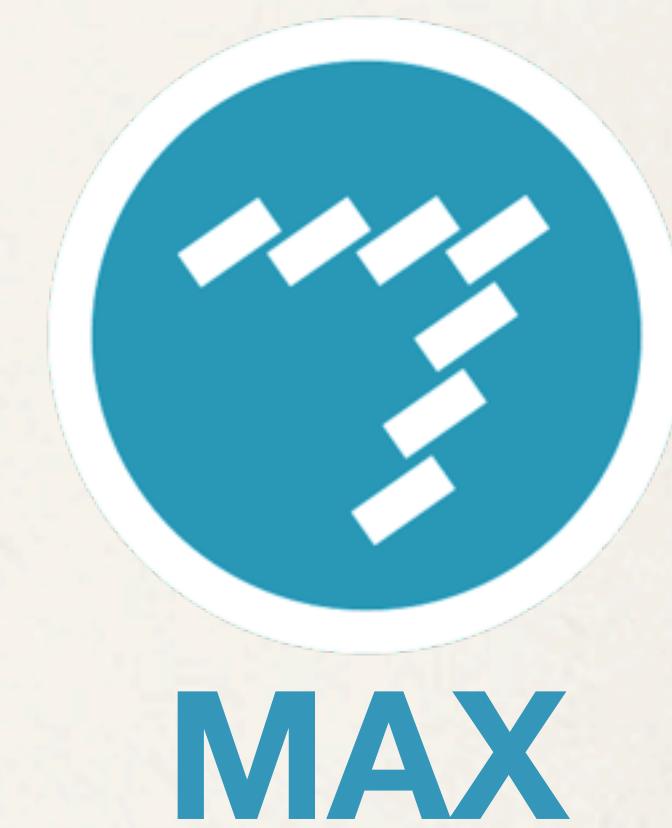
according to subject position + orientation:



alter synth sound properties
(composition of harmonics, attack + release time)



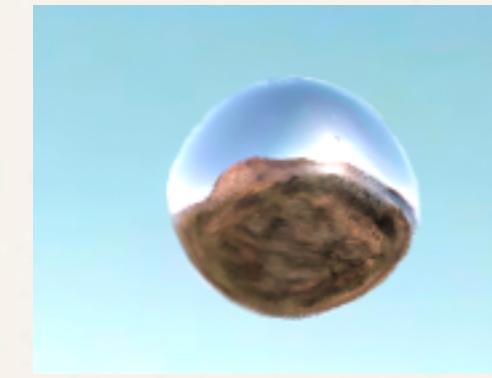
TECHNICAL IMPLEMENTATION



TECHNICAL IMPLEMENTATION

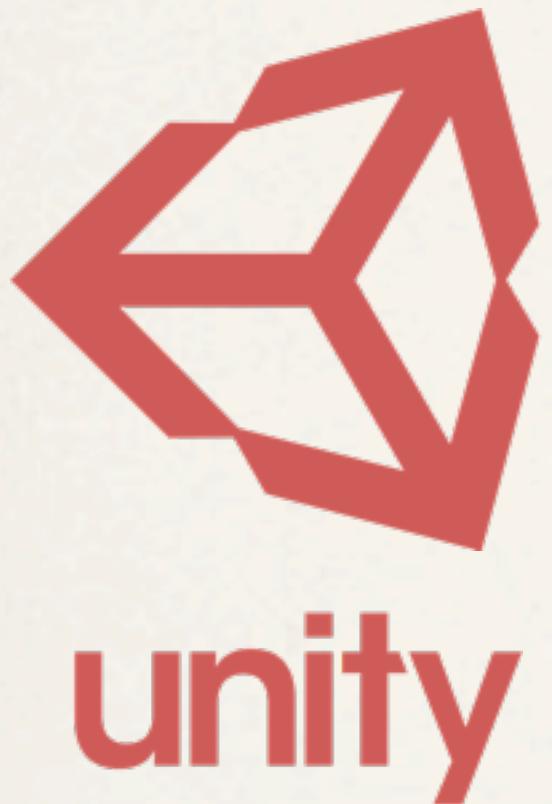


**adjust objects properties to tone
(scale and viscosity)**

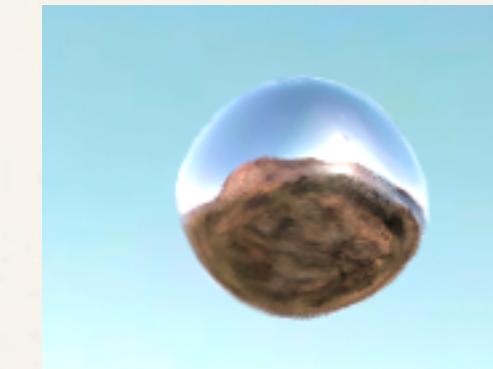


MAX

TECHNICAL IMPLEMENTATION



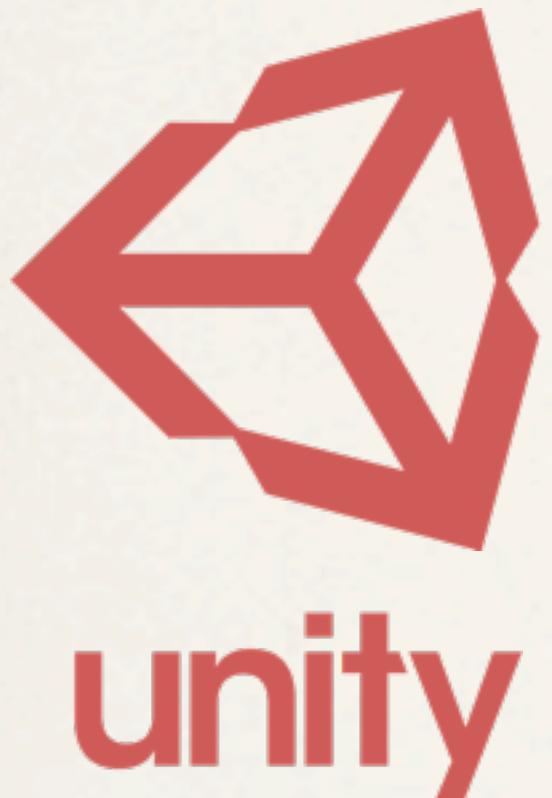
**adjust objects properties to tone
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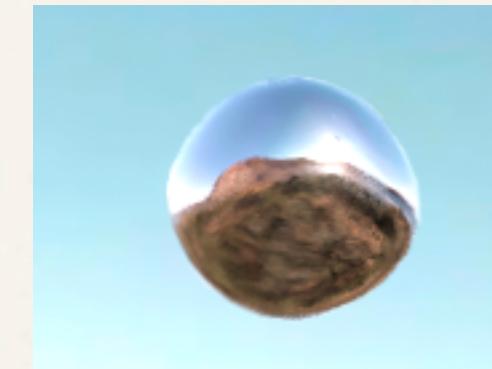
stimulate object in sync



TECHNICAL IMPLEMENTATION



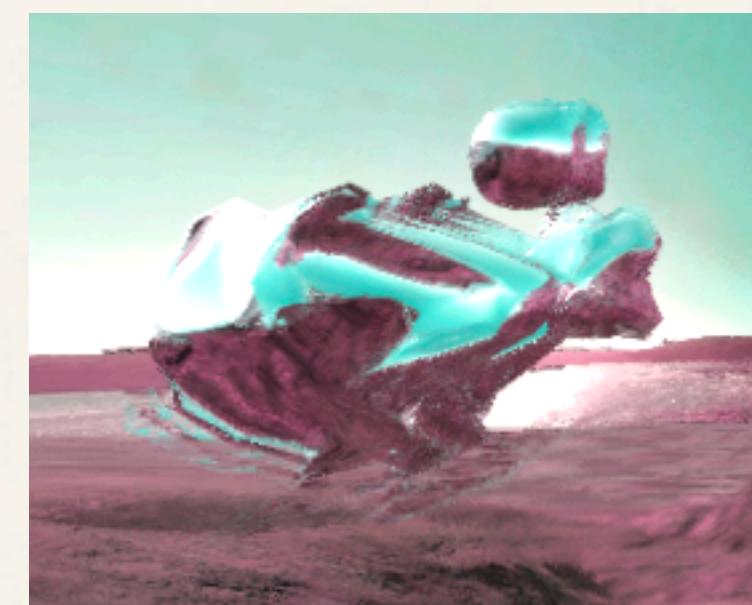
**adjust objects properties to tone
(scale and viscosity)**



stimulate object in sync



**distort environment
to percussion event**



MAX

TECHNICAL IMPLEMENTATION



as amount of objects increases
-> increase overall intensity



TECHNICAL IMPLEMENTATION



TECHNICAL IMPLEMENTATION



as overall intensity increases:

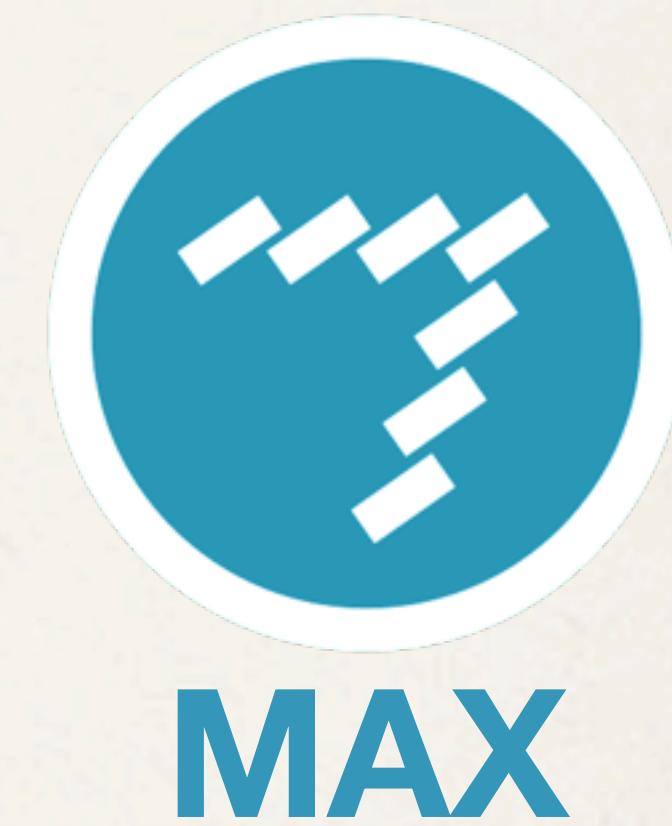
- increase global tempo
- increase volume of drone
- increase effects (echo + reverb)



TECHNICAL IMPLEMENTATION



TECHNICAL IMPLEMENTATION



LEARNING PATH / INSIGHTS

LEARNING PATH / INSIGHTS

time vs. technical complexity

LEARNING PATH / INSIGHTS

decisions + compromises

LEARNING PATH / INSIGHTS

technical reflection

