SONUS

THE CONCEPT

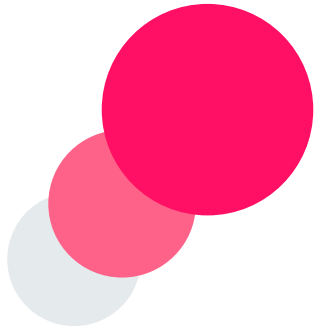
- ★ Minimal, interfaceless, audiovisual **web space**
- ★ Users can experiment with alternative sound-driven forms of **collaboration**
- ★ Goal: The discovery of unexpected user behaviours and **unique outcomes**

- **Openness** of Sonus Room breaks away from the tedious process of tying yourself to an online persona

- Anonymity and simplicity allowing for rich, **instant interactions**

- Encouraging people from **around the world** to act and react as if they were in the same actual room

PROJECT ITERATIONS



- **Prototype 1**
  - Server connexion
  - Basic keycode to sound conversion
  - Send one request every key tap
  - Plus another request every 100ms to get keys

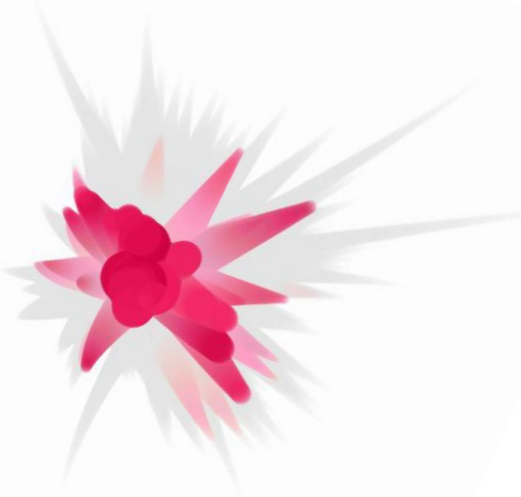
★ Version 1.1

- Fixed server overload issue
  - Created a buffer (array) of notes
  - Get sent and received at once every 100ms

- Reassigned keys from QUERTY to physical order

★ Version 1.2

- Midi to frequency notes
  - (The fundamental - 55Hz)
- Limit to specific scale for harmonic sounds
  - C Major Scale
- Redesigned visuals



- ★ **Version 1.3**
  - Designed intro screen
    - Animated logo
    - Instructions
  - Favicon, open graph, meta tags, description
  - Made multitouch work on mobile

★ Version 1.4

- Programmed modular instruments
  - Oscillator type: Tri, Saw, Sine, Square
  - Attack level + time, release level + time
  - Decay, Sustain

- Attempted noise-based drums
  - Sounded too different
  - Duplicated code

★ Version 1.5

- Scrapped sound-based drums
- Tweaked instruments to sound coherent
- Created visual variations for each instrument

WHAT I LEARNED

- ★ Live database connexion using Ajax (JS + PHP + MYSQL)
- ★ Overcoming server limitations
- ★ Particles simulations, with vectors
- ★ Music theory (Fundamental frequency & synth)
- ★ Optimizing sketch/canvas for performance

WHAT'S NEXT

- ★ Final exhibition
- ★ Testing on more devices
- ★ Find a way to make it more secure
- ★ Try connecting using websocket?

SONUS