

Future Development

Many people have enjoyed the experience of interacting with Soundscape. We have had varied responses where people love the hypnotic effect and the soft therapeutic sensation it has when touching the screens.

“I feel like a kitten . . . purring and pawing as I am being patted”

“I could sit here all day as it is so calming”

There also has been a considerable number of questions that were raised about the feedback people received and the type of interactions they expected. Our observations show that many people are wary of interacting with the surfaces. This could be a combination of not wanting to break the screens or that it doesn't react as simultaneously as they would expect it to. This feedback is important to taking this project further.

The creation of the music thus far is based on loops and using Ableton it has a method of quantizing so that the music will change to fall in line with the first beat of each bar. This was essential for the iPad ensemble who were performing their own composition. This is also useful for any novice musician - still wanting to have the end goal of creating a logical music performance. Then what is a logical music performance in this twenty first century.

In the development of the music, we will endeavour to create a more spontaneous interaction. A touch of the screen will create a sound that is instantaneous in its feedback. Ableton allows the quantisation to be turned off which will allow the performer to make individual interactions that generate sound. Moving away from using loops will allow the performers to manipulate that sounds to create an open-ended approach employing improvisation as in Jazz or Avant garde genres.

Watching people tap the screens gave the impression they wanted the screen to be responsive similar to the instruments they were replicating - percussionists would tap on the screen (and sometimes quite violently) to produce the drum or rattle sound inspires the search to make the screens more responsive to multiple touches and various types of gestures.

A similar aspect was seen in the visuals where it was expected to have the creation of a visual as soon as you touch as opposed to the changing of a visual that was already existing on the screen. The people who interacted with the screens felt there wasn't enough change to show their interaction and they wanted their gestures to manipulate the music and the visuals. This hasn't been able to be produced using the sensors but it is possible that future developments may combine existing technology and an Intel RealSense camera.

Feedback has shown that people want to be in control of the creation of their music on the screens whether it is planned and learned interaction or even if it is incidental.