Final Project Proposal
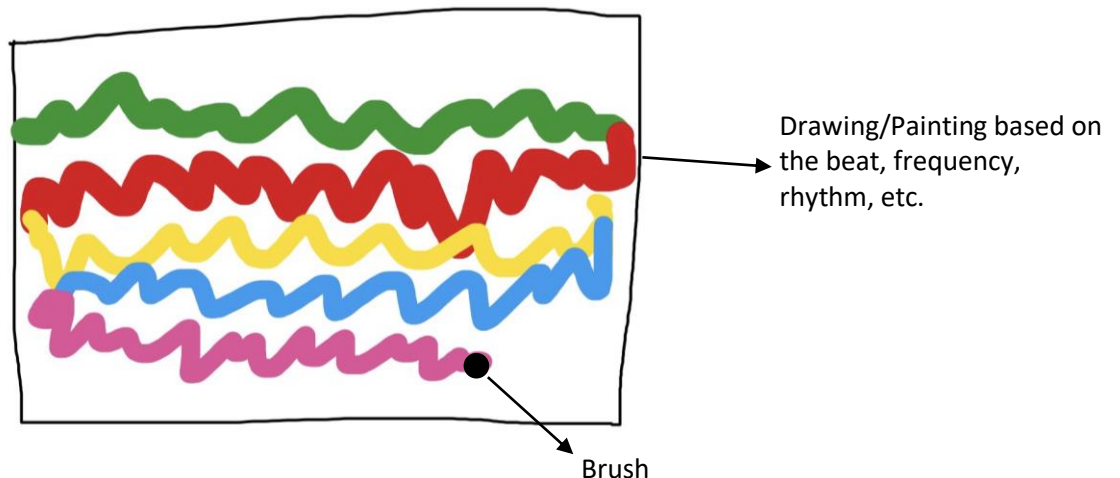Title: Music Visualization
Artist: Anh Vuong

Description of the work

This work will mainly employ music to examine music visualization. In other words, the work will simply translate a song to a drawing. I think most songs have their own stories and meanings behind them. Also, music is a global language, so is painting. No matter what culture the audience embraces or where they are from, they are still able to feel two these forms of art. They may or may not completely understand and interpret all stories or meanings behind a song, but to some degree, they do have certain feelings about these two forms of art. They absolutely know if it is a sad or happy song, or if it is a beautiful, colorful painting or dreary one. One more thing about this work is that I - the creator - won't specifically know what songs themselves will draw on the canvas. That will be based on the song beat, frequencies, speed, or rhythm. However, what I expect to see is some kind of abstract paintings that perhaps do not have very clear meanings, but still keep emotions/feeling that the songs convey. For example, if it is a happy song, I will expect a colorful painting; and if it's a sad song, I will want to see a darker painting. Generally, this work will create a code to do this translation job, so everyone, such as people from different cultures, the deaf, and even myself, can enjoy whatever paintings that songs draw.

Code concepts to be utilized // Challenges I may encounter

I still do not know exactly all concepts/functions, but at first, I will create the 2D work; and if it succeeds, I will develop it into a 3D painting. The work will definitely use minim library, beatDetect, fft, point() - as a brush, colorMode, and perhaps some shapes. I will connect "the brush" movement to the song frequencies, and color to the beat. However, I'm struggling with this. Another challenge is that the work relies on music, but I myself do not know much about music theoretically. I just love listening to it and have almost no knowledge of it. Basically I just have the idea of what work that I want ro create, but still do not know how to do it, so I'm referring to some online sources and maybe others' works that embrace the same idea as mine.

Sketch and aesthetic description of the work

Drawing/Painting based on the beat, frequency, rhythm, etc.

Brush

Idea for digital exhibition

Since one Processing canvas can just play one song (many songs play at the same time cause confusion), I would like to have 4 TV scenes placed next to one another. Each scene presents a video in which a song is "drawing/painting" its own work and connects to a headphone. There is also a laptop showing the code and a playlist of songs around the world for the purpose of replacing/changing the songs, so the audience can choose whatever song they want to see and replace the drawing/painting behind the song. Putting scenes next to one other is maybe for comparison.

Headphone

Laptop