

Nº 12.

“ DEVELOPING INDEPENDENCE ”

CONCEPT

Create a system for sound illustration that contains all the important information for deaf people to perceive sound or music visualisation

These designations should be based on the OBJECTIVE qualities of sound and be universally applicable.

This means taking the basic criteria for sound and assigning them visual values that are clear and easy to understand, especially in combination with other elements

It is important that the sign can be illustrated and counted without distorting its meaning

Design elements for illustration

Filling	Grid
Pattern	Shape
Colour	Line

Basic properties of sound

Physical

Duration (Tempo/Rhythm)
Timbre (Tone Color)
Amplitude (Dynamics)
Frequency (Pitch)
Intensity
Sound Location

Mathematical

wave speed (v)
amplitude (A)
period (T)
frequency (f)
angular frequency (ω)
wavelength (λ)
wave number (k)
pulse

Musical (harmonica)

Sound (overtone, timbre, pitch, amplitude, duration)
Melody
Harmony
Rhythm
Texture
Structure / Form
Expression (Dynamics / Tempo / Articulation)
Dynamics

Objective

Volume
Tone
Duration
Height

Subjective

Emotions
Colour

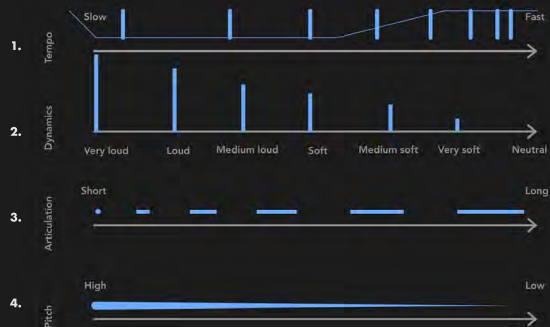
Main systems for illustration

1. Colour = Instrument
2. Shape / line / filling / grid = Volume / Pitch / Articulation / Rhythm
3. Pattern = Expression

Colour = Instrument

Keyboard	●	There are 6 basic colours for the number of tool types.
String	●	
Brass	●	Each category has different tool types and they can be labelled with different shades of the same colour
Woodwind	●	
Percussion	●	
Electronic	●	

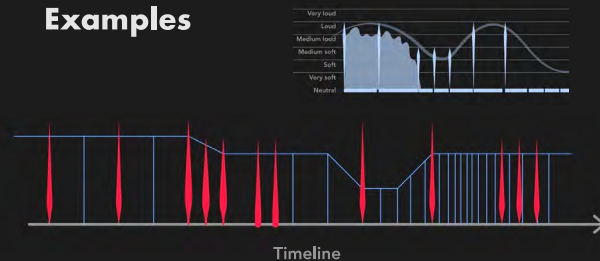
Shape / line / filling / grid = Volume / Pitch / Articulation / Rhythm



Pattern = Expression



Examples



-> review your
previous projects.

WRITE YOU OWN BRIEF

-> and complete
it of course.

// you know what happened...



[13 week. project: " % "].
research into communication
methods for individuals with
disabilities and altered in-
formation perception due to
conditions such as dyslexia.

new direction:

TO DO SOMETHING
FOR PEOPLE WITH
DISABILITIES

OR

VISUALISE
PERCEPTUAL
ANOMALIES

*// was it a terrible idea?
absolutely.
but in the middle of the cha-
os, it actually made sense...*

duration:

? WEEKS
OF RESEARCH

material output:

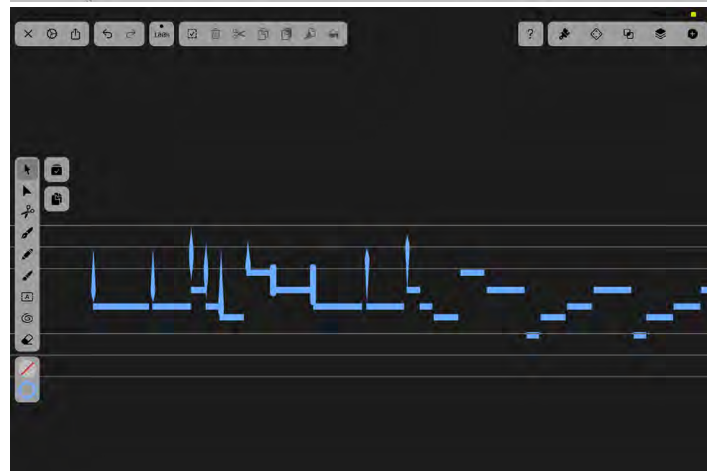
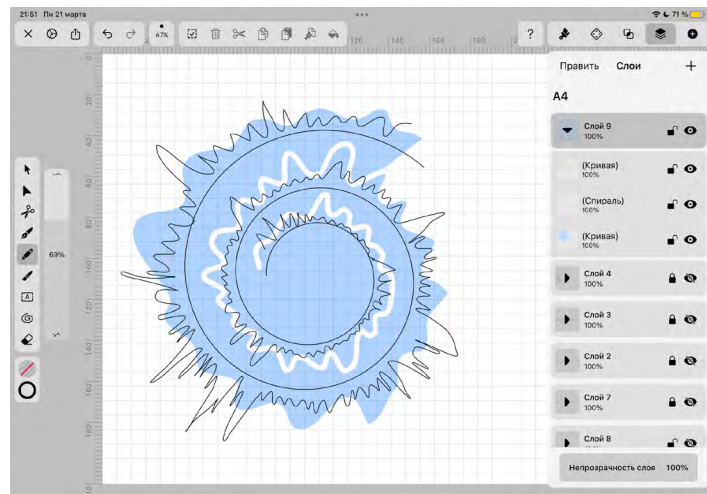
A TON OF
GARBAGE
SAMPLES

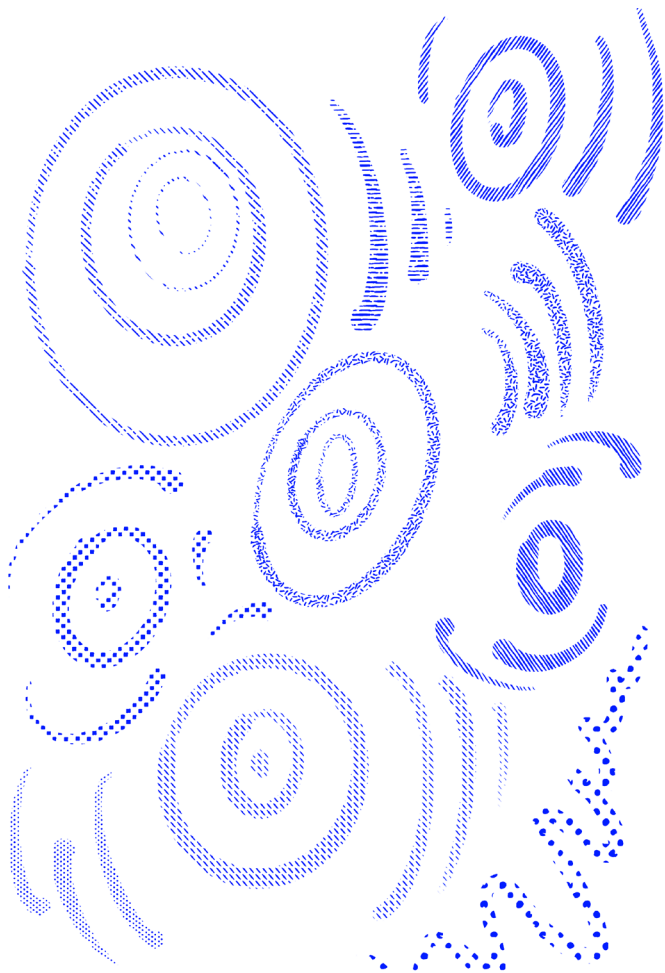


*// while the world was ending
(or at least felt like it),
this bizarre little idea
wormed its way into my brain:*

" IF YOU CAN'T
HEAR SOUND, YOU
CAN SEE IT "

JUST LOOK AT THE
SIGN, AND IT TELLS
YOU EVERYTHING —
SOURCE, LOCATION,
VOLUME, MOOD





step 1:
IDEA DEVELOPMENT

step 2:
**SPEND HALF
THE PROJECT ON IT**

step 3:
**RADICAL TOPIC
SHIFT**

step 4:
**FRIGHTENINGLY
DEEP RESEARCH
AND TESTING**

the outcome:
**A VISUAL CODING
SYSTEM**

// the end. but was it?