

Pryor, Austin

Design 157

2/11/16

### Artist Talk/Work in Progress

I would like to make a project that incorporates sound and noise as the major feature. I would also like to make it like a game that can be interacted with so that a person can learn some of the ways to improve in music and maybe music theory. On top of that I think it would be nice to include a visualizer that shows the changes in the tempo and level of sound for the individual that is messing around with the game. By doing this, there are benefits for understanding the essentials for music exploration. It would be nice to make this project so that it changes to the sizes of different screens like the iPad and the iPhone, but also workable on the computer screens. Using colors and different levels of variation will also help, I think, in the feel for the atmosphere of the game.

What I am making right now is a simple piano keyboard with sounds that are sampled from a real piano, so that they match up with the actions of the mouse. I would like to set them up so that you can use specific keys instead of just the mouse to play the sounds, and also have an action that makes it possible to see what key you are pressing. In general this would be the most helpful in determining the starting block for the final project I wish to work on.