

Ana-Maria Arrese | Initial Prototype – Artist Statement

My goal with this project is to demonstrate how not only can sound affect shape, but how shape can affect sound. So often we are used to seeing how our bodies move to the beat of a music or a song, but when do we see a body control the music being heard. This is what Worlds wants to portray. Worlds will give an audio-visual representation of music's vibrations and changing beats, but will also enable the user to have the ability to change the shape of this representation, as a result of changing the music as well. This will demonstrate the balance in power of both the shape and the music, as well as the user. There will thus be three major components in this project. The user's ability to distort a shape, the music and the shape itself. The end goal is to demonstrate how one's action causes a reaction (to the shape). The focus is tending to rely more on the user interaction than the actual shape movement, while still being able to have the worlds visually move to the beat of the music. This will all be done while having a visually appealing work being represented altogether.

Questions – Motives:

- Focusing more about the user's ability to move the shape and the sound than the object moving itself?
- The fluidity of the worlds and how they will move.
- Music Distortion – music modification
- Sound library or Minim library

Questions - Research:

- Research of toxic libs & its possibilities

<http://toxiclibs.org/docs/core/toxi/geom/mesh/WETriangleMesh.html>

- Research of minim library & its possibilities

rewind, mute, beatDetect, frequency...

<http://code.compartmental.net/minim/>

- Sound library

-Play analyze, synthesize sound

-Possibility to delay, reverb