

Artist Statement I

Worlds is an audio-visual representation of a sound's vibrations and frequency, along with the incorporation of user interaction through the control of the mouse. More specifically, what *Worlds* represents is the roles of both music and the human body being switched with one another. So often we are used to seeing how music is what controls the human body's movements, but rarely do we see an actual human action distorting the music itself. This is exactly what *Worlds* gives one the opportunity to do, all while also giving the user a minimal yet captivating visual representation in accordance to the music. This project thus englobes two main important things: how sound can affect shape and how shape can affect sound. Indeed, this project portrays two worlds: The Mesh World & the Particle World. Both these worlds are audio-reactive to the music, being played in two completely different ways. The Mesh World is affected by the sound in a harder and more rigid way, while the Particle World really focuses on fluidity and a more 'jellyfish-like' movement, both purposely uniquely made in order to show the user the various types of motions one can have when listening to music. The next interesting part comes in when the user realizes that they actually have the power themselves to distort not only the shape of both these worlds, but the music as well. This is a great point that I wanted to emphasize on in this project. By giving the user the ability to drag out a piece of this world and warp its shape, they end up changing the pitch and frequency of the song as well. They thus demonstrate how their action not only affects the shape of the world, but the sound as well. The users are really in full control and have various possibilities available to them. They can either choose to enjoy the audio-visual representation and watch how the music is the only thing controlling the shape of the worlds, or they can interact with these worlds and become the one that now controls both the sound and their shape.

Project Development I

This project started out more as a mix of ideas at the beginning which got slightly overwhelming, trying to incorporate sound, movement, distortion, warping, interaction and 3D all into one. As the time went on, I realized what the real motive behind what I was trying to do was and I decided to strip down from the huge mix of ideas I had at the beginning and really focus on three things: the sound, the world, and the interaction. Once I finally established that my project's concept was really about trying to show the relationship between sound affecting shape and shape affecting sound, everything was much clearer. One of the toughest challenges was definitely learning and understanding the ToxicLibs library. As much as this library helped me throughout the creation process, trying to figure out how the library worked was quite challenging as the documentation was not always very clear. However, I realized that using this library actually made me think of a 3D mesh in a completely new different way. For every step that I wanted to achieve, I had to visualize how this 3D mesh worked and how I would be able to get it to do what I wanted. Especially for the distortion and the fluid-like movement, visualizing this mesh, its vectors and its faces is something that I carefully had to do in order to expand it exactly the way I had visualized

it in my head. I don't regret at all using this library as I actually learned to enjoy it, and thankfully Sabine helped me a lot in the process of understanding it, how it worked, and how a 3D mesh worked as well. The end result gave a more minimalistic look than I had anticipated at the beginning, but I chose to do it that way to give focus on what was really important. I did not want to confuse or intensify the visual experience by adding too much shape-warping or colors. I decided to let the worlds move to the music in their own particular way, and let the users experience their ability to distort the shape and the sound on their own.