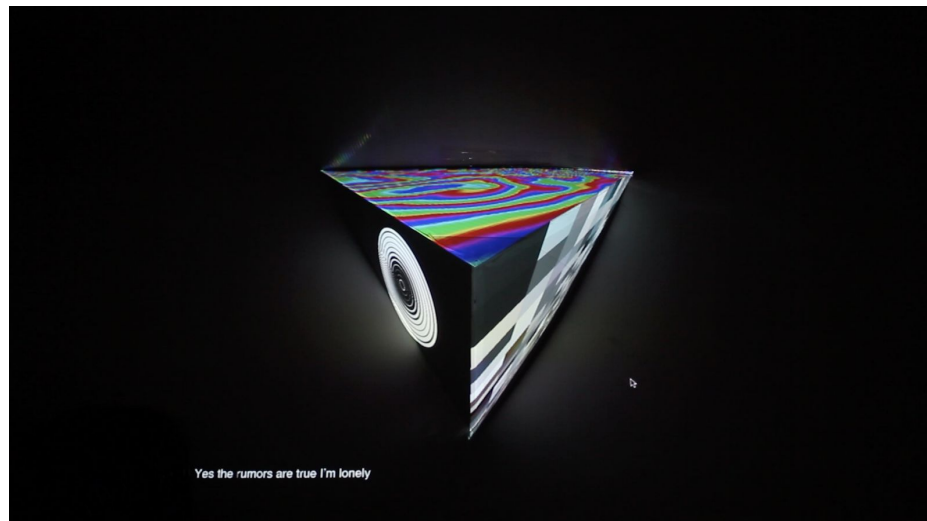


Sound installation in the physical world.

Generative Sound of Data Sea

The title of the work is the generative sound of data sea¹. One part of the work is to generate sound from the data. I grabbed related Weibo data containing a certain keyword through python and recognized the emotion of the text through an AI text analysis tool. After getting an emotion value, I use it finally trigger the sound in MAX/MSP. Positive emotions correspond to the cheerful C minor, and negative emotions correspond to the low F major. The end effect is a continuous, data-driven sound composed of emotions in the context of the data sea. The other part of the work is a sound device plus projection, which contains interactive elements. Touching different parts of the device will trigger different sounds. Audiences can create their new sound in the background sound of the data ocean, forming a sound combination.



projection part(show the real time texts of twitter)

What is data? Humans have been analyzing data thousands of years ago, and ancient Mesopotamian bookkeepers invented writing to keep track of records. In the Bible era, large population databases were established through censuses. In a way, data is a record of information.² We have entered the era of big data, and the ability to generate data has been

1, work's link : <https://vimeo.com/379547055>

2, Kenneth Cukier, Big Data: a Revolution That Will Transform How We Live Work and Think (2014), 73