Sonification Development Ideas- Enviro Bikes Middlesbrough. June 2021.

aims

To move beyond sample triggering and to enable the synthesis of sounds directly from local PM data.

To integrate silence/pause

To enable different audio processes to occur dependent on states reached. Not just peaks

Some methods..

To use PM data to directly play frequencies (notes) of a controllable duration, volume. using sine, square, saw waves . Explore different scales with data. Not just Western scale (piano). (Supercollider has huge scale libraries, does PD?)

eg. build modular synthesisers in PD that could use different data streams.

Study recorded PM data and create states from them. How? what could determine a state?

1. the amount of times a level is reached over a certain duration. ie. avoiding just using peaks.
2. using averages.
3. other mathematical examinations, looking for patterns?

Use these states to

1. process samples: though loop length alteration, filtration, pitch, volume granulation.
2. trigger synthesis.

To develop synthesis outcomes used by building algorhythmic responses from states.

eg: a state could trigger a process or event producing something like a sonic tree, which blossoms performs and ends depending on .…

In antithesis, to also explore how events could create silence and therefore rhythm .