**Final Project Proposal Worksheet**

Important Note: Write in complete sentences and comprehensible prose except for if you are creating a table or answering Questions #1 & #2.

This worksheet is practice writing an actual proposal and will be graded as such. Write professional prose for the uninformed reader who does not know the class, C3 Showcase, etc.

1. Who? (if in a group - state group members)  
   Claire Brandenberger
2. Name of the Project

Sounds of SMU

You may *certainly* rename later. It’s more important to have a title than have a good one.

1. Introduction -
   1. What does the project do - what is it? Also note whether it should be performed, exhibited / installed, or both.
   2. Why is it important? What am I contributing to society by making this work?  
        
      Note: aesthetic exploration or purposes, of course apply. Make sure to distinguish your work from other computer music or digital arts work. But be careful if claiming originality/breaking new ground in a field -- you will need to research more than 2 references to determine this.
   3. What are the tangible deliverables/outcomes?
   4. **How will I be expanding my knowledge of Max 8 or other sound coding?** (The project must *significantly* involve coding to create/drive sound --any language (eg. C++, Java, Supercollider, Chuck) is allowed, although generally most students will use Max 8.  
        
      **Write a paragraph answering the above questions here.**

The Sounds of SMU will be my own song made with an instrument I programmed which utilizes the sounds around the university. I will go around campus and record sounds that I associate with campus. For example, the sound of a dorm unlocking, the bell tower, and swiping flex dollars. On the day of the showcase, I will exhibit my work by playing my song, as well as showing the instrument I made. To create my instrument, I will be using a Midi Keyboard and the software Max 8. This will allow me to load my recordings into a machine to create my song. From there, I will use my Keyboard to create a song in Ableton Live. For this project I will be able to expand my knowledge in Max 8 through the use of an external instrument. I will also be utilizing my own recordings into Max for the first time. Finally, I have work on my music composition skills to create a song. My project is important because it will remind students what it is like to be on campus. There are so few people on campus because of COVID - 19 and I believe that people need to be reminded of how special our school is.

1. Context and Related Work -- What previous or related work has been done in this area? How is what I am going to do similar or different ?   
     
   Compare and contrast *at least* 2 related works and your own.

After reading, I should understand the context of where your work comes from. For instance, if you are creating a song or work in a genre or style -- that should be explained -- what the genre is, what 1-2 notable works are, how your work builds on that. Same for software (eg. music visualization -- there are many styles, even iTune visualizers -- what does *your* work build on?)  
  
**You MUST use APA *in-text* citation.**

Chun Yin Rainbow Chan is an artist from Australia known for including everyday sounds into her music. She “uses the melodies of everyday life to form her unique sound” (Morrow, 2020). She does this to explore the relationship between culture, art, and her own personal narrative. She is able to find music in everything she experiences. She does not let herself be defined by a genre because she believes in the age of electronic music, artists should not be tied down to a specific sound. Similar to Rainbow, I will be using everyday sounds to create music. My work will be different from hers because I am creating my own instrument using my everyday sounds. John Hardin is a musician who creates his own instruments. His album *Electric Earth Music* is described as “an album of dance grooves built around a rhythmic, driving electric didgeridoo”(Gluckin, 2019). He creates instruments using things he finds and recycled materials. He lives in the forests of Southern Humboldt County, California where he utilizes the nature around him in his instruments and music. He thinks that we live in a noisy time full of materials with interesting acoustic properties. By making songs with these instruments, he is able to create a sound that is appropriate for the time and place. I will also be creating an instrument, but instead of creating my own sound, I will be replaying recorded audio through the use of Mac 8 and an external midi keyboard. My work will embrace the present similar to both Rainbow and Hardin, but I will be combining their ways of creating music to make my own sound.

1. Timeline/Plan for Project Outcomes - I recommend a table for this answer
   1. What are the pieces that need to come together for this project to work
   2. Give dates that you will expect to finish each sub-piece
   3. Give the dates that would like to demo your *working* project prototypes for feedback.This must be done *at least* twice.

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| April 6 | * **Proposal Worksheet due** * Record Sounds around campus |
| April 7 | * Begin setting up Midi Keyboard with recorded sounds |
| April 8 | * **Prototype Presentation #1** * Continue to code Midi Keyboard |
| April 9-14 | * Finish Midi Keyboard * Experiment with Ableton * The keyboard will be fully operational * Everything but the song will be finished |
| April 15 | * **Prototype Presentation #2** * Present Keyboard to class |
| April 16-17 | * Record song |
| April 18-19 | * Final changes to song * Add audio effects * Add automation |
| April 20 | * **Turn in link to Artist Poster for the Showcase** |
| April 22 | * **Final Presentation** |
| April 27 | * **Creative Computing Showcase** |

1. Criteria -   
   A. What will it mean for me to be successful in this work? What am I setting out to achieve? How am I evaluating my progress?

My instrument should play the sounds of smu clearly without clicks or interruptions. I want the Midi Keyboard that I make to actually sound and play like an instrument rather than a sound box. I want my song to sound cohesive and catchy. I want to work on my music composition as well as my coding skills. A good final project will be a song that is more than just a collection of sounds. There will be a rhythm and beat to make it sound like an actual song. I will be evaluating my process on my ability to correctly code a Midi Keyboard and create, perform, and record a song.

B.**Make yourself a rubric out of 100%, similar to the rubrics that I give you.   
I recommend a table for this answer.**

The rubric should consist of specifics, rather than generalities. For instance, a rubric item that says: “implement flanger as a Max4Live plugin with delay parameter control” is good. “Application is functional / works” is much too vague.  
  
The rubric should include specific coding outcomes as above.

Aesthetic outcomes may be included, but they must be very specific:  
  
Eg GOOD examples: “Aesthetic of the music is reminiscent of early tech-house music in the nineties”  
“Aesthetic closely matches the somber mood & movement dynamics of the accompanying video”  
  
Bad / VAGUE Examples: “People like the music”\*\*  
“Aesthetics are thoughtful and well done”  
  
\*\*You may include audience response in your rubric but it must be *specific to the work* not just that people enjoy it & then during the C3 showcase you need to try and gauge it. You can also elicit responses during prototype presentation. So that you can assess yourself for the final.

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| --- | --- |
| **Max 8** | **60%** |
| **Use of 10 different recorded sounds around SMU campus.** No clicks from changes in amplitude. Gains should be set so clicking does not occur. No matter how fast the Keyboard is played, there should be no clicks | 20% |
| **Mouse position affects pitch** | 10% |
| **Correctly uses Midi Keyboard.** Loads 10 different sounds into the keyboard using Max 8. | 20% |
| **Comments/ Formatting**. Clean and concise Max Patch that is easily read and explained. | 10% |
|  |  |
| **Ableton Live** | **40%** |
| **Record audio using Midi Keyboard.** The song will be a collection of multiple different audio samples rather than a single live performance. | 5% |
| **Use a midi keyboard to create midi patterns**-- varying pitch, rhythm, and velocity of each sound in the midi keyboard at least once. | 15% |
| **Use at least 2 audio effects of 2 different tracks.** | 5% |
| **Use automation on at least 2 different tracks.** | 5% |
| **No clicking or clips in the final song** | 5% |
| **Audience response to the song.** Specifically, can people pick out the sounds and know what SMU sounds I am using. | 5% |

1. Documentation - How will I document this work to show it in the best light in my portfolio? What are my plans for this? How would I distribute/perform/exhibit this work to the greater public?

I will document my work by exporting my final song from Ableton and playing at the meet the artist section of the showcase. I will also have my midi keyboard and max patch present to show spectators what I used and how it was coded. There will be audio and visual representation of my work so spectators will be able to understand and see the work I put into my project. I can play the song so spectators can hear it. I will actually play my instrument with my Max 8 open to show how it works.

Include whether you plan to be part of a poster/meet the artist session or presentation.

1. List equipment, etc. that you will need to exhibit or perform the work. I recommend a table for this answer.

For my work I will need Max 8, Ableton Live, a Mini Keyboard, my Laptop to code and make my song, and my phone to record sounds around campus.

1. References/Bibliography - use APA format & (in-text citation style above) -- ***at least* 2 references at this time.** See guide for statements that MUST be referenced/cited.

Gluckin, T. (2019, November 26). Six artists who make music on Homemade instruments. Retrieved April 06, 2021, from https://daily.bandcamp.com/lists/artists-who-make-their-own-instruments

Morrow, R. (2020, August 24). The DIY Artist exposing the musicality of our everyday sounds. Retrieved April 06, 2021, from https://poccmag.com/the-diy-artist-exposing-the-musicality-of-our-everyday-sounds/