Notebook: Moving image design - Project 2

Pathway 1: moving images synced to sound.

This seems like the broader of the two briefs because if you take pathway 2 you are still going to potentially use moving images/camera footage.

Pathway 2: about sound, exploring and researching sound and our experience of it.

I take a particular interest in the visualization of sound so this seems like a really fun project to me. Incorporating footage into sonic visualization would be an interesting challenge.
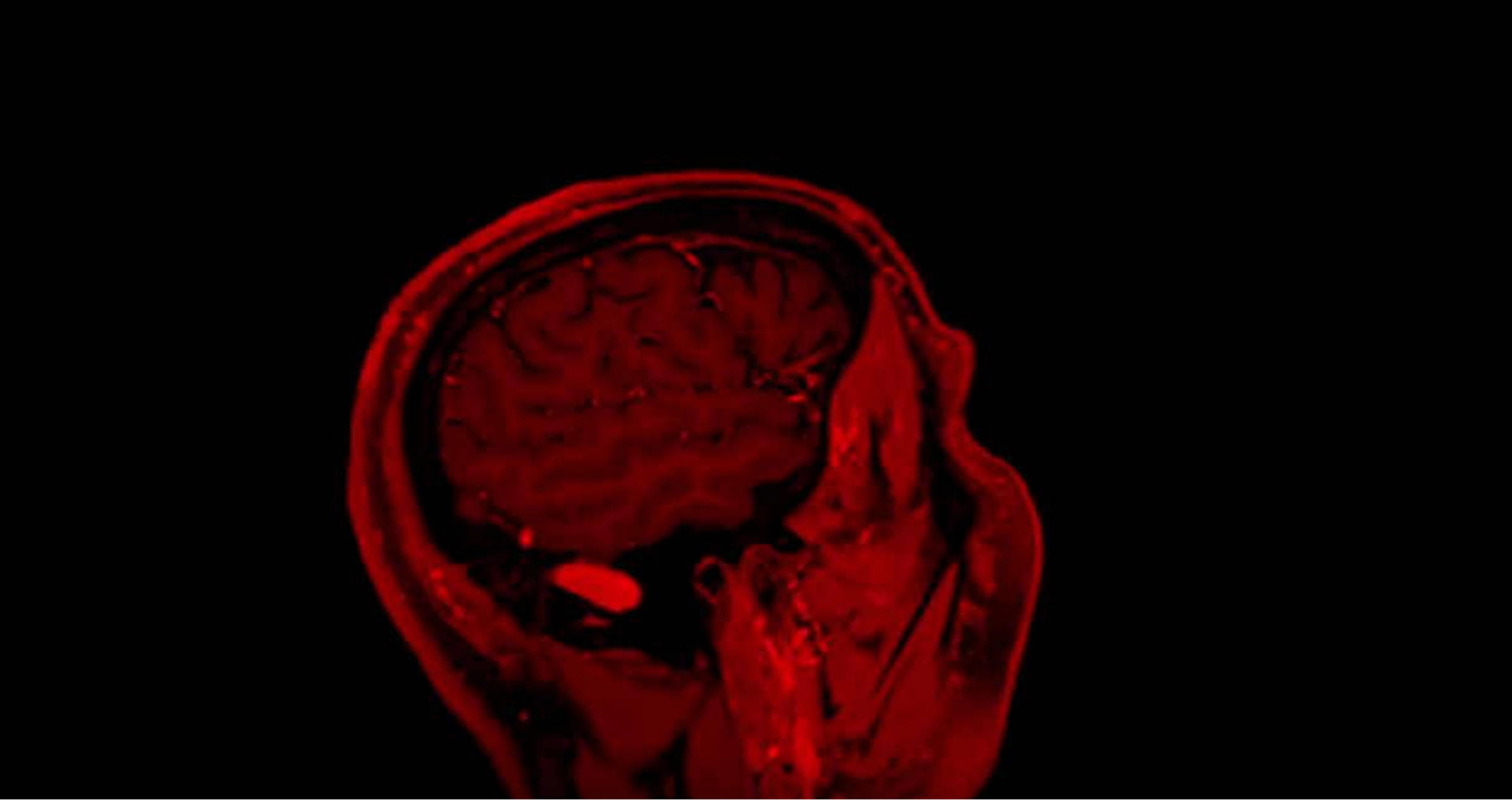
Research and Inspiration - Secondary

Before deciding which pathway to take I'll absorb as much information as I can find on inspiring artists, designers, musicians and sound artists. Below is my secondary research on this project.
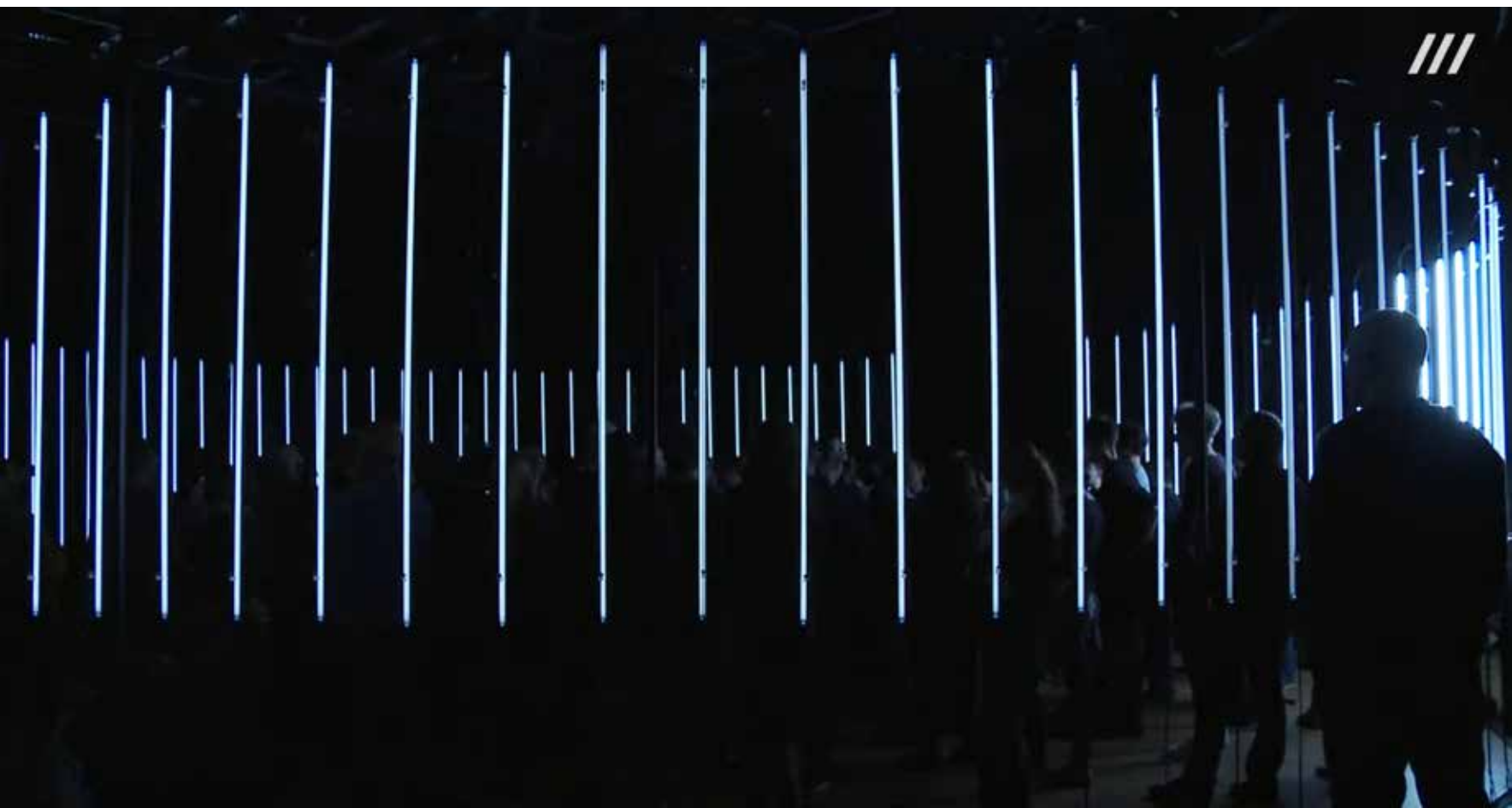

Ghost Diamond is an abstract short movie /long music video that uses tonnes of great editing techniques to sync music and dance in creative and surprising ways. Available in full in Vimeo, it's also my favourite short film.

We Don't Care About Music Anyway is a documentary about the Noise scene in Tokyo. Full of crazy characters and lots of their experiments could be used to make really interesting graphics, they also use some strange techniques with microphones and other hardware I'd like to try if I get the chance.

Four Rooms is a sonic experiment in which Jacob Kirkegaard visits four spaces in the chernobyl exclusion zone to make feedback loops of the ambient noise in them. the result is a wild recording that sounds like deafening silence or like the ghosts of people that have been in the rooms. I think they would make a great soundtrack but might be too slow paced.
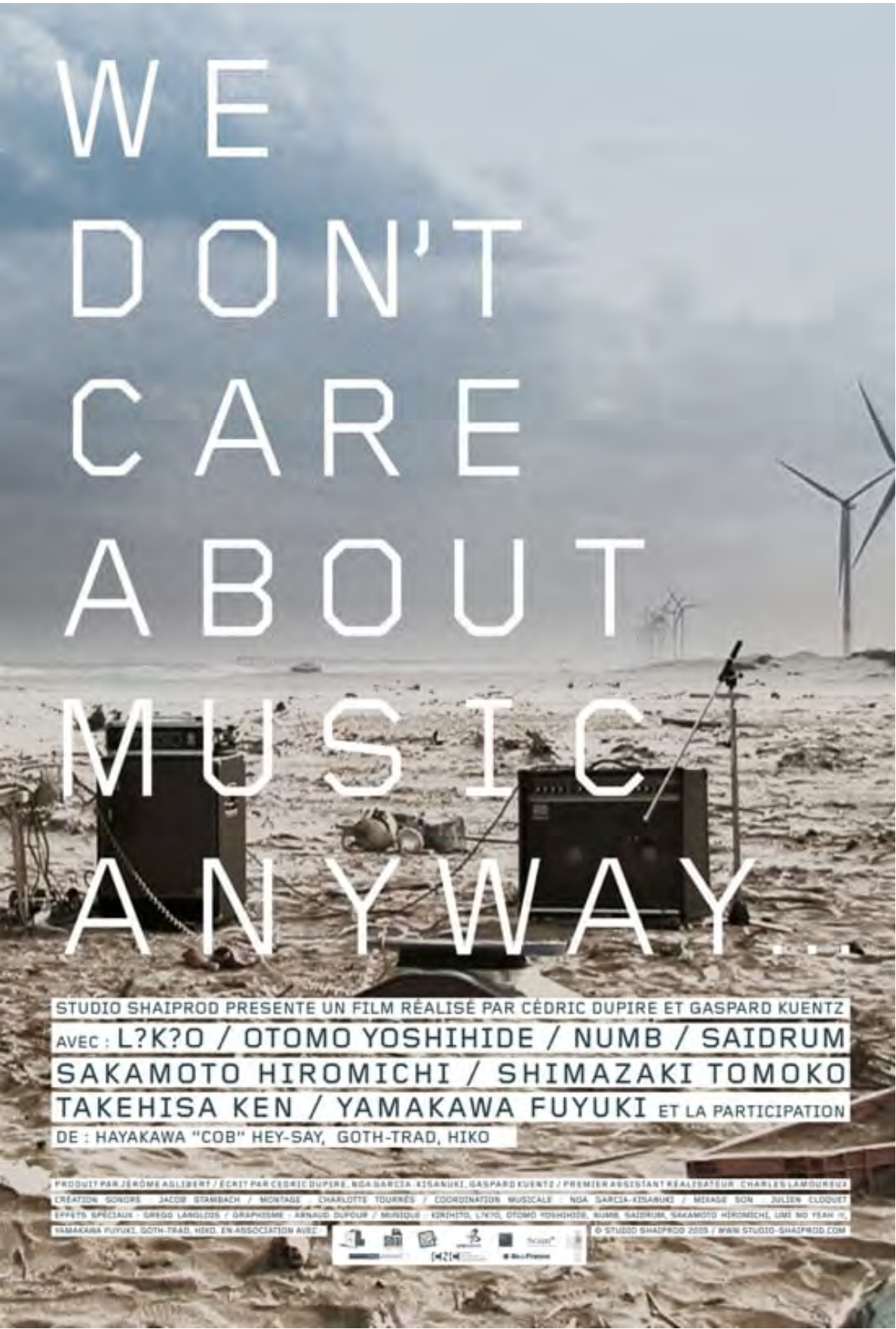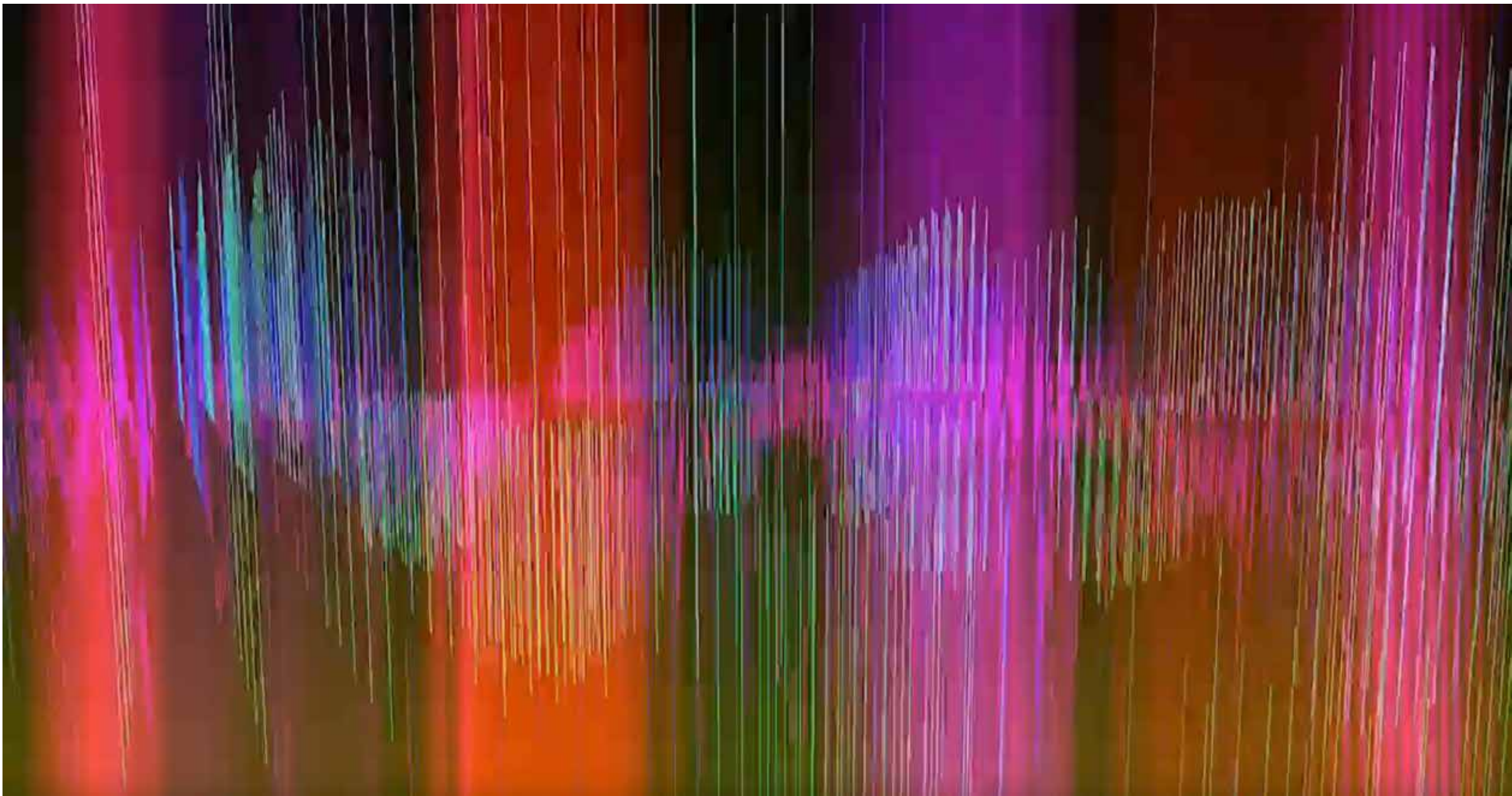

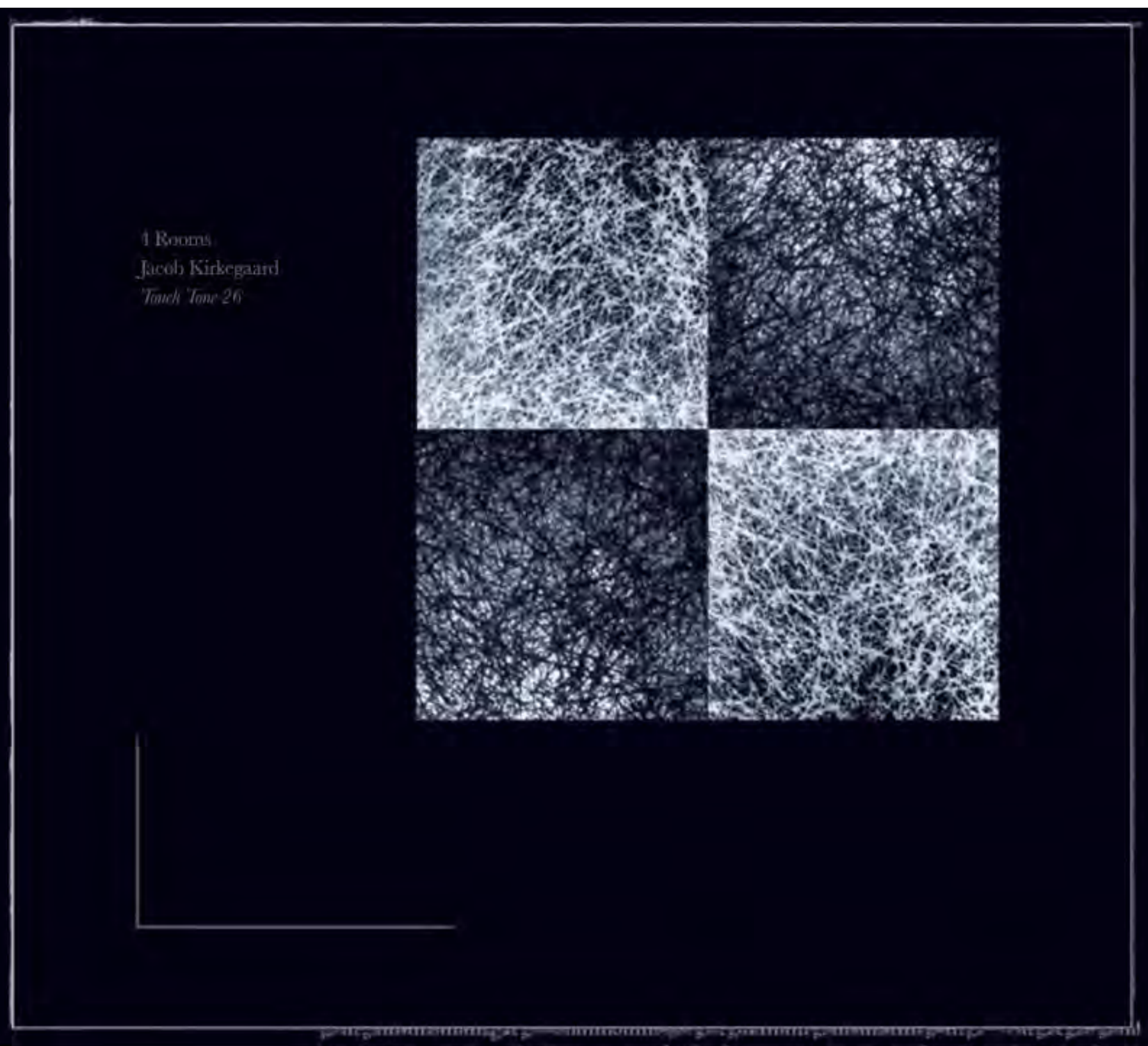ALVA NOTO - UNIEQAV #05 UNI NORMAL

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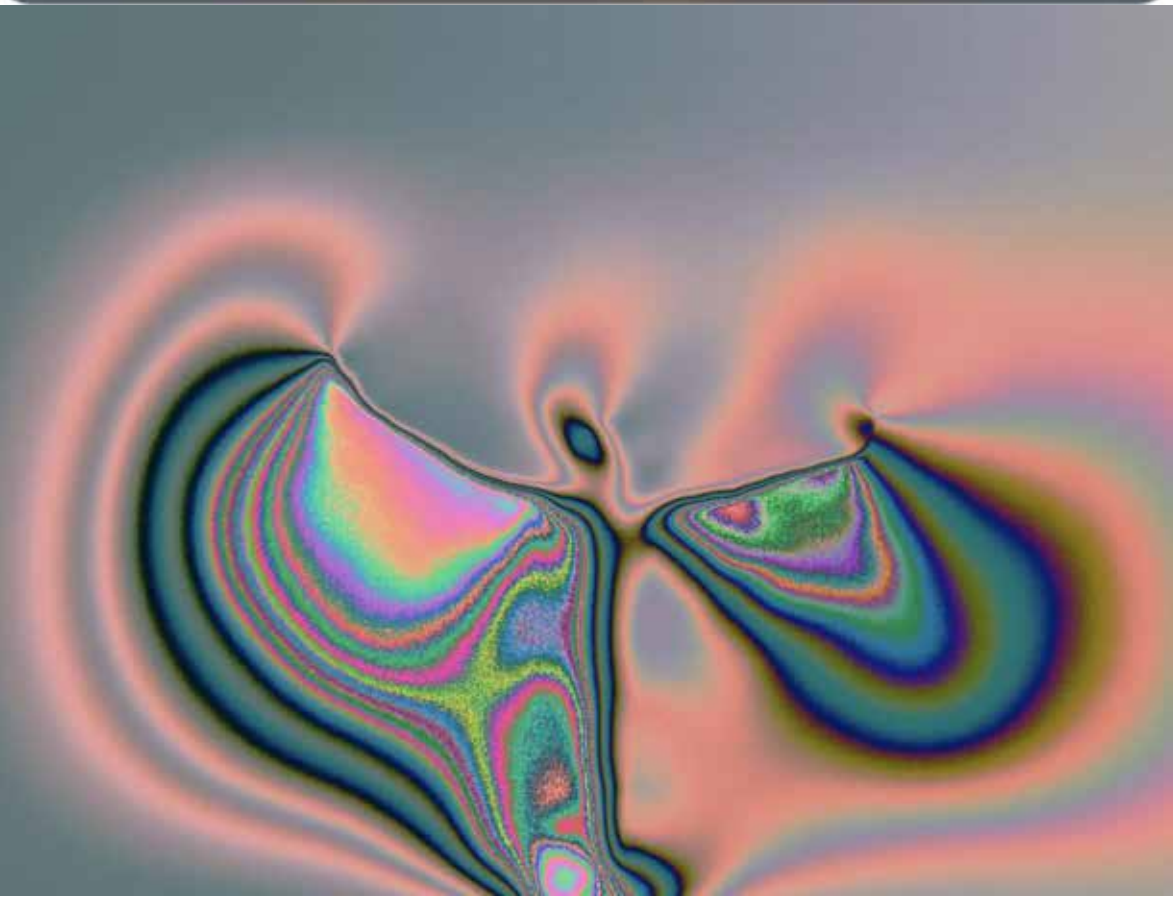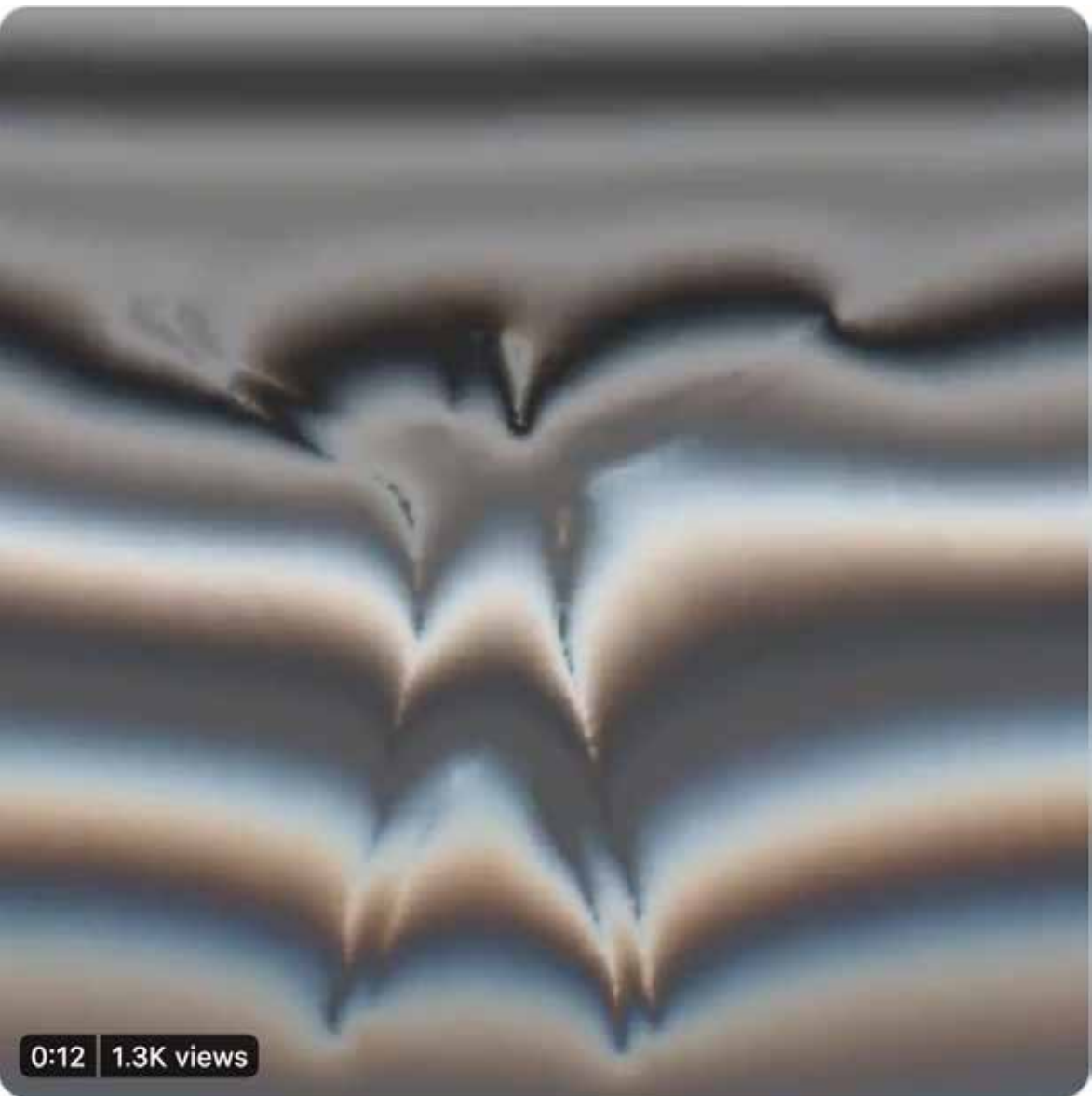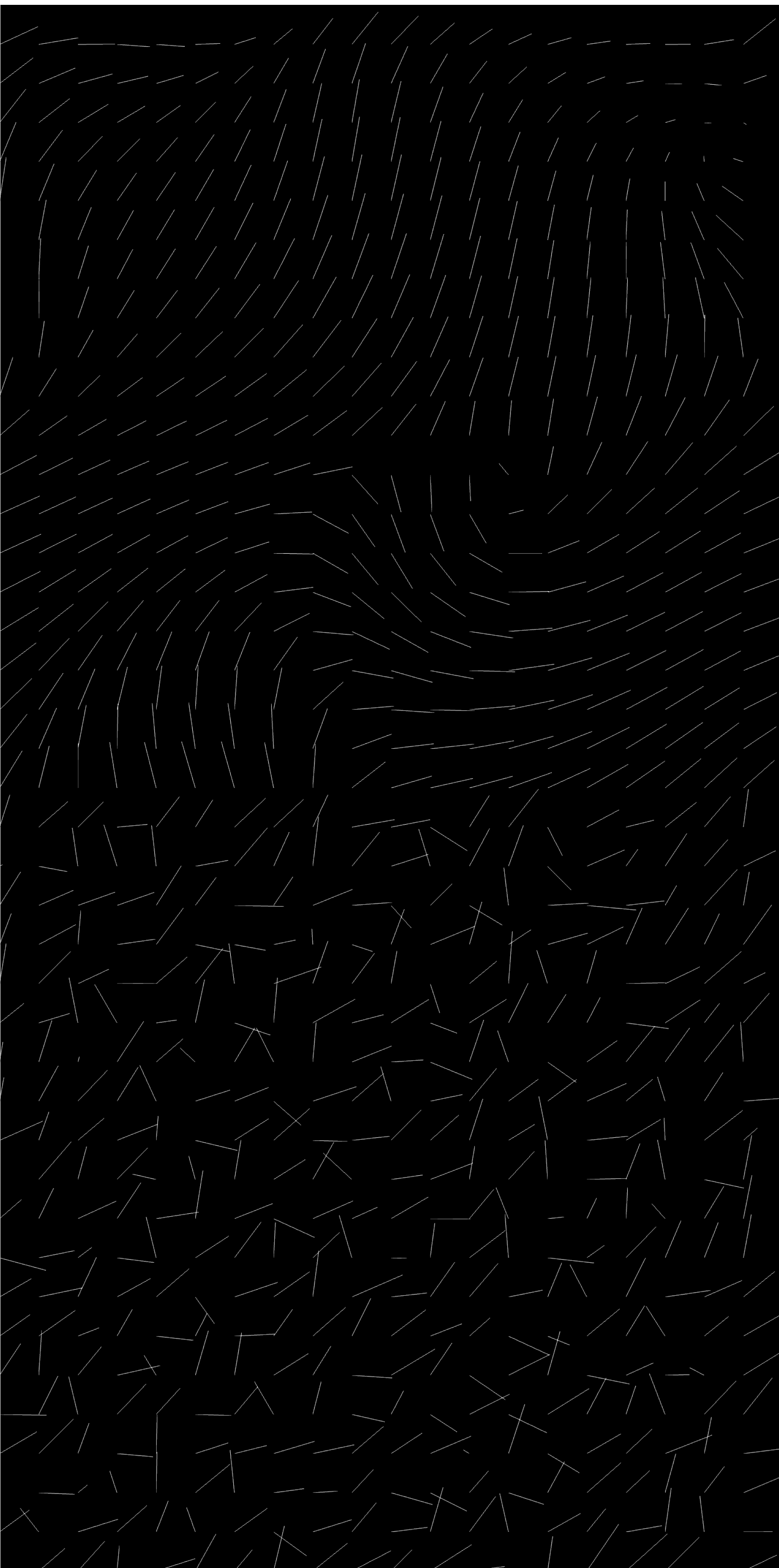

Raster Noton's "White Circle" is an immersive audio visual installation that synchronizes four secifically made ambient music pieces with a ring of LED's.

Incredible geometric animations by @beesandbombs on twitter, also on instagram

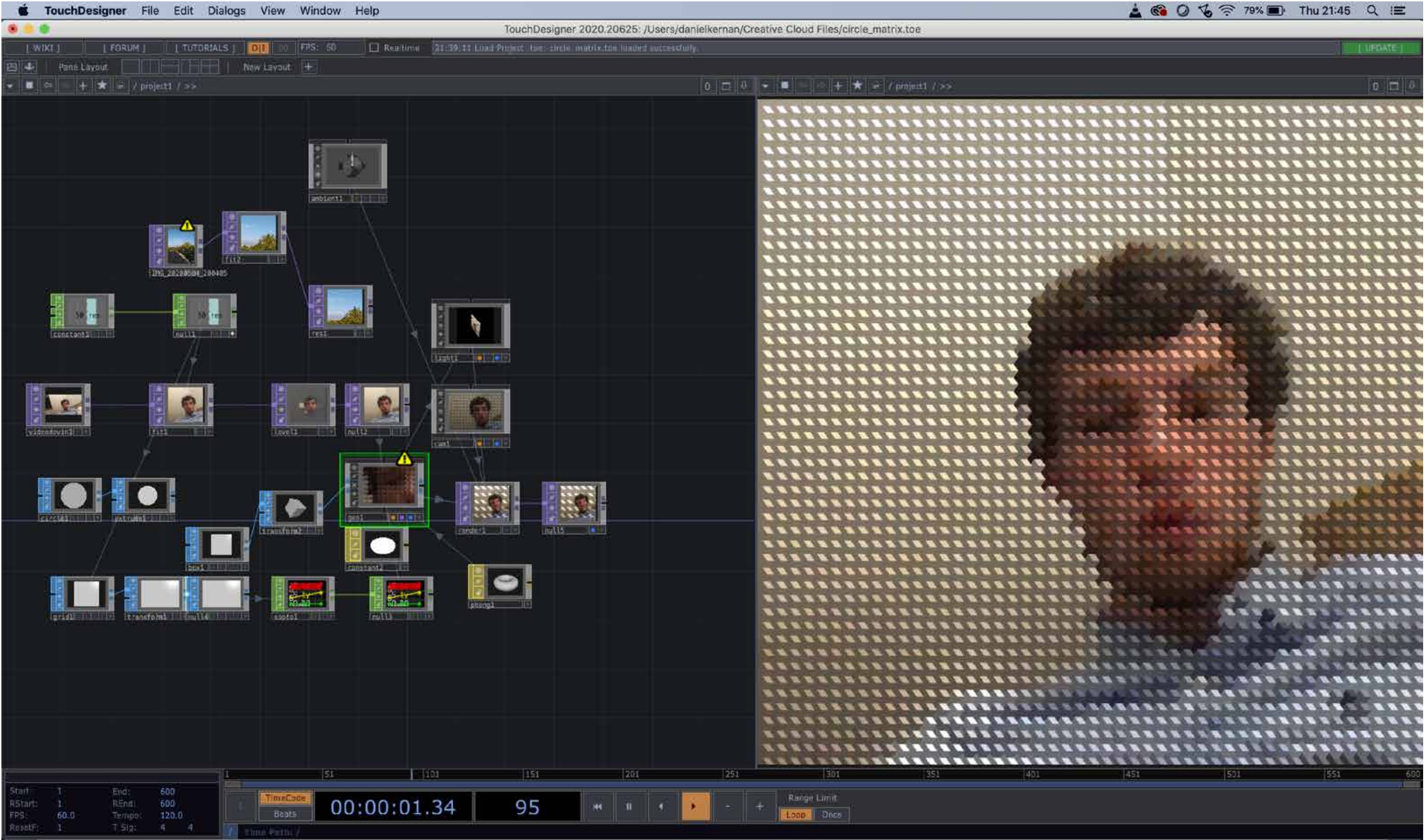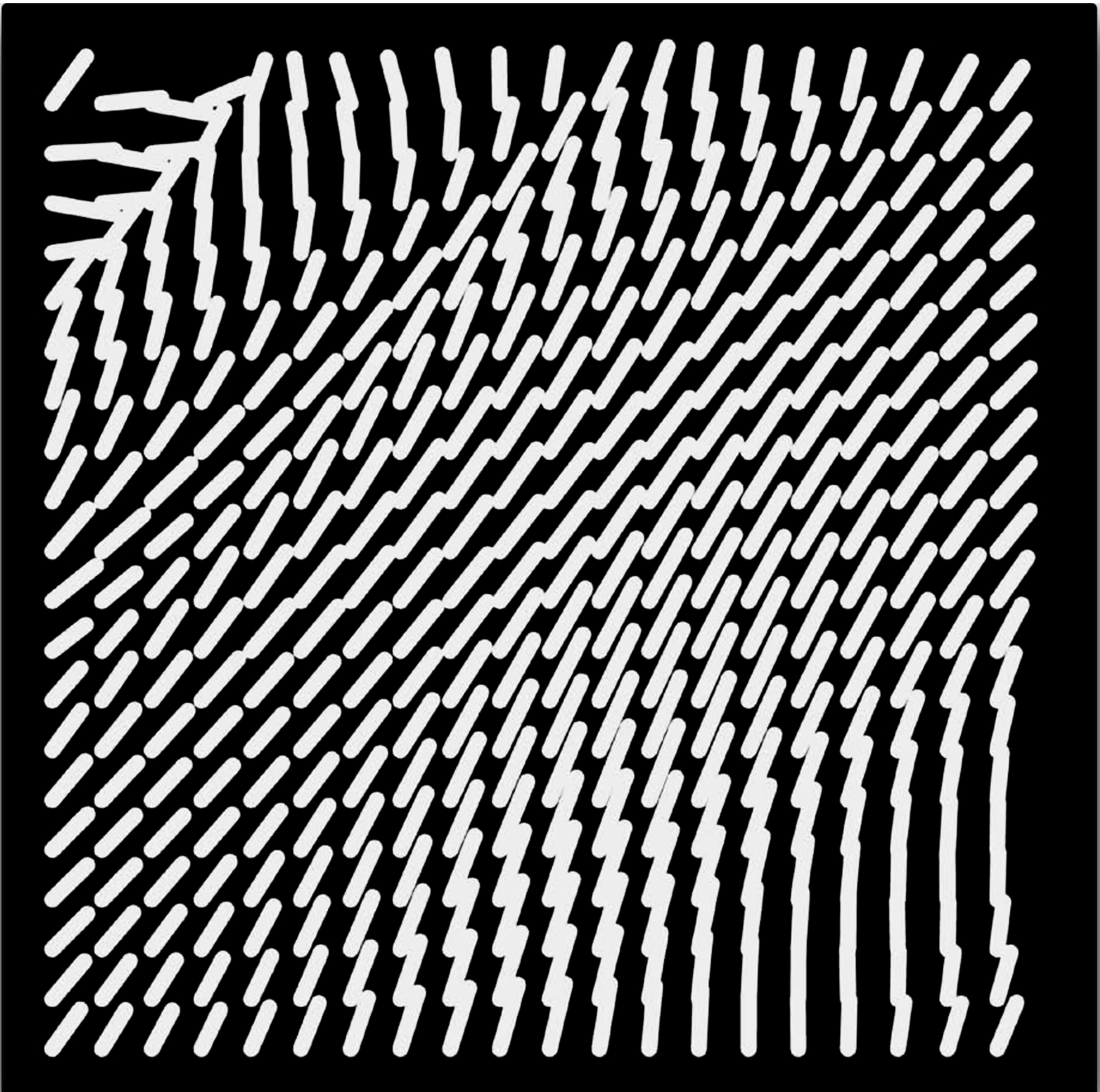Zach Liebermann makes daily (or nearly daily) video experiments for social media.
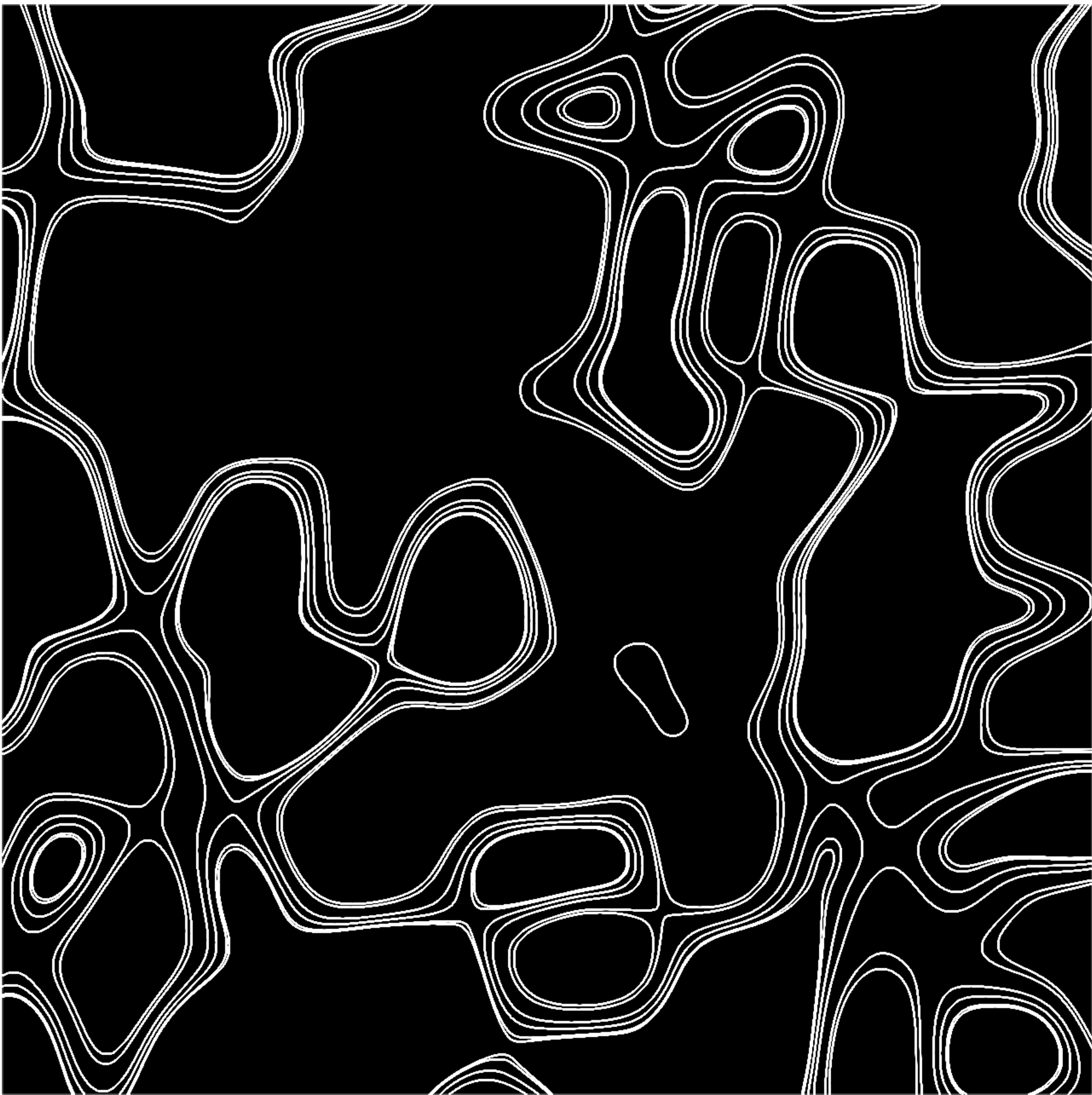
Research and Inspiration - Primary

Not sure what to do yet but I want to try make some generative sketches based around feedback loops as heard in "Four Rooms", some more pattern based motion pieces and I'll also try to make some strangely shaped vector based masks over different bits of footage.

Making myself out of cubes in Touchdesigner

the last generative sketch I made today, looks like contours on a map.

Using vectors to make weird masking effects.

Generative sketch in Touchdesigner, I think this one has great potential for accompanying sound, especially when seen in motion.

Using a moving Voronoi diagram pattern of geometric tiles to displace an image in semi-random shapes, looks way better in motion.

Primary research

My Brief: moving images synced to sound.

I want to capture the experience of moving to a new city by using the sounds and sights of the city augmented by visual effects and possibly vector based animation to capture the excitement, disorientation and sense of exploration.

Night Ride

I love the feeling of getting lost on purpose in the city at night on a bicycle, in the darkness it's harder to see anything but streetlights and traffic, hills, plazas and parks appear out of nowhere. Your sense of space degrades in an exciting and disorienting way. I'd like to make footage of a night ride look like how it feels by distorting the images in unexpected ways that are driven by the sounds of traffic, bike wheels and people either through careful keyframing or by programming visual effects to react to sound.

Video link

https://youtu.be/hn6PichydnA