

# Notebook: Moving image design - Project 2

## **Pathway 1: moving images synced to sound.**

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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.**

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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.

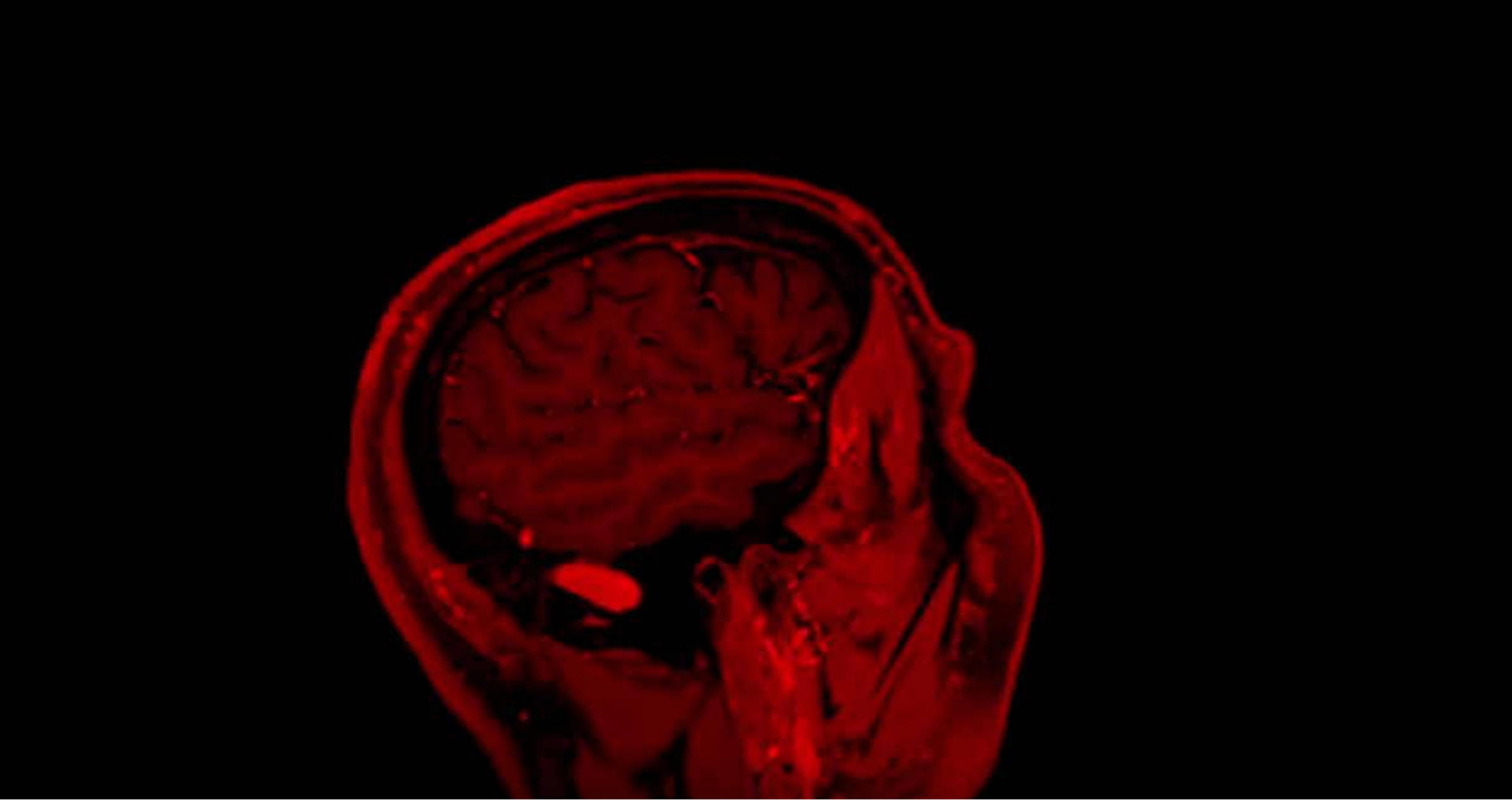


Research and Inspiration - Secondary

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.

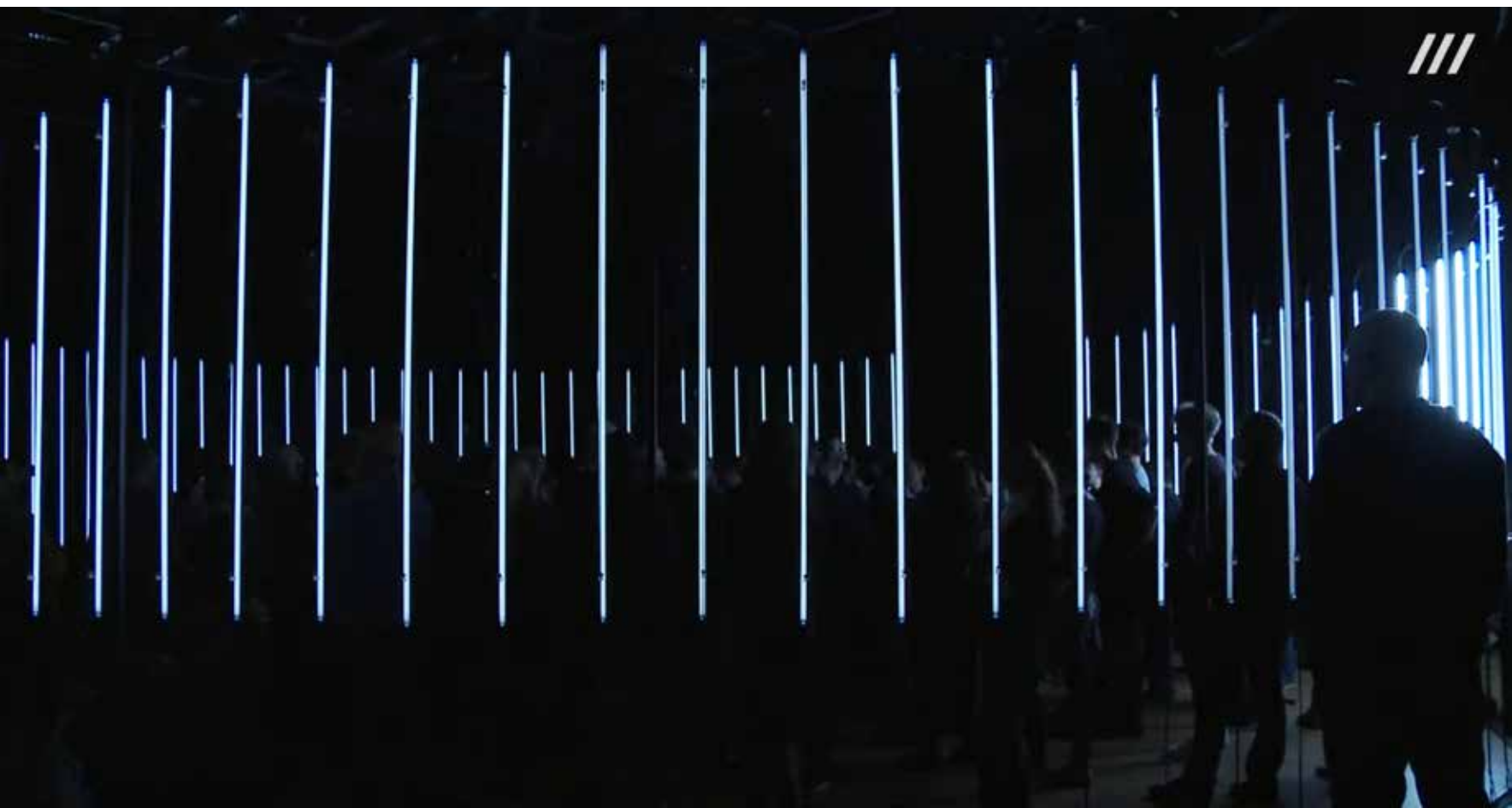


Ghost Diamond is an abstract short movie /long music video that uses tonnes of great editing techniques to sync music and dance in creative and surprising ways. Available in full in Vimeo, it's also my favourite short film.

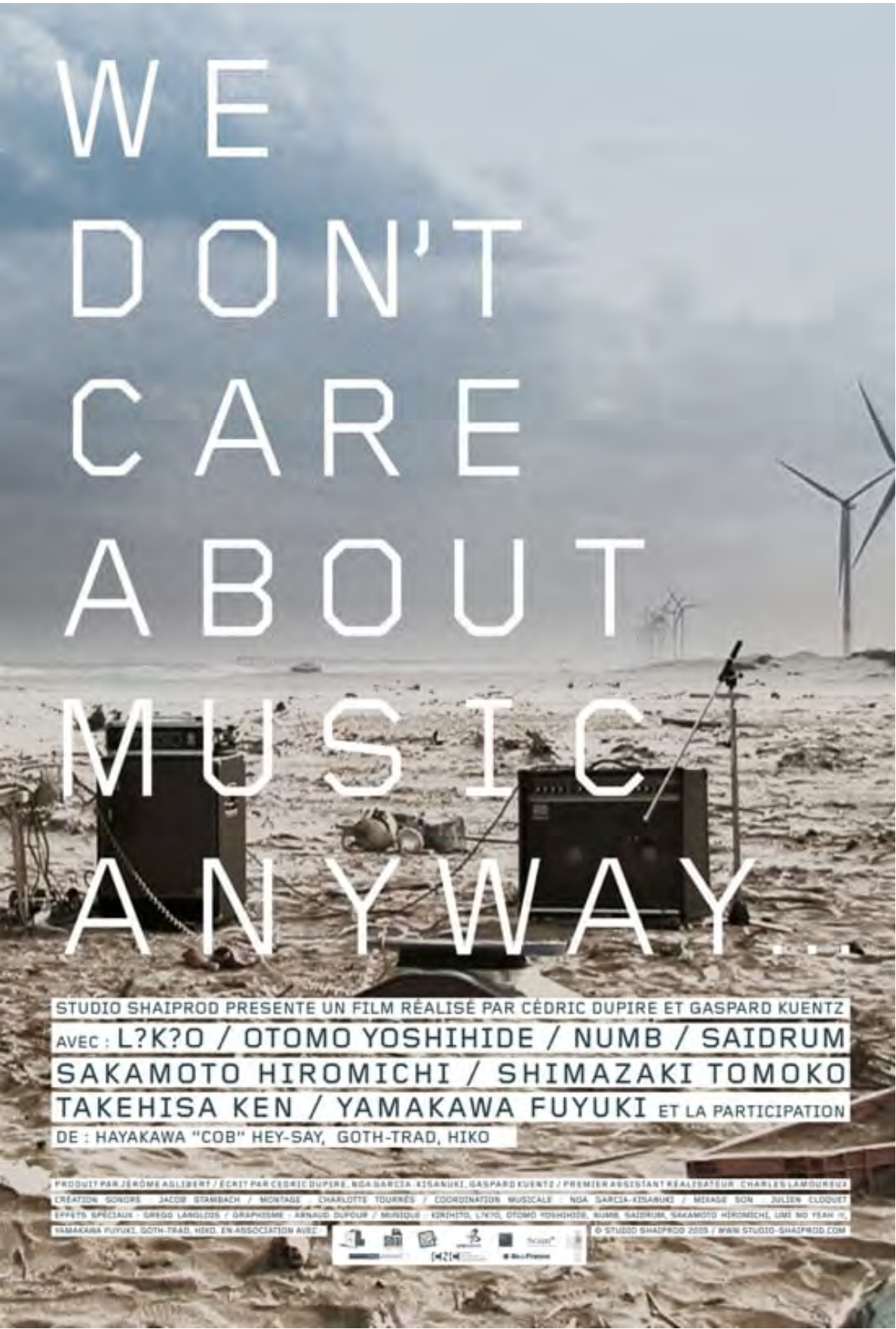


ALVA NOTO - UNIEQAV #05 UNI NORMAL

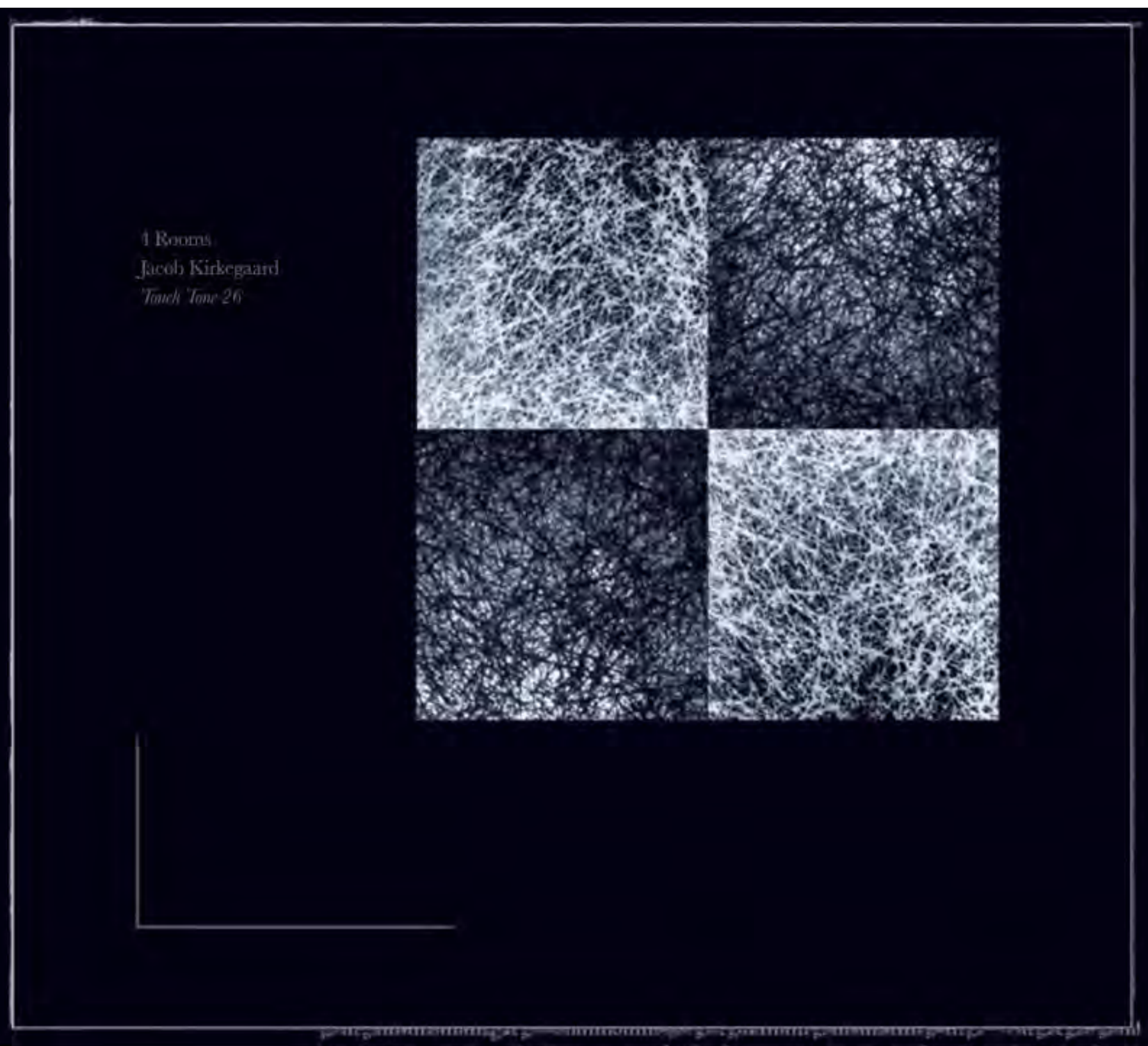
Alva Noto is a musician that makes geometric visualizations to accompany his work, the above example is a particularly nice looking one and is on youtube.



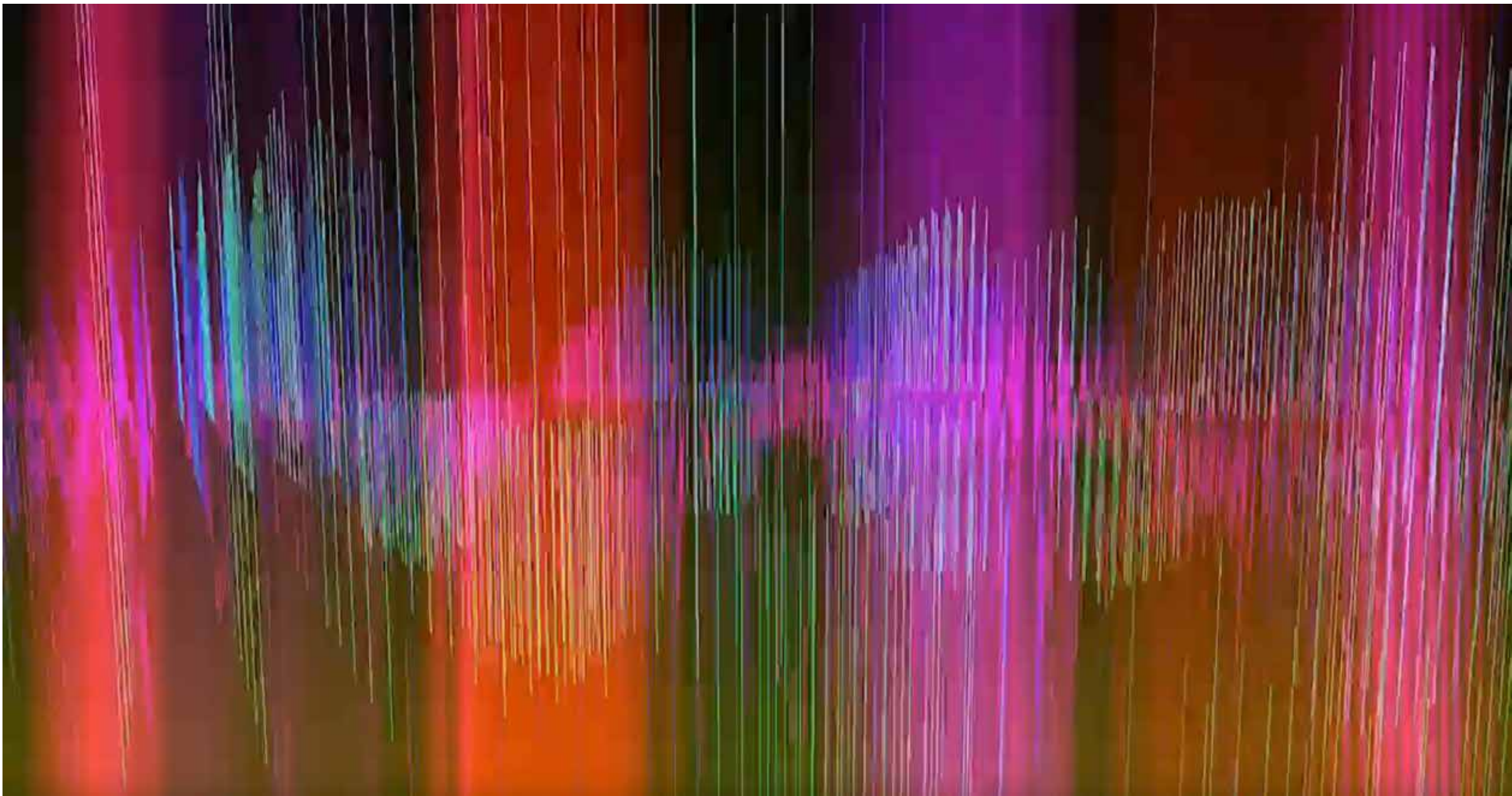
Raster Noton's "White Circle" is an immersive audio visual installation that synchronizes four secifically made ambient music pieces with a ring of LED's.



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.

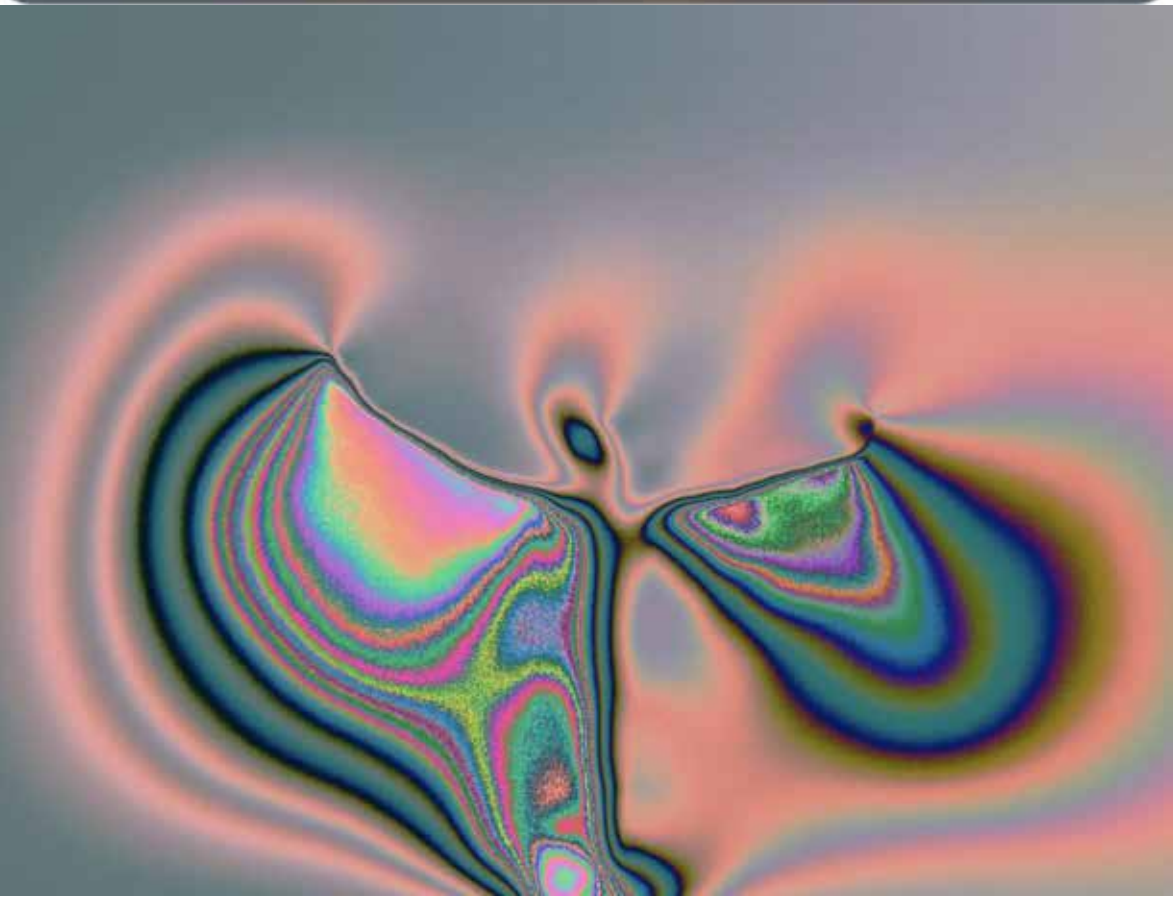
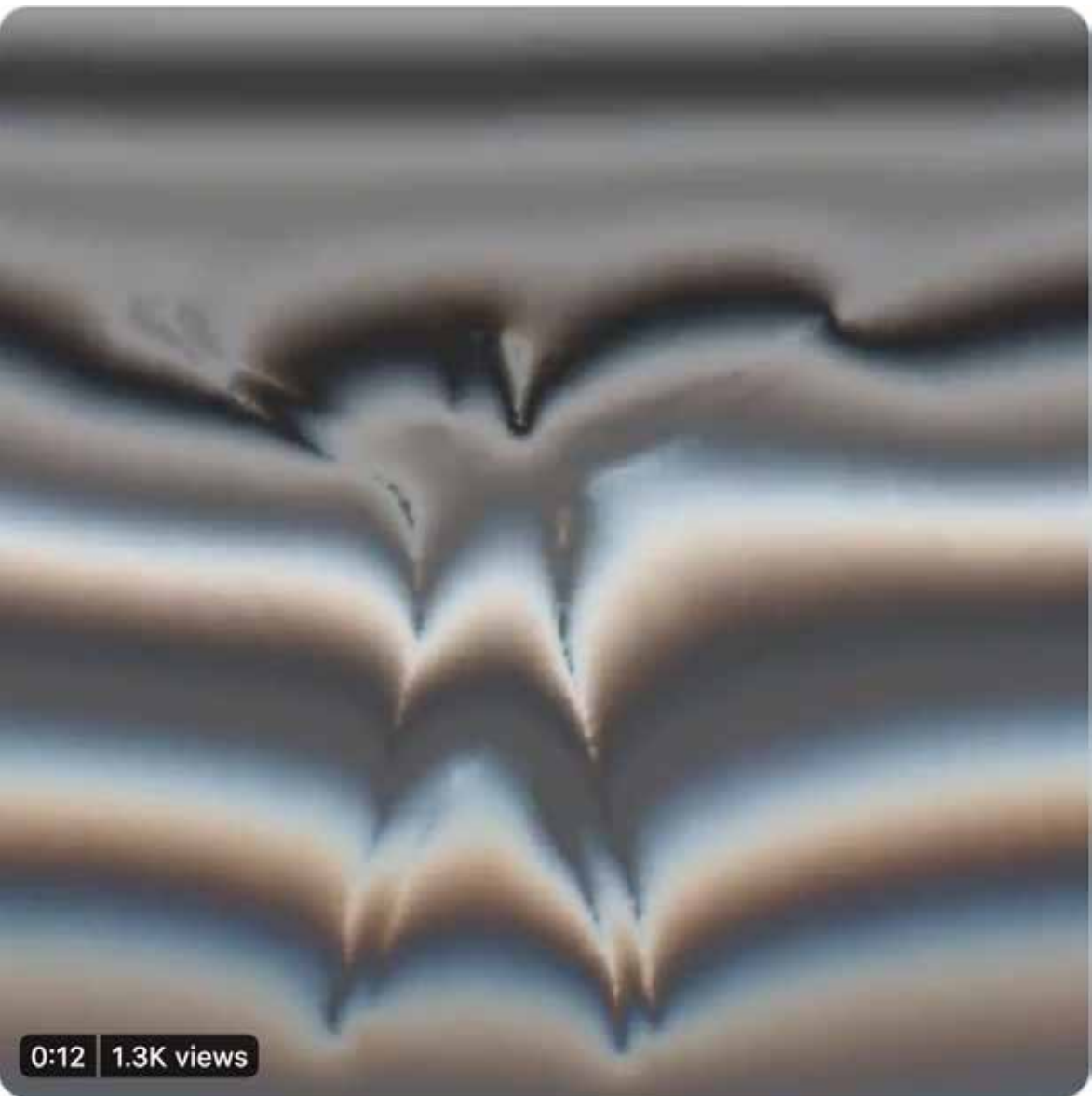


Four Rooms is a sonic experiment in which Jacob Kirkegaard visits four spaces in the chernobyl exclusion zone to make feedback loops of the ambient noise in them. the result is a wild recording that sounds like deafening silence or like the ghosts of people that have been in the rooms. I think they would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



ALVA NOTO - UNIEQAV #05 UNI NORMAL

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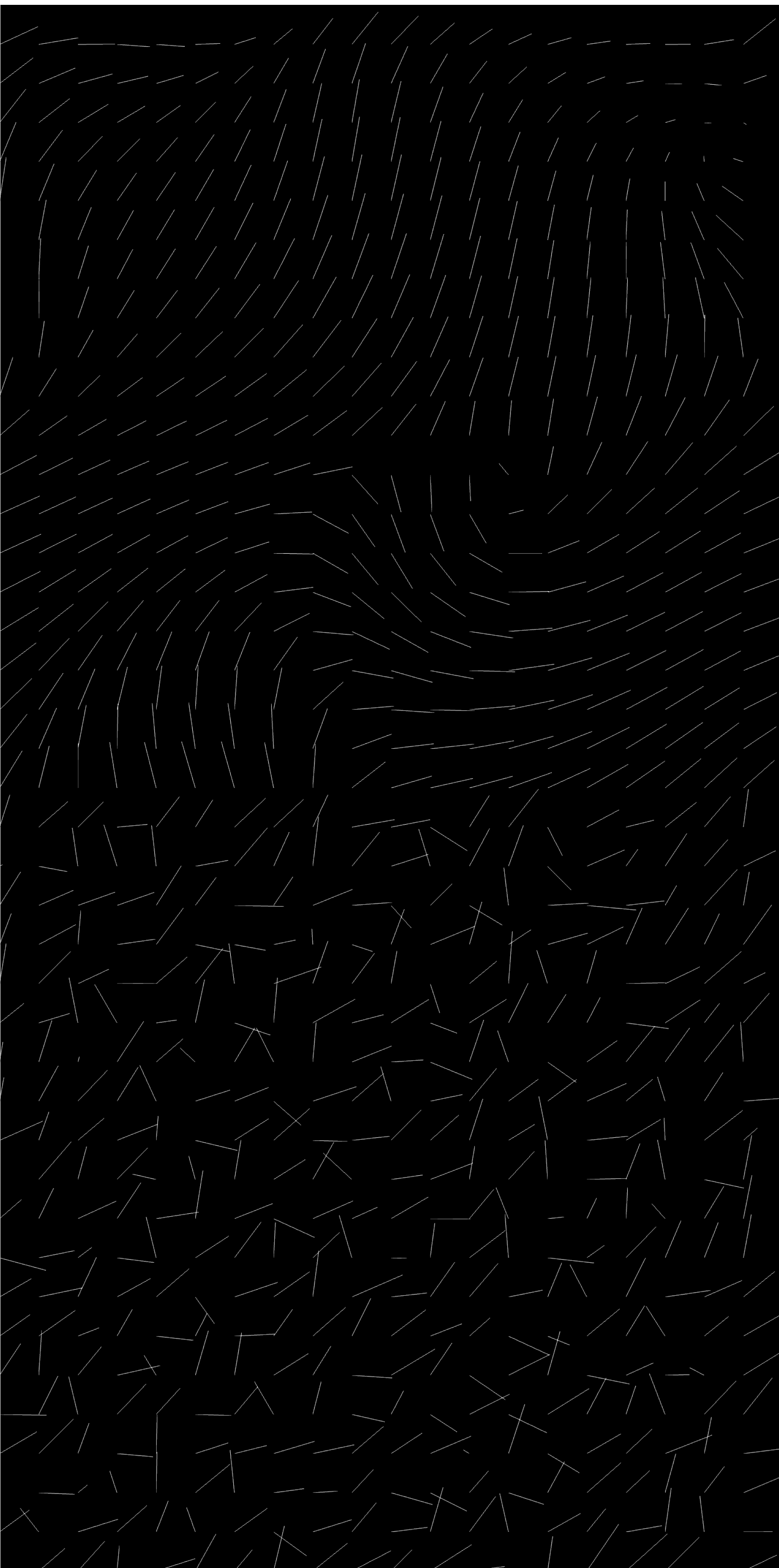
Zach Liebermann makes daily (or nearly daily) video experiments for social media.

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

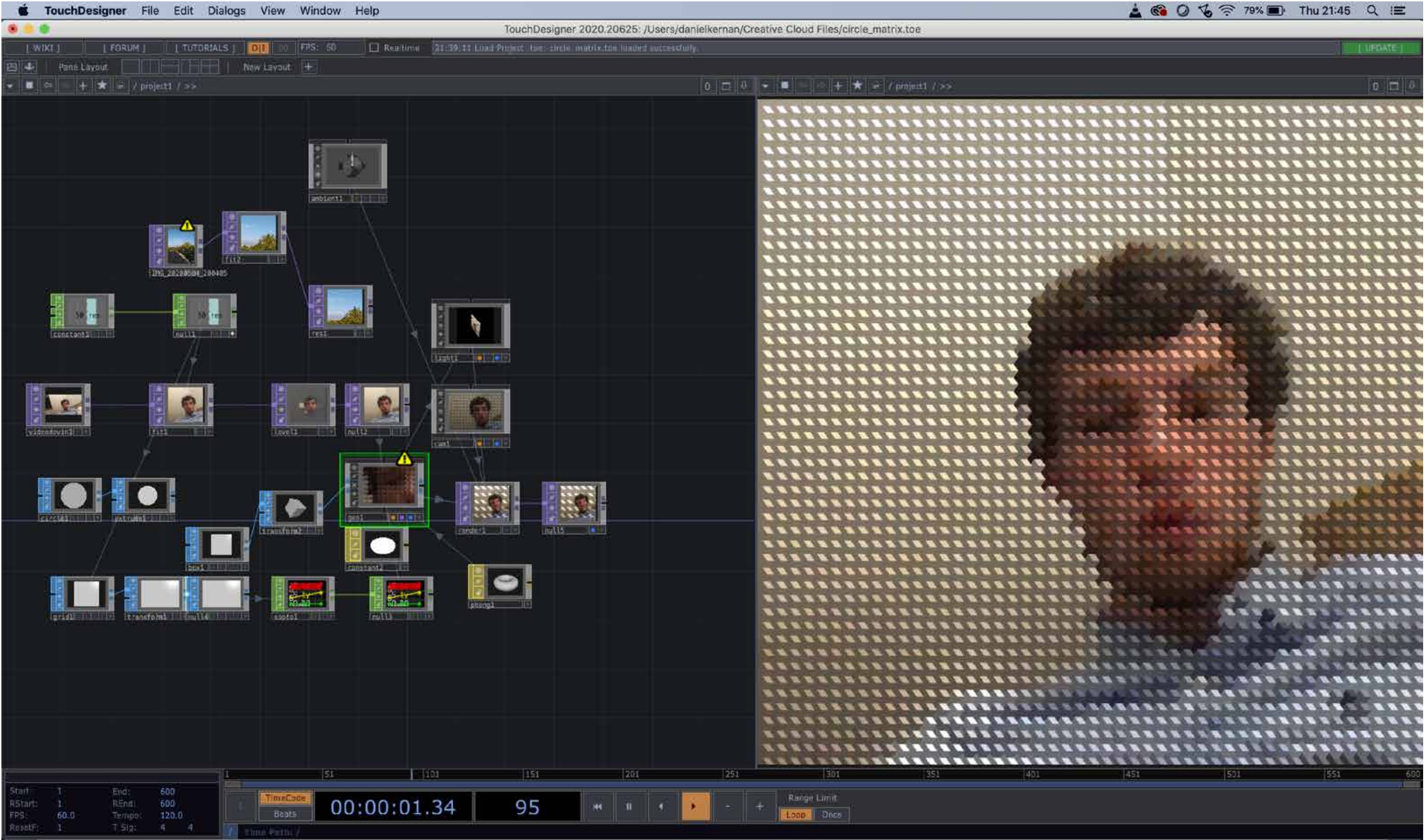
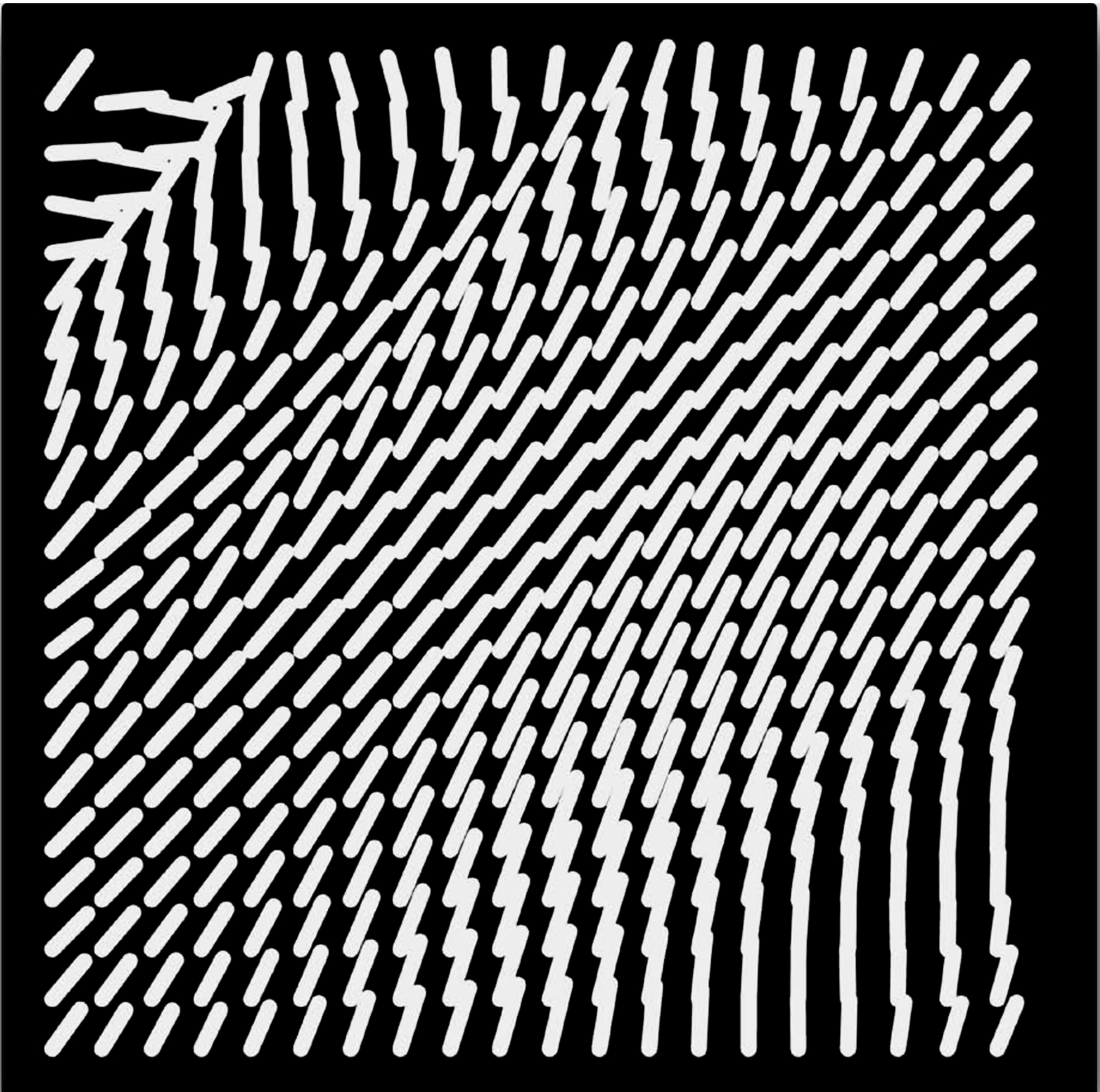


Research and Inspiration - Primary

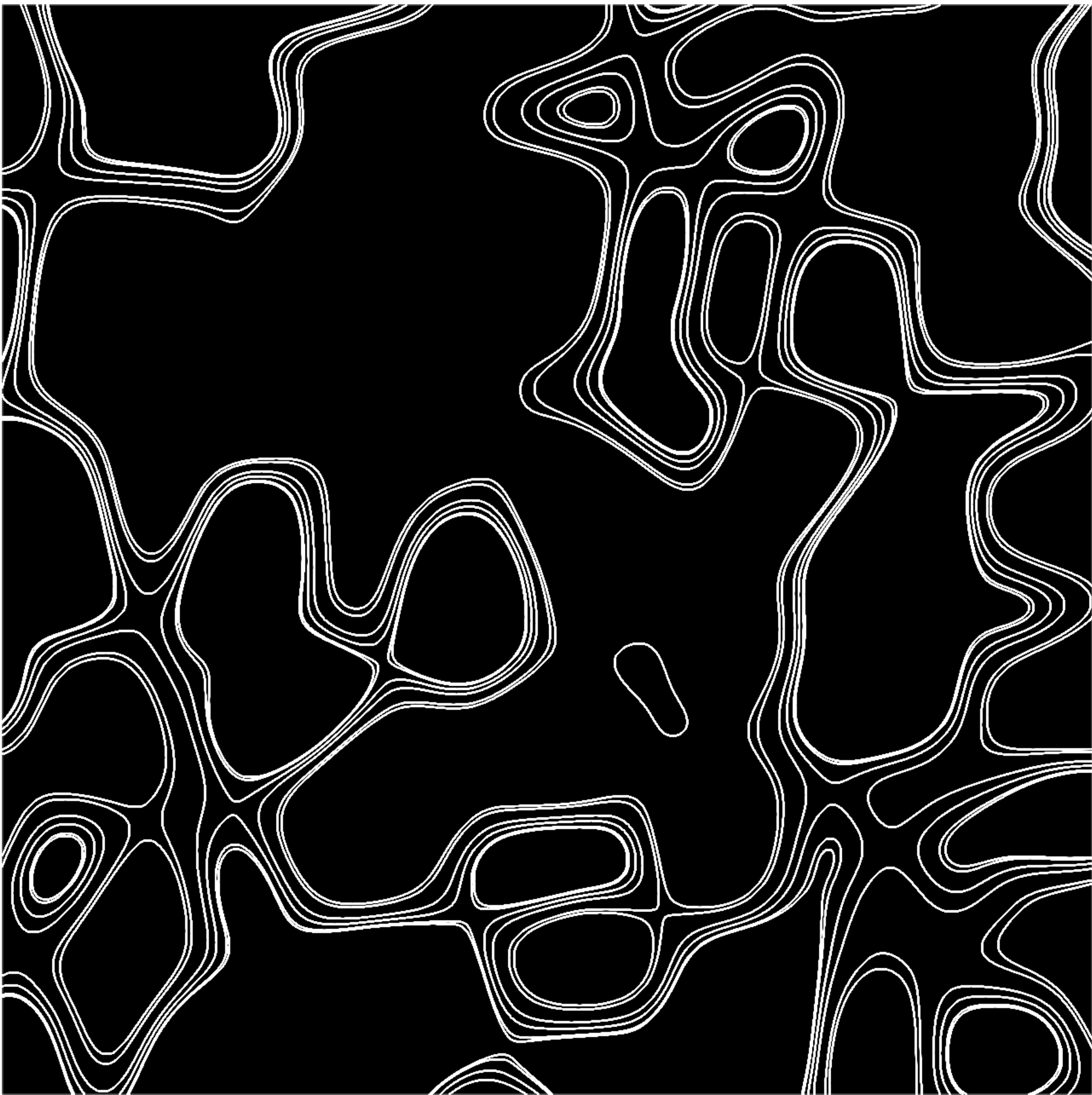
Not sure what to do yet but I want to try make some generative sketches based around feedback loops as heard in “Four Rooms”, some more pattern based motion pieces and I’ll also try to make some strangely shaped vector based masks over different bits of footage.



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



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.



Primary research

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

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SEARCH

ORIGINAL RESEARCH ARTICLE

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THE SELFIE PARADOX: NOBODY SEEMS TO LIKE THEM YET EVERYONE HAS REASONS TO TAKE THEM. AN EXPLORATION OF PSYCHOLOGICAL FUNCTIONS OF SELFIES IN SELF-PRESENTATION

Selfies appear as a double-edged phenomenon. Taking, posting, and viewing selfies has become a daily habit for many. At the same time, research revealed that selfies often evoke criticism and disrespect, and are associated with non-authenticity and narcissism. The present study (N = 238) sheds further light on the somewhat contradictory phenomenon of selfies and their psychological value. In addition to previous studies on selfies and personality traits, the present research explores relations to popular, habitual self-presentation strategies, self-reflections on own and others' self-taking behavior, self-related affect, and perceived consequences of selfies, by applying a combination of self-constructed and existing scales [e.g., habitual self-presentation scales (Merzbacher, 2007), Positive and Negative Affect Schedule (Watson et al., 1988)]. Our findings confirmed habitual self-presentation strategies as a relevant factor for understanding selfies: Participants scoring high on self-promotion (promoting one's strength and abilities) and self-disclosure (revealing one's feelings for earning sympathy) felt especially positive while taking selfies, whereas understatement was correlated with negative feelings. Nevertheless, self-presentational motives were rather attributed to others' selfies than to own selfies. Moreover, others were assumed to have more fun and positive feelings while taking selfies whereas own selfies were judged as more authentic and

7

1

1K

8

21

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31

9

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Like

Love

Haha

Wow

Sad

Angry

ARTICLES

THIS ARTICLE IS PART OF THE RESEARCH TOPIC: Understanding Selfies View all 15 Articles >

ORIGINAL RESEARCH ARTICLE

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Abstract

Introduction

Study 1

Study 2

General Discussion

Conclusions

Developments and innovation in the areas of mobile information technology, digital media and social networks foster new reflections on computer-mediated communication research, especially in the field of self-presentation. In this context, the selfie as a self-portrait photo is interesting, because as a meaningful gesture, it actively and directly relates the content of the photo to the author of the picture. From the perspective of the selfie as an image and the impression it forms, in the first part of the research we explored the distinctive characteristics of selfie pictures; moreover, from the perspective of the potential reflection of a selfie image on the personality of its author, in the second part we related the characteristics of selfie pictures to various personality constructs (e.g., Big Five personality traits narcissism and femininity-masculinity). Important aspects of selfie pictures especially in relation to gender include the tilt of the head, the side of the face exhibited, mood and head position, later related also to the context of the selfie picture. We found no significant relations between selfie cues and personality constructs. The face-ism index was related to entitlement, and selfie availability to neuroticism.

Introduction

Twitter

Facebook

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Share

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LinkedIn

SoundCloud

Spotify

Instagram

Google+

Reddit

Amazon

Diigo

Skype

Tumblr

Telegram

Mail



## **My Brief: moving images synced to sound.**

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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>