FINAL PROJECT

Deadline June 29th 2024

For the Multimedia Practices II courses' final project, each student must deploy, more or less to their own accord, the contents and skills lectured and laboured throughout the semester. As an underlying principle, each student is asked to apply knowledge granted during the courses, however, individual exploratory expansions on the subject are encouraged. In addition, students are encouraged to depart from the notes and examples given in class, as well as from the working examples made available through the courses' online repository (↑). For additional support, a set of working examples covering the basics of Processing was also made available on a secondary repository (↑).

Using Processing as an image synthesis, analysis and processing platform, and Pure Data as a sound synthesis, analysis and processing platform, create an authorial software piece where moving image and sound are bound together in a causal interplay. Meaning, where sound is generated/manipulated by data gathered from image analysis, or image is generated/manipulated by data gathered by sound analysis, or both. Simple examples could be to extract colour values from pixels to feed into an oscillator as frequency values; or to feed a wavetable synthesizer with an array of color values from frames; or even to distort images according to sound information. All technical tactics and aesthetic options are viable as long as they unfold within the scope of the software and programming languages lectured.

The project's assessment will unfold according to the following parameters and respective weighting:

SOFTWARE ASSESSMENT (60%)

① Resource Deployment (20%) — Refers to the problem-solving strategies and the adequacy of techniques deployed in the construction of authorial software, especially focusing on the articulation between sound and image;

② Technical Experimentation (20%) — Refers to the originality and exploration of the approach and development of the technical structures underlying the output;

③ Thought Structuring (10%) — Refers to the coherence and causality tying the narrative that makes up for the intelligibility of the developed software;

④ Robustness (10%) — Refers to the stability and overall performance of the developed software;

OUTPUT ASSESSMENT (40%)

① Choice of Assets (10%) — Refers to the adequacy of the assets employed as the system's input signals;

② Media Dialogue (20%) — Refers to the mutual perceptive influences and interplay between sound and image at play in the produced output;

③ Formal Quality (10%) — Refers to the overall plastic quality of the pictorial and aural traits embedded in the output;

All projects must be submitted online, via weTransfer, to both lecturers by June 9th 2024.