**NM 332 Experimental Media: Sound, Image and Motion**

**Final Project 3: WHAT IS TIME?**Create a sound project inspired by TIME. A wide range of approaches may be taken, from the abstract   
to the representational. Sound, video, animation, and/or student’s choice of programming.

May be abstract or representational.

**Name:** Emily Myers **Working Title:** *Wait*

**ROUGH PROJECT DESCRIPTION (Abstract Concept (350 – 400 words))**

*Wait* is based around the idea that the viewer’s perception of time is entirely alterable by the artist. In this piece, I will attempt to create the most minimal interactions possible and still maintain the interest of the viewer. White, off-white, light grey, and one accent color (to be decided) composes the color palette for this piece. Black is pending approval, but I’m not certain it will flesh well with my theme of minimalism and almost non-interest.

The software I plan on using is Adobe Flash CS5.5, and with this, I will create what seems to be an incredibly interactive piece of art. In reality, however, the “interactivity” will all have at least delays, and most of it will be false suggestions of interactive options. For example, the very beginning will display a blank screen that reads, “*Wait*” with a start button. The start button will be set to run the program thirty seconds after the first click by the user, almost forcing them into multiple clicks of the button.

Once they are actually inside the program, there will be a box that is slowly rotating in the upper left hand corner. Nothing else will be on the screen, since my concept deals with the minimum requirements for maintaining concentration over time. However, the mouse cursor will have some sort of movement near it to suggest that the viewer can use the mouse to make things happen inside the frame. Unfortunately for the user’s patience, the mouse clicks will do nothing of real importance. Slight, very subtle changes may be made, such as increasing the speed of the spinning box, altering the color of the clicked item by a tiny amount, or editing the amount of time the user will spend in this particular stage.

Other stages I’m considering include adding a rotating triangle after the user hits twenty/fifty clicks of the mouse button, suggesting that they can add more items if they click more (they won’t, and it will hopefully be frustrating). Another stage I’d like to create would include two dark vertical rectangles that begin at opposite ends of the screen, slowly inching towards one another. The mouse clicks may or may not do anything to the speed or the color of the boxes, but the idea is that the user would trick herself into thinking that the clicks are causing a change.

If any sound is used, it would be incredibly minimal, and it must be in the similar grain of altering time perception. As such, I can’t imagine finding a piece of music that would suit the animation just right, so I may have to do without. Overall, I’d like this piece to mess with the user’s mind, and ultimately, perception of time.