

things left unsaid...

emre sardogan

me

concept

emre sardogan

today

concept

12 . may . 1996

culture

concept

lack of support

journey

concept

the ardent desire

audio narrative -

sounds

the endless river (2014)

songs

sounds



Side 3, Pt. 1; The Lost Art of Conversation

Side 1, Pt. 1; Things Left Unsaid

sound effects

sounds

astronaut breathing

weird breathing

engine thrust

heartbeat

spaceship ambiance

apollo countdown

pilot sounds

am. radio



conversations

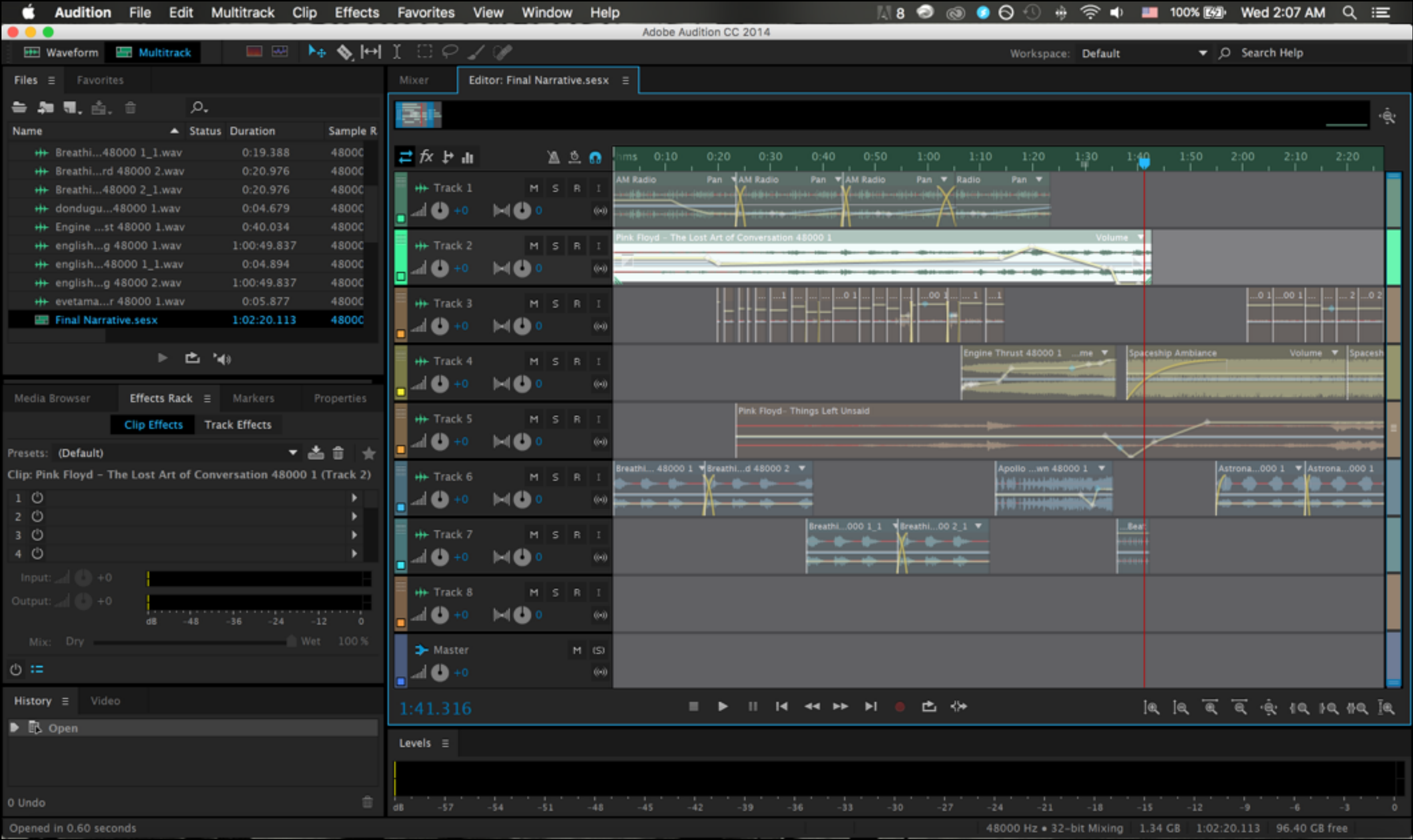
sounds

me

home

softwares

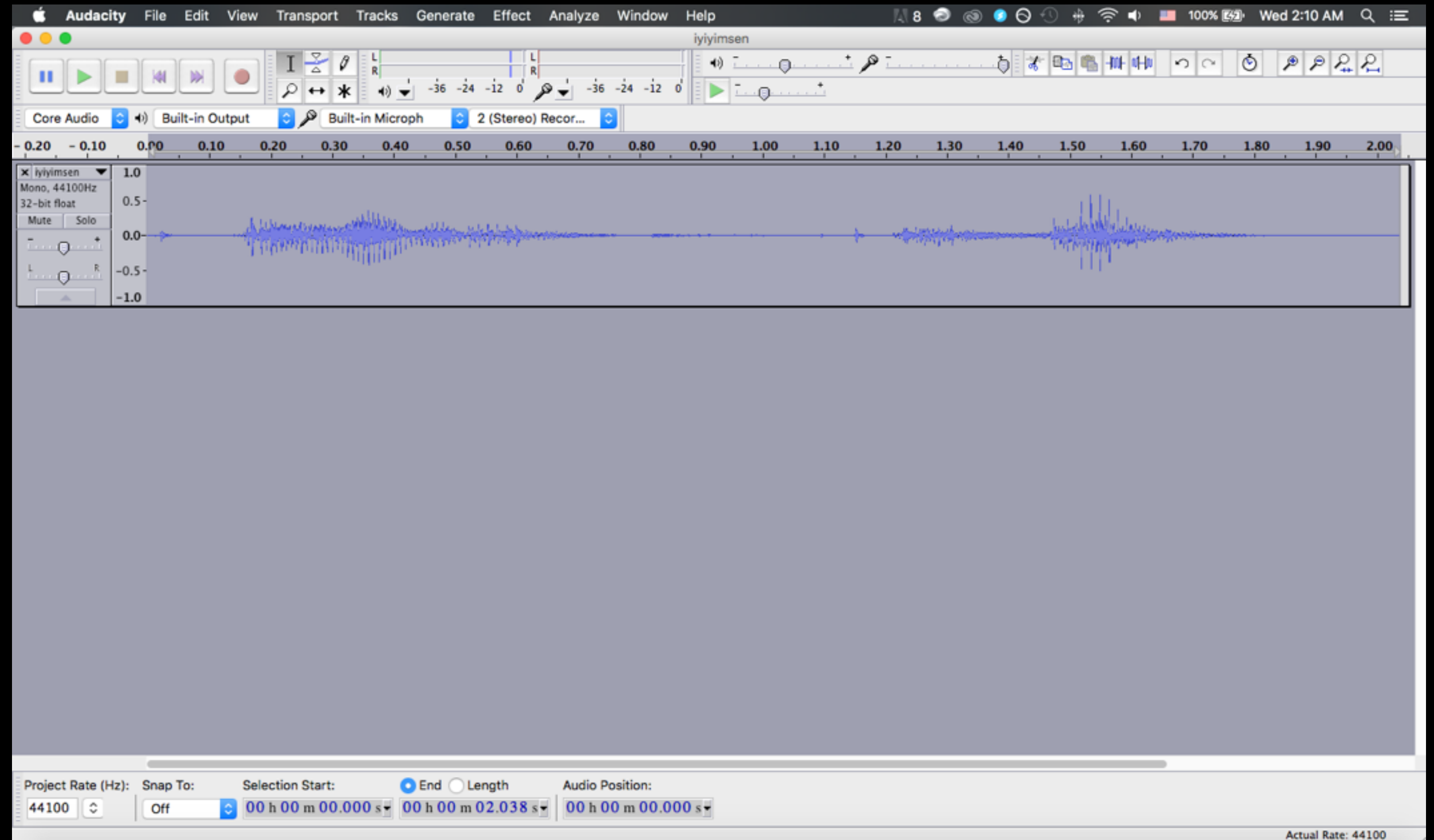
sounds



adobe audition

softwares

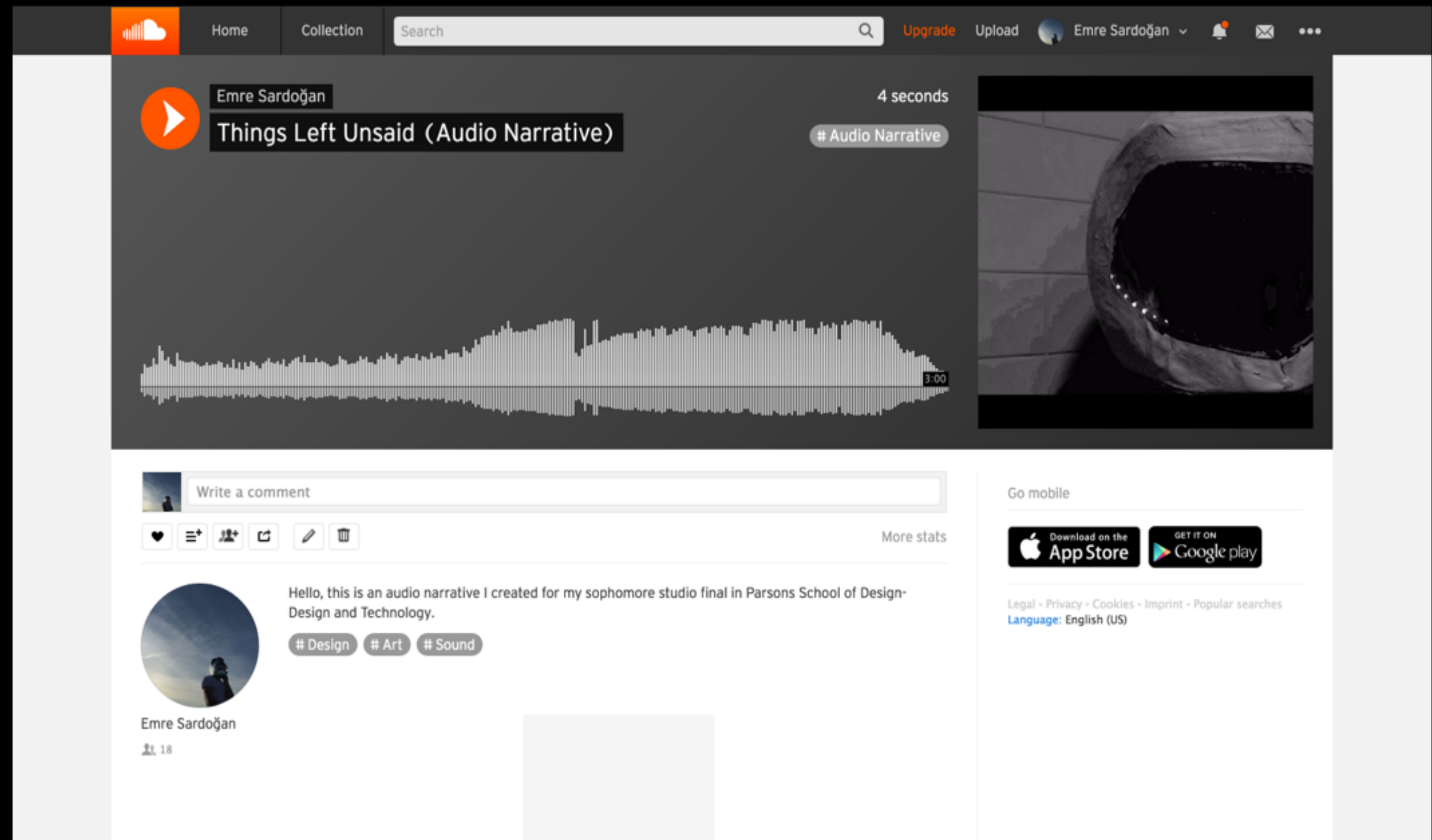
sounds



audacity

things left unsaid

narrative



<https://soundcloud.com/emre-sardo-an/things-left-unsaid-audio-narrative>

space helmet ;

prototype

things left unsaid

video

<https://www.youtube.com/watch?v=GmvY1wSJ-XY>

bill of materials

prototype

fabric

paper

newspaper

flour + water

transparent plastic sheet

technology

prototype

arduino

speakers

mp3 shield

dc motor

motor controller

led strip

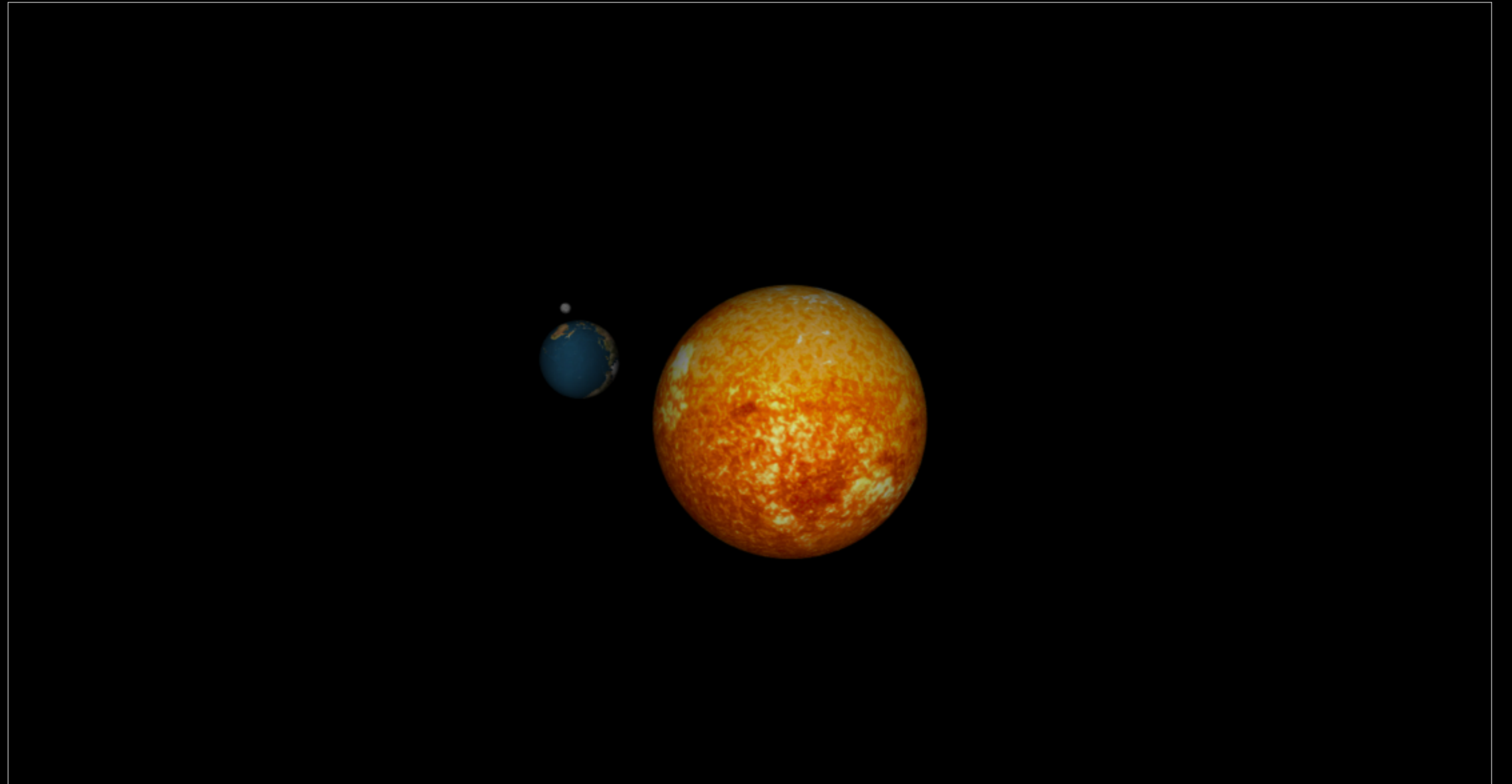


openFrameworks - oF

sketc.h

(sun,earth,moon)

sketc.h



![[of]](tutorial);

sketc.h

### Sun, Earth, Moon : Tutorial

by

Emre Sardogan

Parsons School of Design;

Code 2 - openFrameworks

Studio 2 - BFA\_DT

Lab 2 - BFA\_DT

Special Thanks To;

Nicole Messier

Ayodamola Okunseinde

Michael Wolf

GitHub Repo;

<https://github.com/emres13/emresardogancode2>

This is a creative coding sketch which shows circle of life by using texture in a 3D space. The sketch is also designed to satisfy visual requirements of a audio narrative project based on an emotional journey.

Audio Narrative Project

This is the helmet I build for my imaginary space journey.

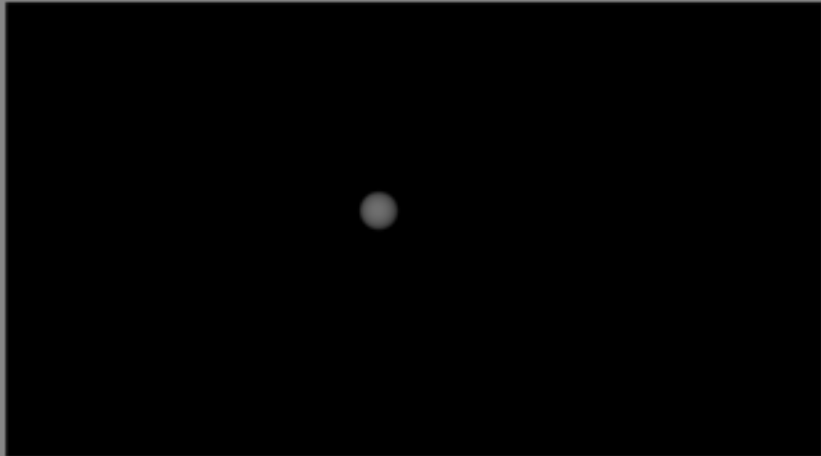


itunes.

Progress and Prototyping

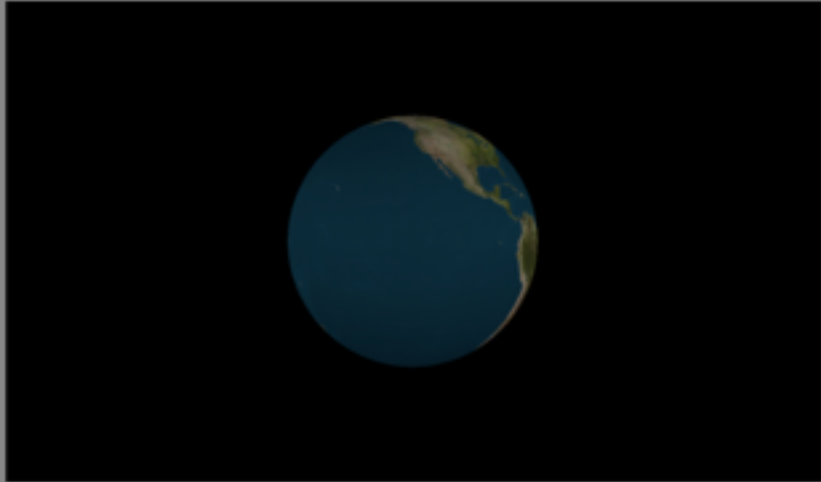
The early stages of the code was just based on understanding the movement and the the drawing of a circe in a 2D space.

Prototype #1



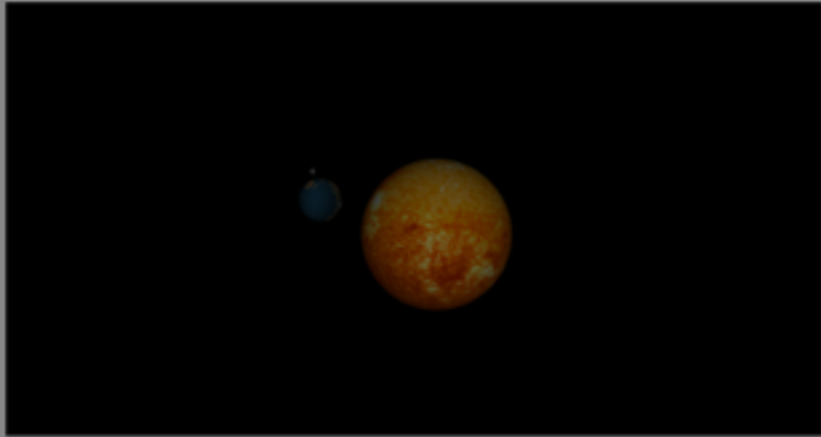
Secondly, I decided to move forward and play with the example sketch by Rick Companje, Additionally to his idea, I added easy camera and lighting.

Prototype #2



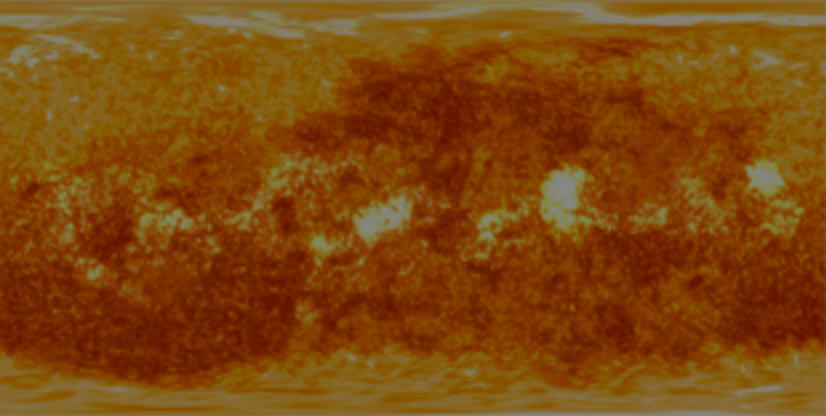
Final

The final look is made by adding two more spheres to the system. I added the Sun and the Moon. Also their rotation routine is also inspired from real life.



Textures

Sun



Sound

ofApp.h

```
soundPlayer.loadSound("confnumb.mp3");

soundPlayer.play();
```



Code

ofApp.h

Let's declare the values that we will be calling in our cpp file.

```
ofImage sun;
ofImage galaxy;
ofImage earth;
ofImage moon;
ofEasyCam cam;

GLUQuadricObj *quadric;
```

The ofimage values are going to be called in order to add texture to an image. ofEasyCam stands for 3D camera that can be used easily, also

home, home again

I like to be here when I can.

repository

<https://github.com/emres13/DT-Lab-2-/tree/master/Final>