

SOUND DESIGN

PORTFOLIO

BY MATTEO FARISELLI

D-FAULT.



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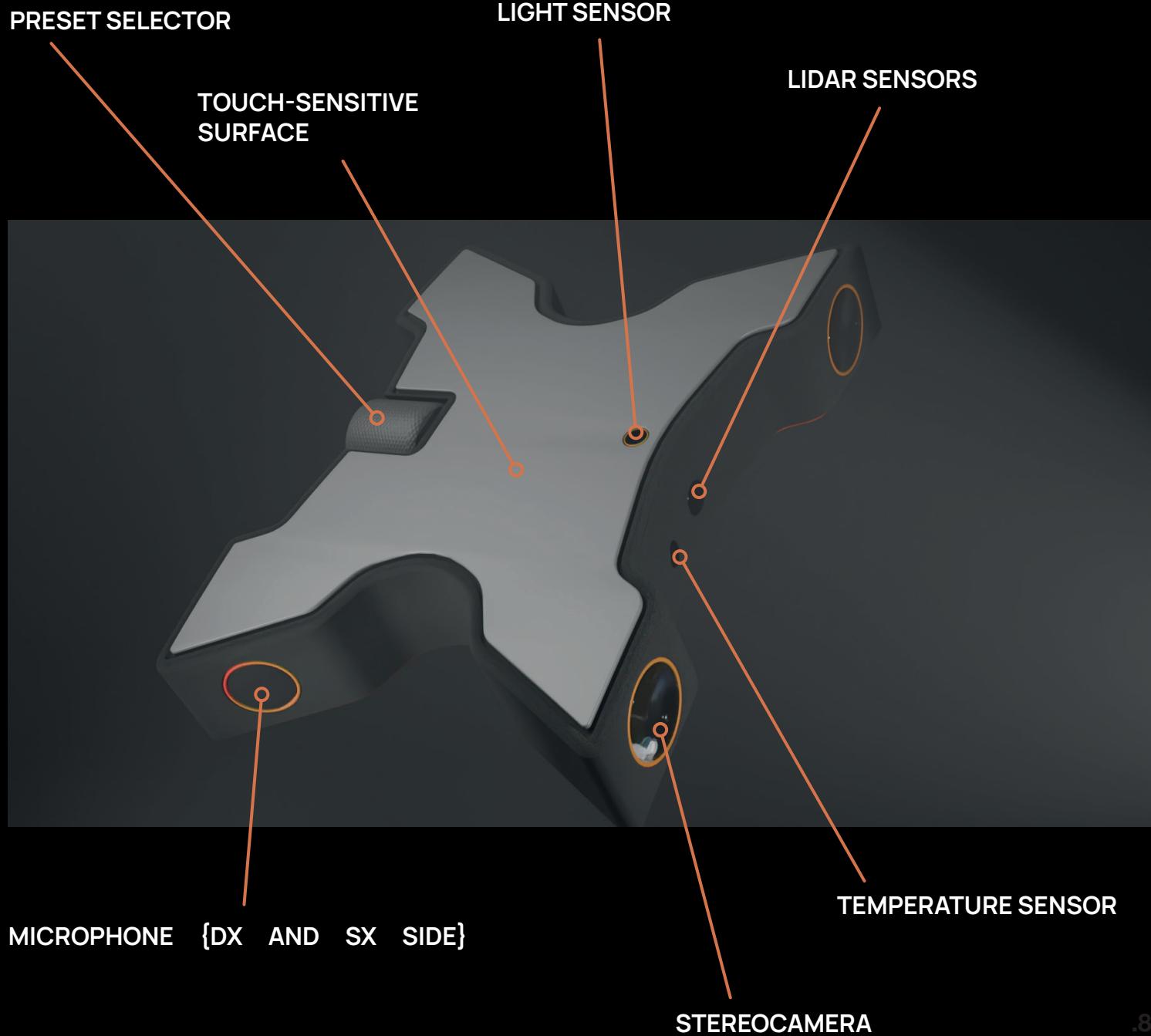
AMBIENCE SYNTH.



D-FAULT is a wearable synthetiser that **translate** in real time **environmental** parameters in **audio** signals. This project was born as graduation thesis and aims to explore the relationship between environment and sonic perception, employing the interaction between users and their surroundings as a medium.

Utilizing four different **sensors** - stereocamera, light sensor, temperature sensor and environmental microphones - D-FAULT

The **input** data and **output** audio relation is the following: stereocamera (spatial depth and movement) = reverb and sound spatialization; light sensor = brightness and sound timbre; temperature sensor = sound modulation; environmental microphones = sound texture, add more or less sound elements.

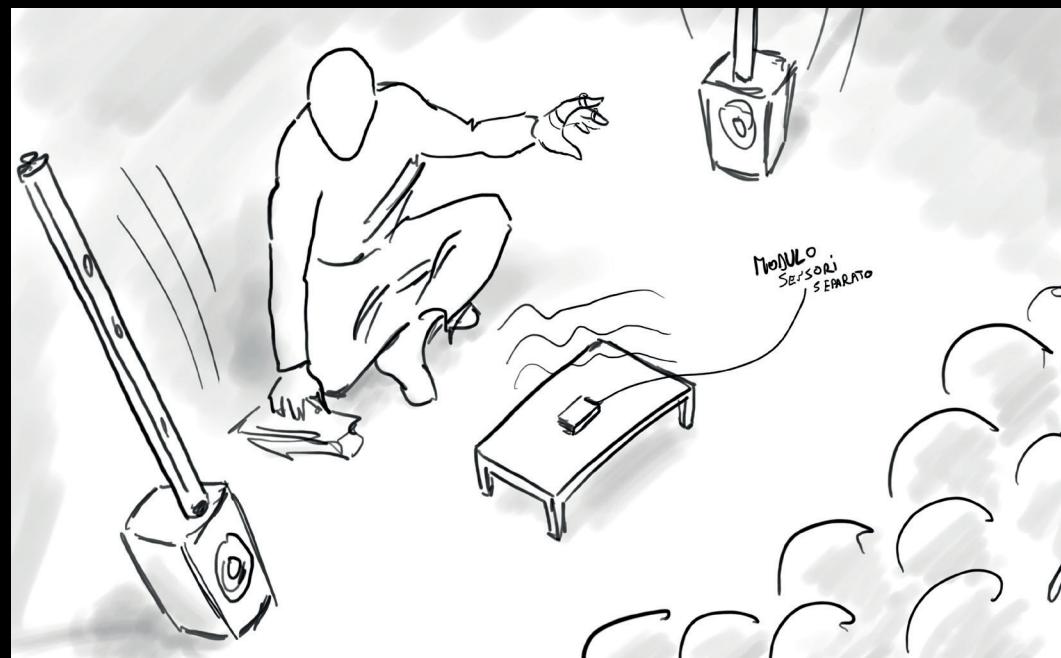




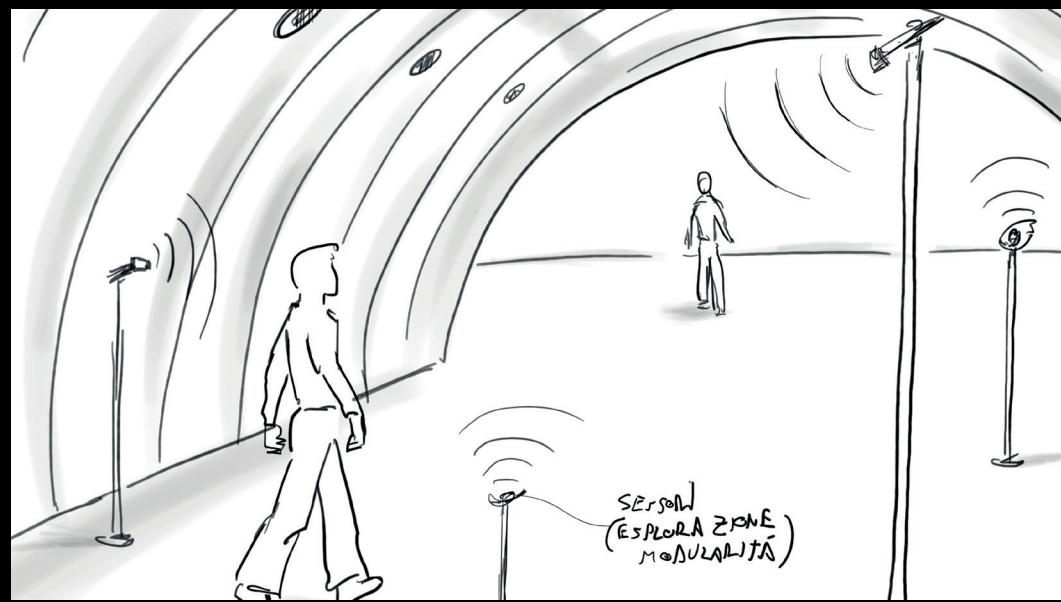
USING SCENARIOS



Music composition and sound design

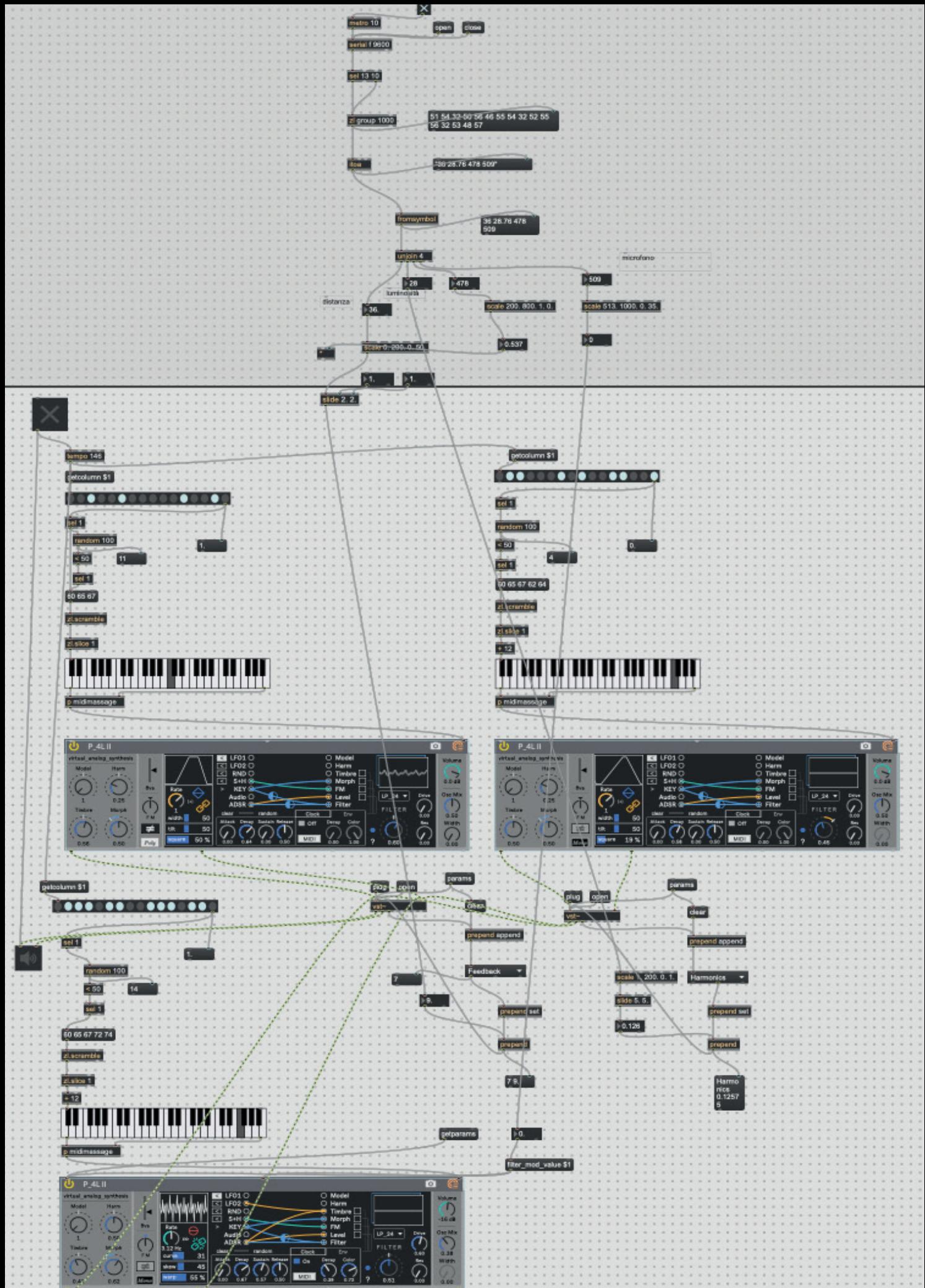


Live performance and musical expression

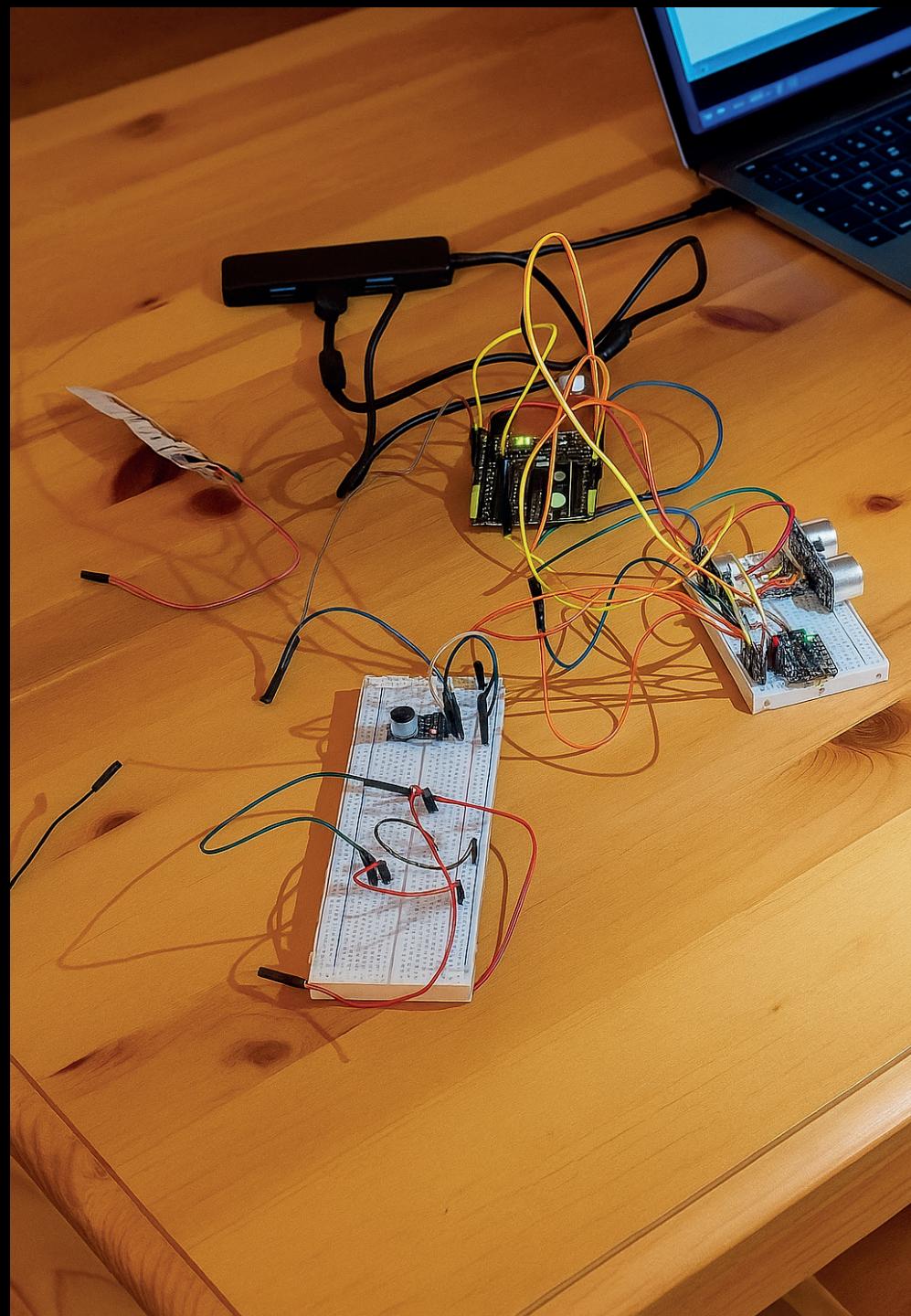


Interactive installation

TRANSLATING PATCH (MAX/ MSP)



PROTOTYPE DEVELOPMENT.

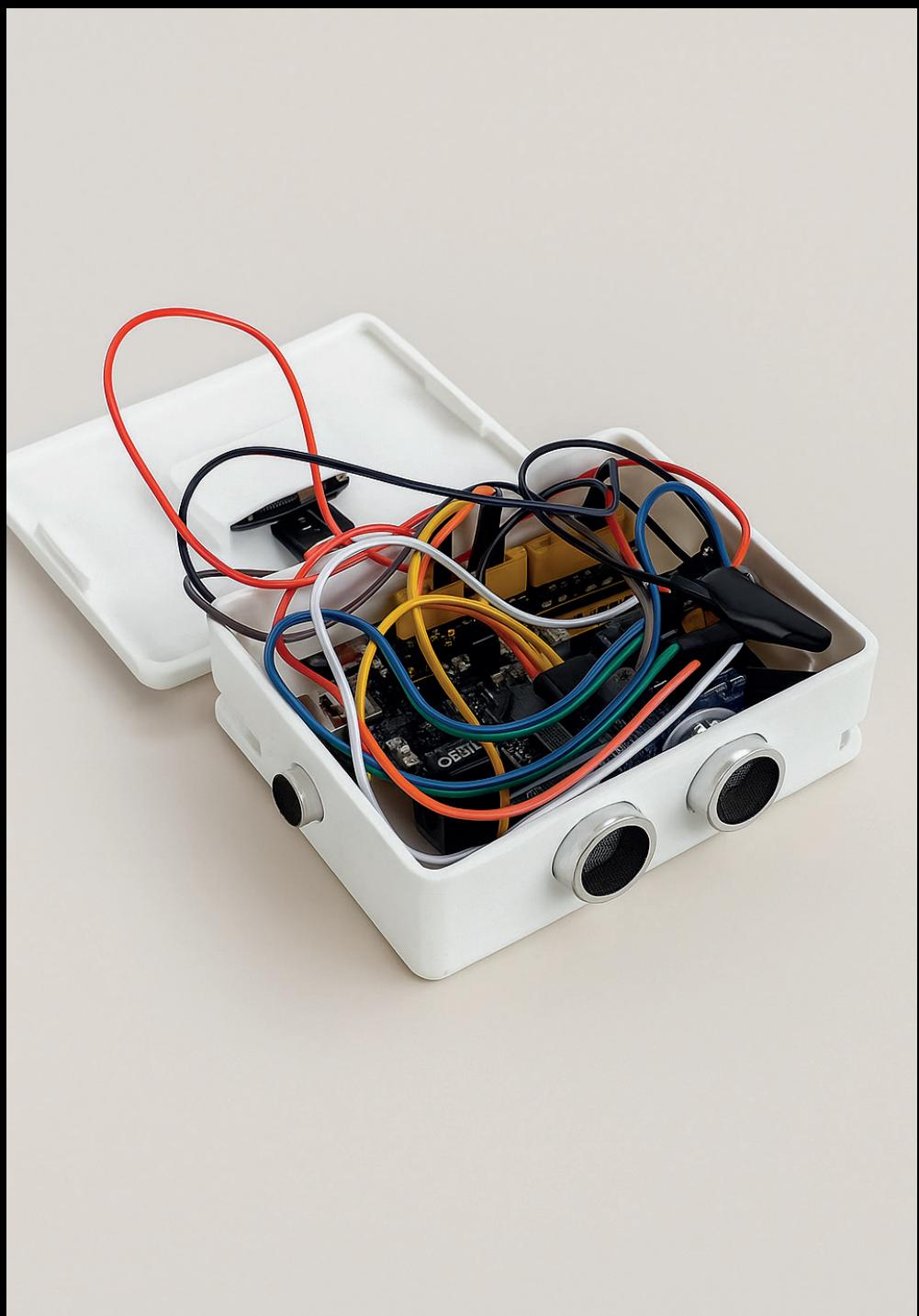


Coding and testing:

Development of custom code and transmitting sensors data into Max/MSP patch.

Creating a functional prototype:

After testing the functionality, a functional and demonstrative prototype was built by 3D printing a custom enclosure.



PRODUCTION. M

MIX:

Vuoti – φ.emme

Scelte - φ.emme

MASTERING:

Vuoti – φ.emme

Scelte – φ.emme

Allucinazione – Miyazaki

SOUND DESIGN:

Vuoti – φ.emme

Scelte – φ.emme

Bootleg app - Nicholas Anelli

METER. SYNC.

X. MASTERING.

SOUND DESIGN.