Francis Ouellette - Preflective Essay
CART 263

Over the course of the last five years, I have been dabbling with multiple interactive methods of creation, oftentimes discovering new links to explore online through various digital artists & developers posting about their practice. I have amassed a pretty large archive of projects that seem extremely interesting to engage with as an artist, coder and musician. After an extended period of travel, freelance, collaboration, and self discovery, I was ready to return to school and fully immerse myself into my craft in the Computation Arts program. I initially studied in Intermedia, but knew that I wanted to move away from electronics and develop my skills in 3D, web design and other forms of immersive media. I had been following online tutorials and learning the basics of Blender and TouchDesigner before starting classes at Concordia, wanting to grow creatively and go deeper, expanding upon my background as a graphic designer and video editor. My hope was to be able to strengthen my knowledge of new programs, pushing myself towards more complex and interactive ways of creation. During the last few semesters, I learned new softwares such as MaxMSP, Jitter, After Effects, and most recently HTML, Javascript, p5 and three.js. Just being able to understand how to search the web and find code on GitHub to implement in my own projects has been a blessing, finally making it possible for me to utilize coding in a creative way, delving deeper into the type of projects I have been wanting to create from scratch.

I've been focusing my projects around node based 3D diagrams, particle systems, biological patterns, frequency based experiments and immersive sound design. I have also been experimenting with AI and other generative approaches to sound, image and video composition. I am very interested in continuing to expand my knowledge of these models, understanding their internal processes and pushing the possibilities of coding and art making. I first had access to online GAN models with which I generated multiple short videos of organic morphing shapes, using fragments of text or faces to combine together. The results were interesting but needed more finesse. For a while, I tried to understand slime molds and incorporate AI models to recreate organic patterns found in nature but have not yet been able to use them for my own projects. This would still be a great avenue to pursue, since I am always looking for new ways to include nature into my art, bridging the gap between the digital and natural world. There are also many amazing musical projects which include AI as the basis for audio creation and sound exploration. I am interested in learning how to live code audio for events, seen at the renowned Algoraves. One musician from this scene includes coder and teacher Renick Bell, creating live-coded generative improvisations using his own software, Conductive. I am also intrigued by Bill Orcutt's Cracked app, which glitches any audio input and generates new sounds, using the coding process as the main component for sound manipulation. My main goals this semester are to understand the basics of AI and how they work, making it easier for me to implement codes and processes into my own art. I am fully committed to learning how to use these tools and exploring new ways to use datasets, training models, creating projects as a digital artist. I am excited about the upcoming projects, and look forward to possibly experimenting with VR and 3D environment mapping, as well as continuing to explore web based coding in live settings.

FUN STUFF I WANT TO EXPLORE >>

https://semilla.ai/
https://iil.is/research/semilla
https://soniccharge.com/synplant2
https://soniccharge.com/synplant
https://cores.cx/quantum/
https://intersymmetric.xyz/seq-1/55/
https://www.intersymmetric.xyz/
https://kentaro.tools/
https://www.youtube.com/@kenaro_tools/videos
https://fendoap.gumroad.com/
https://beatbucket.io/
https://celanajaya.github.io/vGamelan/
https://github.com/mrbombmusic
https://isartum.net/
https://isartum.net/leimma
https://isartum.net/apotome
https://docs.google.com/document/d/1vxLZaL8jeXQcj3m7q6qF42ZWAaG-2HlRkQZiGacRUXI/edit#heading=h.e496xku097en
https://idroppedmyphonethescreencracked.tumblr.com/
https://github.com/billorcutt/Cracked
https://github.com/billorcutt/i_dropped_my_phone_the_screen_cracked
https://github.com/billorcutt/Cracked/releases
https://panopticon.am/renick-bell-beats-of-algorave/
https://renickbell.bandcamp.com/album/nucenosis-set-200425
https://www.youtube.com/watch?v=fXuLsLV20bw&ab_channel=RenickBell
https://algorave.com/
https://lurk.org/
https://github.com/yaxu/Tidal
https://tidalcycles.org/
https://eprints.whiterose.ac.uk/109223/10/Burland_McLean_FINAL.pdf
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https://www.nime.org/proceedings/2014/nime2014_426.pdf
https://livecodingbook.toplap.org/book/
http://ajaxsoundstudio.com/software/cecilia/
http://ajaxsoundstudio.com/cecilia5doc/
https://inagrm.com/en/store
https://worship.ai/
https://noisedeck.app/
https://www.balticimmersive.net/blog/immersive-audio-production-using-the-iem-plugin-suite
https://www.michaelnorris.info/software/soundmagic-spectral
https://library.lol/main/06971D09A94D800699582B2B056D0E8E

https://ulucode.com/genuary24/03/
https://www.youtube.com/watch?v=yqUv2JO2BCs&ab_channel=ZenoRogue
https://www.media.mit.edu/posts/animation-print-sheet-tool/
https://processing.org/
https://flexmonkey.blogspot.com/2014/10/swift-metal-1000-reaction-diffusion.html
https://pmneila.github.io/jsexp/grayscott/
https://www.shadertoy.com/view/MdGGzR
https://cargocollective.com/sagejenson/physarum
https://www.are.na/block/15009493
https://poloclub.github.io/dodrio/
https://opensystems-a.com/R-System
https://www.globs.design/
https://inconvergent.net/generative/differential-line/
https://inconvergent.net/2019/a-tangle-of-webs-3d/
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https://cgaxis.com/free/
https://flow.constraint.systems/
https://linearb.xyz/
https://sketchmachine.net/
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https://constraint.systems/
https://mosaic.constraint.systems/
https://moire.constraint.systems/
https://pal.constraint.systems/
https://span.constraint.systems/
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