PLEASE SUBMIT WORD FILE NEXT TIME – DIFFICULT TO COMMENT AND EDIT!

Project 2

We gained a bit of inspiration for turning my phone into an instrument from an artist like Imogen Heap who uses gloves to make life changes to a number of parameters in her song. Our idea was to attempt to replicate this using the TouchOS app. Understanding how to meaningfully impact sound parameters in ways that we want using a somewhat new application posed an interesting obstacle. We spent the first part of the project experimenting with how the application outputted different numbers based on phone position. Then, from there we focused on establishing how these parameters should affect different elements of our piece. We then constructed elements of a music piece in Logic and brought these elements together in Max to create a live interface by which to compose a piece in live time.

seems like you are using GyrOSC

We worked together to create the chord progression and overall melodies. The work was divided ~~pretty~~ evenly, as Demetrius is great at percussive elements and Hannah helped design the melody. We picked instruments as well as the overall vibe of the piece together as we went, since it was cool to experiment with different genres and sounds. The work in Max was also split ~~pretty~~ evenly, as we put our combined strengths into the design of the patch together.

Cool idea! However, this is quite limited as an "instrument." How can you think of this more abstractly as a control patch that you could use to work with different pieces/layers of sounds? In other words, what aspects of this could you generalize in order for it to play another piece and modify its textures in a similar way (like a DJ'ing mixer, for instance). Some ideas might be to select loop points for each track, playback speed, muting and unmuting, creating similar filter parameters for other instruments, etc.

Grade: A-