

~~CROSS~~ ~~SPLIT~~ ~~COMBO~~

Designers get inspiration from myriad sources, whether it's visual graphics and videos, or even audio soundtracks that evoke an emotional response. As music and design students, we set out to determine whether a pattern would arise when musicians and designers were given specific types of inspiration and a loose set of rules with which to create.

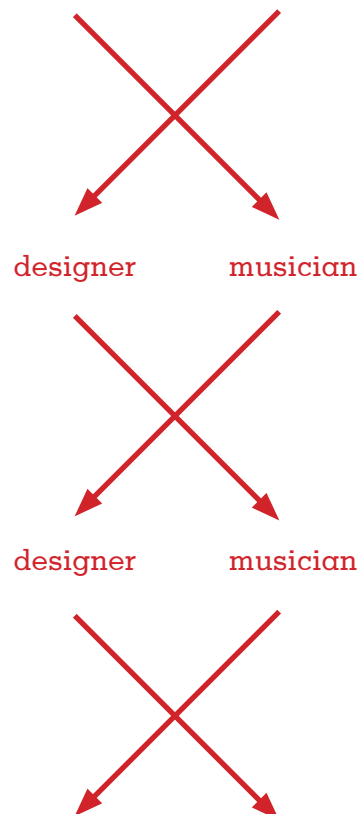
We used the logistics of the classic games Exquisite Corpse and Telephone to create **CROSS SPLIT COMBO** in order to explore the progression of music and design within this experimental context. If a designer or musician is presented with both audio and visual, would they create something vastly different than if they were merely presented with audio? How about only visuals?

CROSS SPLIT COMBO participants were instructed to create 10-second works of their own, after viewing and/or listening to the previous participant's creation(s). In this current digital era, the usage of this ringtone-length audio and a social media clip-length video seemed appropriate.

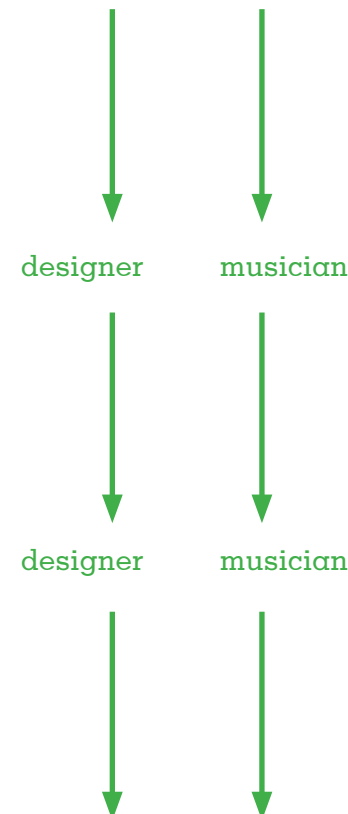
Go on and see our finished compilations to determine for yourself what kinds of patterns arose at [_____github.io](https://github.com)

The project is split into three trial groups:

CROSS: audio is passed to the next designer, and the visual clip is passed onto the next musician.



SPLIT: audio is passed onto the next musician, and visuals are passed onto the next designer.



COMBO: audio and visuals are passed down to both the musician and the designer.

