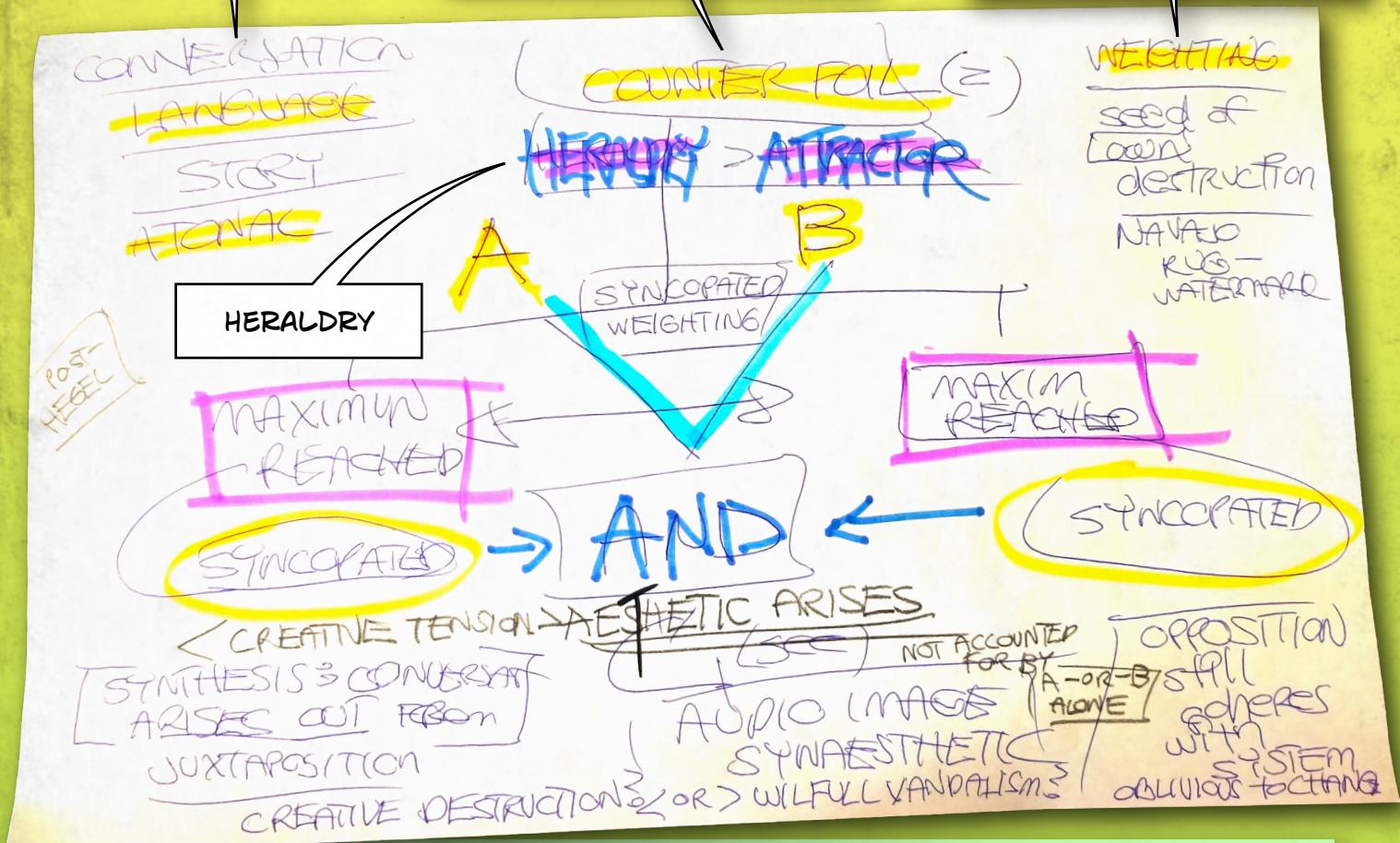


EACH 'VOICE'
HAS A STORY
TO TELL...

... AS STORY
UNFOLDS < VOICE >
ASSIGNED
'AESTHETIC'
THRESHOLDS...

'A' WEIGHTED
STORY ELEMENTS
>> REMEDITATE <<
'B' (ANTIDOTE
STORY)
VIOLA MOODY



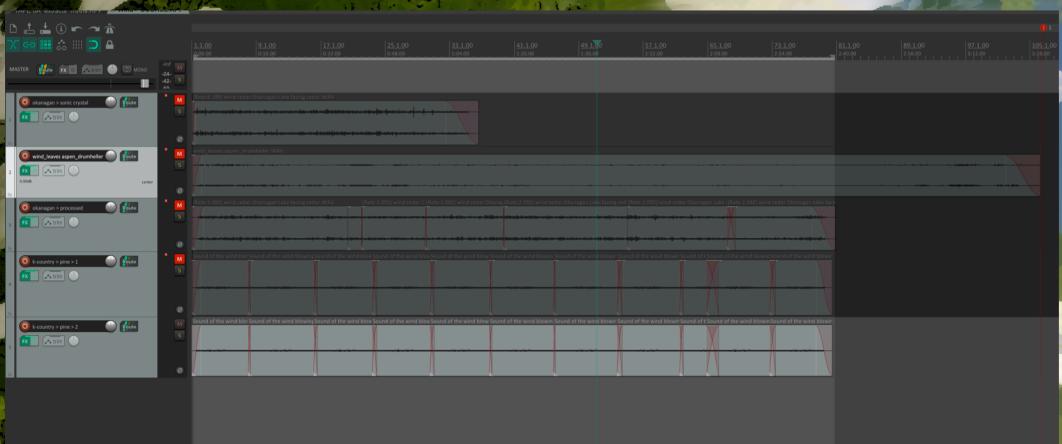
* EACH 'VOICE' IS UNEDITED & AUDIO QUALITY RANGES FROM SIBILANT (ANALOG NOISE INHERENT WITH MAGNETIC TAPE FORMULATION), MACHINE DISTORTED, OR NEAR-BROADCAST QUALITY. I'VE RENDERED THEM AS 128KBS MP3 FILES (WHICH MAKES FOR 'CRUNCHY' SONICS).

** VIOLA MOODY'S CONVERSATION REMEDIATES THE (SOMEWHAT) INNOCENT, YET XENOPHOBIC COMMENTARY FROM OTHER 'VOICES' WHO WORKED & SPENT THEIR LIVES IN THE NORTHERN FRONTIER.

*** 'ATTRACTOR' SIGILS (AUDIO & VISUAL) WILL MOVE THE EYE & HEAD & INDUCE FACIAL EXPRESSION...

**** THINK OF A BACH COUNTERPOINT — LEFT HAND MELODY DISTINCTIVE ON ITS OWN, AS IS THE RIGHT HAND. PLAYED IN BALANCE — SYNCOPATED — ANOTHER 'VOICE' EMERGES THAT'S NOT ACCOUNTED FOR BY THE NOTES — the aesthetic — WHICH ARE ALSO ASSIGNED TO 'PLACEHOLDER' GRAPHIC VISUALIZATIONS (EXPLAINED AHEAD)

***** AESTHETIC 'WEIGHTING' OF THE VOICES IS A MOVING TARGET (THERE ARE PEAKS & VALLEYS IN THE COMMENTARY). ARBITRARY 'WEIGHTS' ARE ASSIGNED TO THE 'A' VOICES 'LEFT' (OR RIGHT 'MOODY' COMPLEMENT) THAT INDUCES A SYNCOPATION AFFECT & OVERALL ACOUSTIC EFFECT RIDING OVER A PERSISTENT DRONE (WIND MIX)....



	5. k-country _ pine _ 2.wav	Today at 12:29 AM
	6. ** NOODLE tingle 234.wav	Feb 1, 2010 at 11:16 PM
	7. ** wind_all trax...MIX_NO EFX.wav	Today at 12:23 AM

* THE WIND EFX ARE HIGH-QUALITY WAV FILES...

** SOURCES >> #6 + #7 << ARE PSYCHO-ACOUSTICALLY POTENT WHEN PLAYED TOGETHER (AND COMPLEMENT THE 'SWEET SPOTS' DETECTED IN THE LISTENERS DEMEANOUR BY THE WEBCAM).

*** SOURCE >> #7 << SERVES AS AN AMBIENT DEFAULT SOURCE

**** SOURCES >> #1 - THRU - #5 << COMPLEMENTARY 'WEIGHTS' COHERE WITH METRICS UNFOLDING IN 'VOICES' — additive

***** THE OVERALL AFFECT IS TO BLEND THE WIND(S) — subtractive & additive — TRANSPARENT TO THE LISTENER (A NATURAL SOUNDING EBB & FLOW) SYNCOPATING THE PAUSES (IN THE NATURAL FLOW OF CONVERSATION) AND SUBTLY SUPPORTING THE 'VOICES' RIDING ALONG IN THE MIX.

***** THE CONTEMPLATIVE SONIC & IMMERSIVE 360 AMBIENCE WILL NEVER SOUND THE SAME WAY TWICE (AS WEB-CAM SENSOR DETECTS & 'WEIGHTS' ENGAGEMENT — THE USER CAN PLAY THE INTERFACE — HEAD & FACIAL GESTURES & PROXIMITY TRACKING).



SOUND PLACE HOLDER

'ATTRACTOR' SCREEN(S)
DESIGNED FOR 'ENTOPTIC'
ENGAGEMENT...

LEADING/GUIDING EYE
TOWARD 'ACOUSTIC IMAGE'
ATTRACTONS...

(FURTHER DISCUSSION REQUIRED...)



* 'VOICES' ASSIGNED TO
PLACEHOLDER OBJECTS
CAN APPEAR - FADE -
DISAPPEAR & POP UP AGAIN
ELSEWHERE ON THE SCREEN

** 'VOICE' GRAPHICS
COULD/SHOULD/MIGHT BE
AKIN TO 'ROCK ART'
PICTOGRAPHS (SUCH AS MY
GRANDKIDS PLACED ON OUR
'PICTURE WINDOW')...

*** IMAGES/
PLACEHOLDERS FLOAT IN-
AND-OUT OF THE
FOREGROUND/BACKGROUND
& LIKE A RIVER THAT GOES
UNDERGROUND POP UP IN
UNEXPECTED PLACES ON
THE SCREEN - REDIRECTING
LISTENER/USER ATTENTION
- TRIGGERING THE 'WEIGHTED'
COMPLEMENTARY AUDIO
SYNCOPATION...

