

Jump City Records

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10 Album Art

Jump City Records is a record label that produces sample-based albums through a python script. This document describes its technical and aesthetic properties.

Jump City Records will use SoX as its primary audio processing engine.

Documentation for SoX can be found here:

<http://sox.sourceforge.net/Docs/Documentation>

In addition to generating sound, Jump City Records will also generate album art and appropriate ID3 tags for each track.

When run, the script begins by randomly assigning the following variables:

```
/ Album Title  
/ Number of Tracks  
/ Title of Tracks  
/ Duration of Tracks
```

Album Title: album titles are 8 character, alphanumeric combinations with both upper and lowercase characters.

ex. 2Pgiw3tW

ex. TkQ2pz2k

Number of Tracks: each album should contain anywhere from 3-23 tracks.

ex. Yuuka Maeda

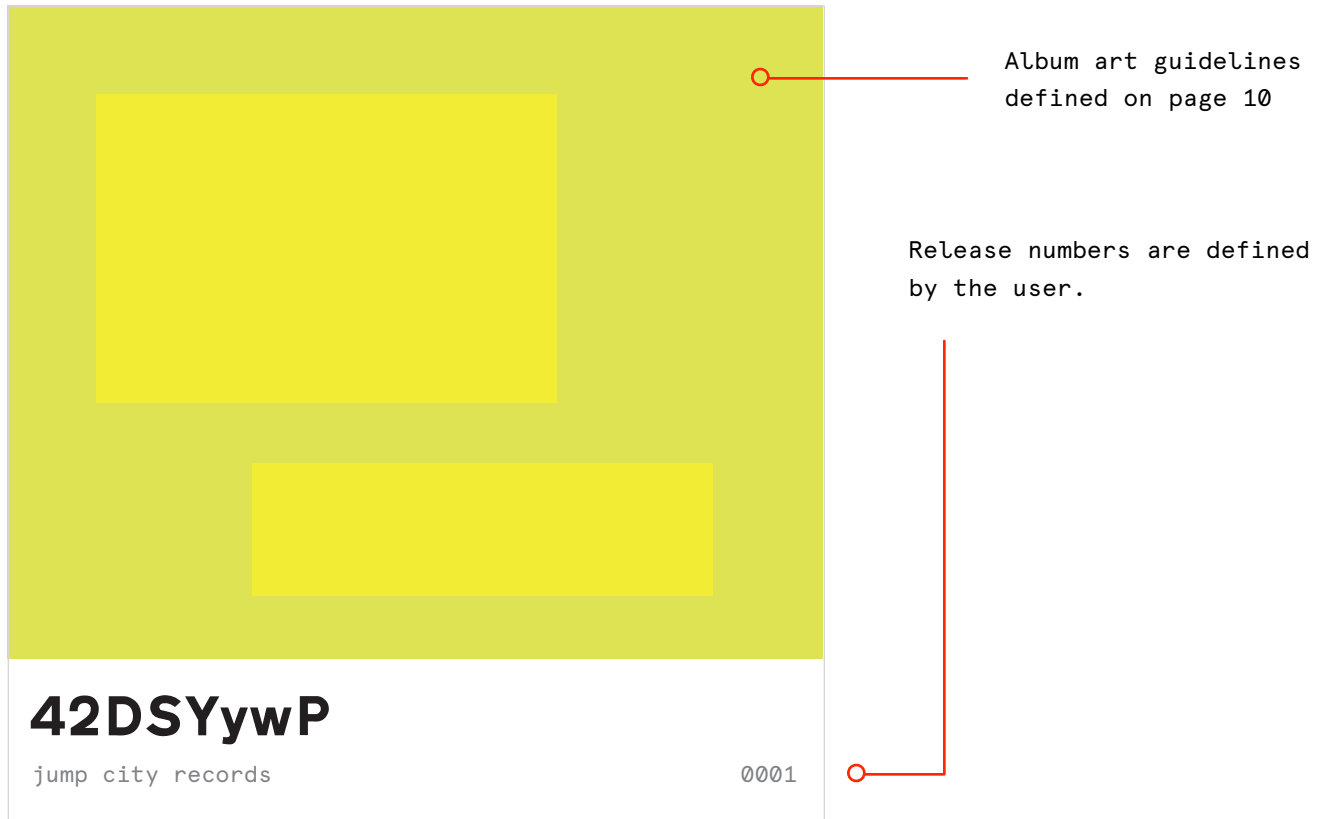
ex. Tartu Town Hall

Track Titles: generated via the wikipedia API as a random article.

ex. Yuuka Maeda

ex. Tartu Town Hall

Duration of Tracks: each track should be no shorter than 15 seconds and no longer than 15 minutes.



711 Marmulla	2:30
Thiruvisaippa	4:20
Charnel House (publisher)	11:10
Jorge Duillo Benítez	0:10
OWL-S	2:09
Stephen Juba	1:04
Museo di Capodimonte	8:11
Thoon (Mythology)	1:37
Cape May (Antarctica)	4:34

The audio created by Jump City Records is entirely sample-based. The samples are organized in a directory of folders filled with a variety of audio formats.



recording0001.wav
movie.mp4
thing.mp3
something.flac
anotherthing.avi



recording0001.wav
movie.mp4
thing.mp3
something.flac
anotherthing.avi



recording0001.wav
movie.mp4
thing.mp3
something.flac
anotherthing.avi



recording0001.wav
movie.mp4
thing.mp3
something.flac
anotherthing.avi



recording0001.wav
movie.mp4
thing.mp3
something.flac
anotherthing.avi

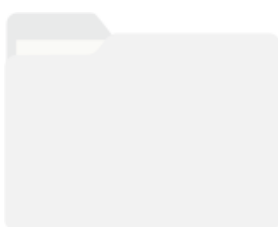


recording0001.wav
movie.mp4
thing.mp3
something.flac
anotherthing.avi

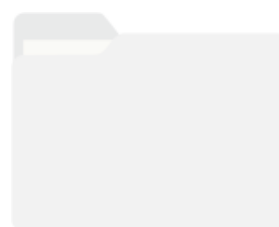
When run, the script selects one folder and three random audio samples within it.



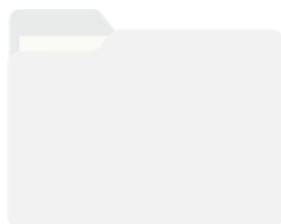
```
recording0001.wav  
movie.mp4  
thing.mp3  
something.flac  
anotherthing.avi
```



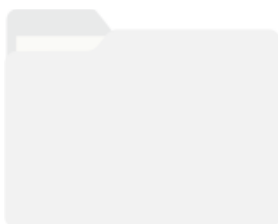
```
recording0001.wav  
movie.mp4  
thing.mp3  
something.flac  
anotherthing.avi
```



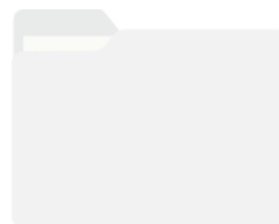
```
recording0001.wav  
movie.mp4  
thing.mp3  
something.flac  
anotherthing.avi
```



```
recording0001.wav  
movie.mp4  
thing.mp3  
something.flac  
anotherthing.avi
```



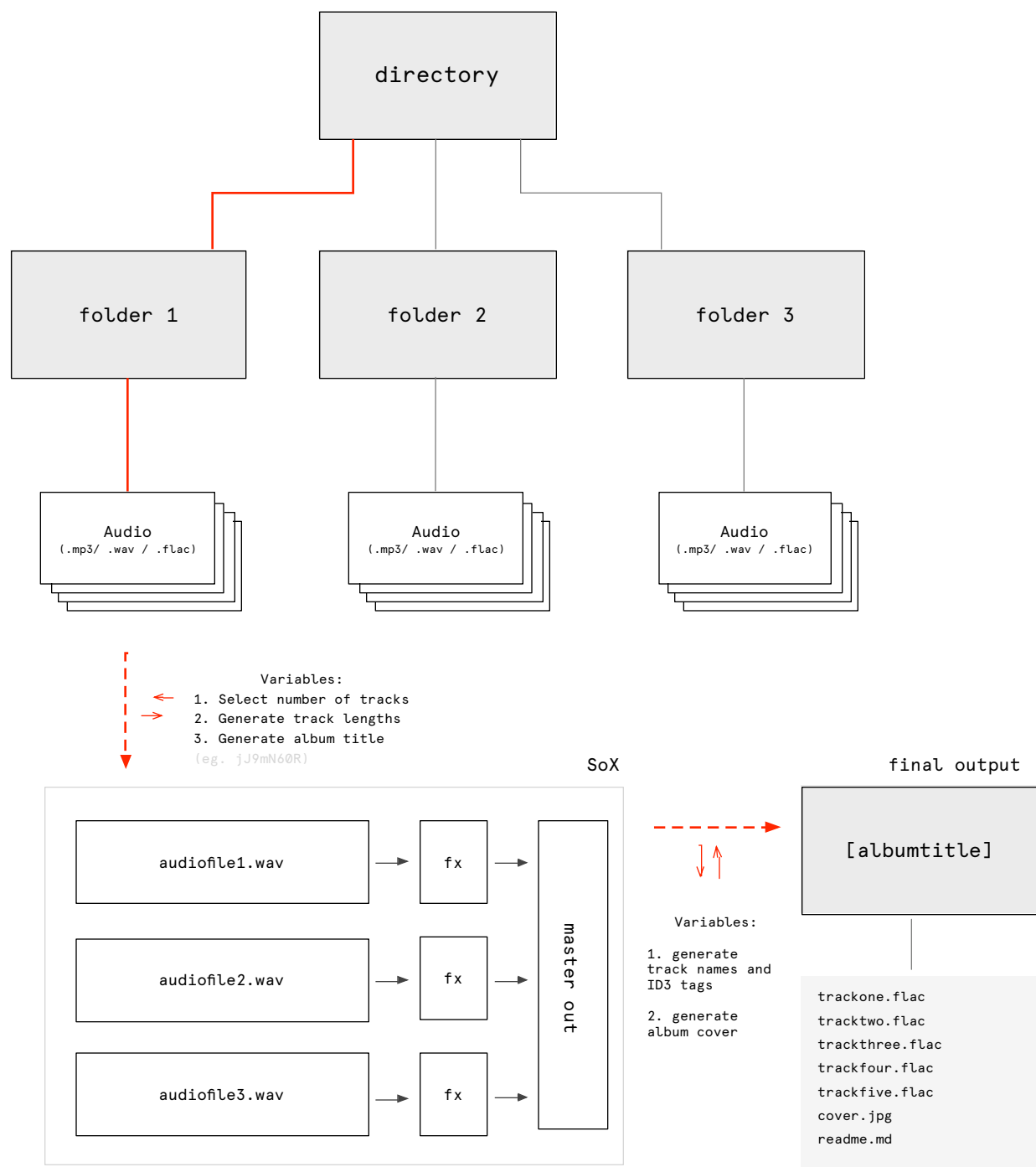
```
recording0001.wav  
movie.mp4  
thing.mp3  
something.flac  
anotherthing.avi
```



```
recording0001.wav  
movie.mp4  
thing.mp3  
something.flac  
anotherthing.avi
```

It places each of these audio files on top of each other in SoX, applies a chain of effects to each track (effect variables to be determined), and exports the master track as a .flac. It will do this (x) times, determined by the script.

The file location would be within a folder named _albums somewhere within the script.





jump city records v1.0

Enter "run" to generate an album.
 Enter "run(x)" to generate multiple albums.
 Enter "run[xxxx]" to specify a release number.

> determining number of tracks...
 > determining length of tracks...
 > generating metadata...
 > **success!**

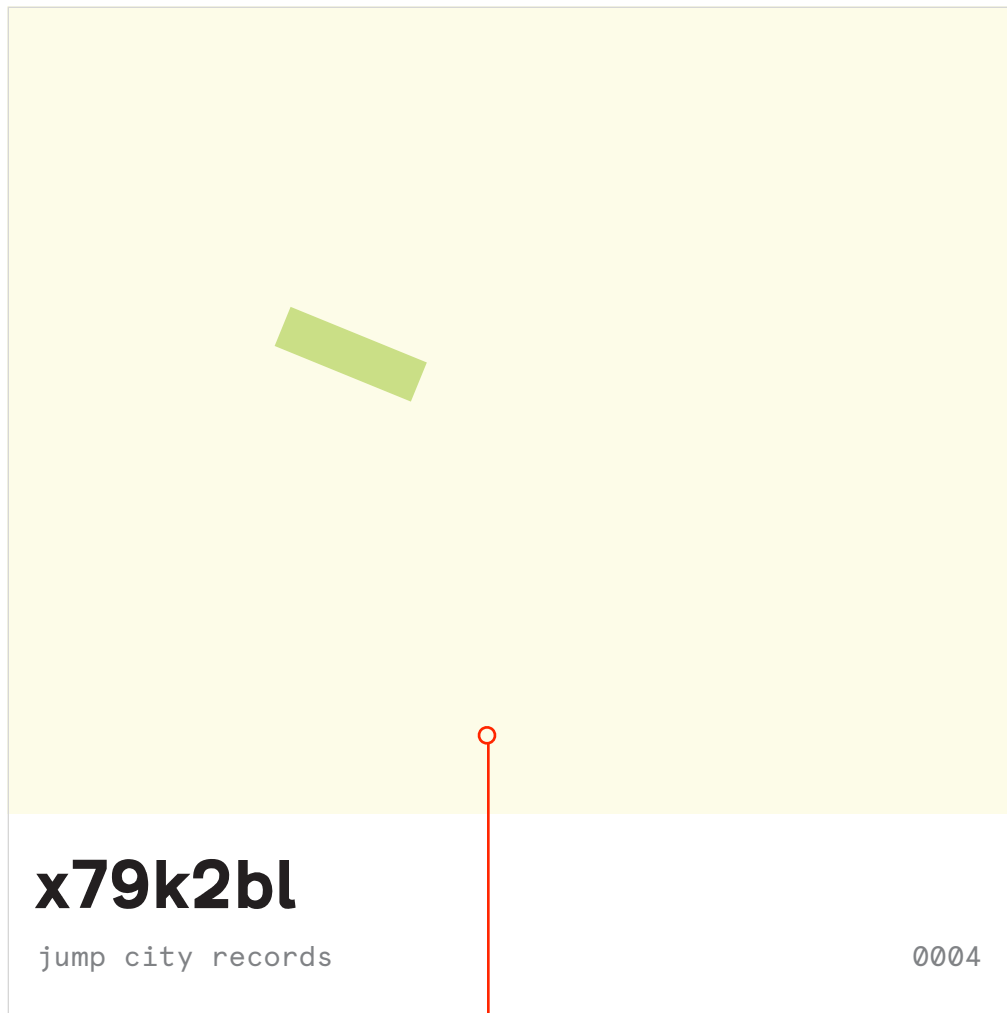
ALBUM DETAILS

Album Name: 2Pgiw3tW
 Tracks: 9
 Length: 23:47

#	title of track	length
1	711 Marmulla	2:30
2	Thiruvisaippa	4:20
3	Charnel House (publisher)	6:10
4	Jorge Duillo Benítez	0:10
5	OWL-S	2:09
6	Stephen Juba	1:04
7	Museo di Capodimonte	3:11
8	Thoon (Mythology)	1:37
9	Cape May (Antarctica)	0:34

1. Generate Album
2. Refresh

> **Artist Three - 6901 Roybishop (9 tracks)**
 > [1] 711 Marmulla
 > importing untitled.wav to artist_three.als
 > importing untitled2.wav to artist_three.als
 > importing untitled3.wav to artist_three.als
 > exporting track 1 to _albums/6901 Roybishop
 > [2] Thiruvisaippa
 > importing untitled.wav to artist_three.als
 > importing untitled2.wav to artist_three.als
 > importing untitled3.wav to artist_three.als
 > exporting track 2 to _albums/6901 Roybishop



Album titles are 8 alphanumeric, lower or uppercase characters.

To generate the graphics, the script:

- 1) selects a random color background
- 2) generates one or two quadrilaterals of any size smaller than the frame (if two, they should not touch. They should maintain a defined distance from each other)
- 3) positions it anywhere on the frame with at least 5% padding around the edges.
- 4) applies a random angle of rotation