Sonifing my Model

* I extracted the numerical values for the coordinates of the vertices using Sublime Text. At first I just grabbed the first few lines at the top to experiment with and see what kind of sound I was getting. I went over to the Musical Algorithms website to turn the raw numerical data into music. I took 6 individual numerical values and put them into voice 1, I repeated the process with voice 2 and 3. To add a bit of length I copied the 6 number values and pasted them to double the original 6 to 12 and then doubled them again to get to 24, basically 4 copies of 6 number values for each voice. Since many of the values started with a decimal or had a decimal after the first digit, the decimal point had to be moved so that the numbers were somewhere between 1 and 88 and fit into a single key of the piano. I also rounded the numbers because despite moving the decimal place there were still 4 or 5 digits after the decimal point which would have complicated the process. When I went to play it I found that the number values that were put in were either really high notes on the piano or really low notes. To attempt to fix this I adjusted the pitch mapping to 4—60 for voice 1 (which is intended to be the lead instrument), 15—30 for voice 2 (which is intended to be the bass instrument, and 20—50 for voice 3 (which is intended to be the procession instrument. I then adjusted the duration input and changed all values of zero (0) to one (1), and changed all values of six (6) to five (5), this was done so that none of the notes were too long or otherwise skipped over entirely if they had a zero (0) value.
* When I listened to it I was pretty happy with the bass and percussion parts as they seemed pretty rhythmic but the lead instrument (which I intended to make sound like a distorted electric guitar) lacked variety and seemed very monotonous. I went back to the Sublime Text app and started looking for values that I thought would sound cool. I basically copied numerical values that would be somewhere in the middle of the range and most crucially sound different than the other values. When I put these values into voice 1 I found that it sounded like a terrible guitar solo and thus I was extremely satisfied with the outcome.
* I exported the MIDI file and started playing around with it in Garage Band. My intention was to attempt to create something that sounded remotely like a heavy metal song by moving the different parts around and swapping in one for another in various areas. I switched what used to be voice 1 into a heavily distorted electric guitar. Voice 2 became finger style bass so we could get the funk train rolling. Voice 3 became a Southern California drum set because what goes better with heavy metal than surfer rock? I then started to play the song and edit areas so that it formed a song with a bit of an intro part, then a guitar solo, following that a slight drum bridge before the bass comes back in followed by the return of the lead guitar. It actually sounds pretty decent, considering all the notes are points from a 3D model. After rocking out for a bit while listening to it I exported it to iTunes and then posted it online.