

Halloween Spooky Machine

Description

The goal of this project is to create a machine for live performance which creates wind sounds (using poly~) and plays sound files of your choice to create a frightening Halloween soundscape.

Instructions:

- Use the “SpookyNoiseMaker.maxpat” (Week 9 - Class 1) as your primary patch, which includes/uses the following:
 - “PolywrapperLores.maxpat” abstraction (loaded into poly~)
 - “LoresNoise.maxpat” abstraction (inside of the wrapper max patch above)
 - All three of these .maxpat files need to be in your main folder.
- Copy ALL of the “Qlist and Events” (Week 9 - Class 2) patch elements into your “SpookyNoiseMaker.maxpat” main patch.
- Send the audio from your original “SpookyNoiseMaker.maxpat” live.gain~ to the LeftOut and RightOut receive~ objects.
- Add the ability to choose noise types (pink~ or noise~).
- Next, create a new qlist .txt file (plain text) which will play the first four sound files in order:
 - 01 - Opening and Drone
 - 02 - Scream of Souls
 - 03 - On This Halloween
 - 04 - The Knife
 - Remember, subsequent sound files need to be loaded while the current files are playing. Do not load and play simultaneously in the same event!
- Next, create the infrastructure in your patch to handle the two laughing skull sound files with a separate sound file player. It can still call upon the same polybuffer~ managing the main files.
- Decorate your patch using fpic objects for the background, blood (.png) files, bats, witches, skulls, etc. ... Be creative!
- Create a button that when pressed elicits lighting effects in your patch and plays the laughing skull sound files in random order. Also (Hint: Use a darker background. Then, use the alpha parameter to change the transparency of fpic objects in the foreground to give them the appearance of shifting lighting/brightness levels. You will likely want to use a line~ object to vary levels over time. Remember, the right outlet to a number~ sends max number streams, not MSP signal).
- In your qlist, send commands to turn on the LEDs for each sound file player (1, 2, and 3) when starting an audio file. (They will automatically turn themselves off because of the current nature of the audio players.)
- Create a presentation mode that is interesting and fun for a user. Be sure to provide all of the necessary parameters that the user can alter (noise type, cycle rate, random rate, resonance in the noise machine, for instance). Create a seamless and intuitive performance engine which you could model subsequent projects upon.
- Lastly, feel free to deviate from the included assets and provide or create your own unique Halloween experience.