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CART 353

50 Ideas

1. A synthesizer patch editor that uses artificial evolution to take an existing sound patch and evolve it based on other sounds patches you have created.
2. A midi sequencer that has behaviour influenced sequences. The behaviour is influenced by time of day, weather and major / minor key
3. Rendering graphics on a vector display like an oscilloscope based on a processing library called XYscope. The rendered graphics are created by custom wavetables in an oscillator. To create visuals that you like, often the sound of the wavetable wont be extremely musical. If we create a set of wavetables that are musical and limit the user to those, they can create melodies that have a one to one relationship to a visual representation.
4. A twitter bot that scans through twitter and finds the tweets that are most relevant to the idea of personal goals, and completing a goal. Collects this data and visually represents it and makes a daily tweet. The idea is to see how many people out there talk about goals and talk about complete goals. Hopefully the result is positive and influences you to complete your own goals.
5. A chat bot that asks you questions based on your day and than creates an alternative narrative. The intention is to maybe reorganize your own thoughts about your day to potential find a weird connection that your missed.
6. VHS mulching simulator that has behaviour influenced by the video content which will effect the amount of feedback, distortion and general "mulch-ness". The result will be a VHS simulated mulch based on how the program feels about the content.
7. ASCII hieroglyphics generator. The generator will take text input and output ASCII icons that represent these words to form a modern version of hieroglyphics. The ASCII icons can be then read as a comic strip.
8. Drawing on canvas by a pen tool that uses your webcam to detect hand movement in order to guide it on the canvas.

9. A game that plays popular youtube videos and you have to answer a multiple choice question to determine what video it is. The video will be heavily distorted with a timer that will clean the video image as the time decreases.
10. A game that slowly drops shapes from all 4 corners of the screen floating to the center. The center is organized kind of like a solar system. As you interact with the shapes they make random sounds or drum patterns. These random synth sounds work together so everything will be rhythmically on time and in key. If you like a shape that drops you can drag it and leave it on one of the rings and it will stay there and continue to play along with whatever is on the other rings. When you get board you just flick it off the ring and wait for a more interesting sounding shape to appear and take its place.
11. A google map route influenced by inputted behaviour. If you are feeling adventurous it will determine a route suited for that feeling.
12. 5 balls that each have unique sensing abilities to their environment. In the program you control the environment and watch them communicate to each other about the change in the environment. Each ball moves randomly on the screen until one senses a change and communicates it to others. When the balls are in close proximity to each other they produce a harmony. The type of harmony is influenced by which ball leads the communication. This is a sound based ecosystem. The Environment can be virtual or ported to a reality.
13. A visual synthesizer. The main visual is a cube and each control of the synthesizer such as filter, pitch envelope, lfo have an effect on the characteristics of the cube. Modulation can animate the cube.
14. Text based RPG based on cooking recipes and the result of beating the game is a recipe for you to cook.
15. An installation Using Kinect to Manipulate 2 live video feeds of a user who is standing in front of a projection of the live rendered output.
16. 3D renderings of user inputted images going through gaseous, liquid and solid states.
17. A visual tone that gets more chaotic in its sound and its visuals based on the frequency of hashtags collected that involve negative words from 4 news outlets and opposite when its positive words. This will serve as a audio/visual representation of the daily news.
18. A program that takes a series of images and tries to piece them together to create one image.

19. A program that takes a video clip and splits it up into a user decided amount of photos. The photos are then combined to generate one image.
20. A choice of 5 circle objects that correspond to a specific sine wave frequency. The circle object will produce a cymatic image similar to that frequency's visualization in water. You can layer each object as you like or place them anywhere on the display. Each circles frequency is unique but can be proportionally changed and this change can be sequenced to a bpm.
21. A visual representation of Boolean logic gates that can be applied to a midi sequencer to turn on or off a pulse gate to control a VCA or envelope of a synthesizer.
22. A image file corruptor that allows the user to edit the hex code of the file in real time. The effects will be slowly visualized to show the decay of the file and then rendered to video.
23. A texted based RPG that requires and the answers of each player influence the next questions to be asked. Wrong answers will make the questions harder
24. A randomized hex code generator that saves as an image file and then gets uploaded and posted by a twitter bot that thinks it's a struggling artist.
25. A 2 player online text based RPG that gets harder when answers are not in sync with each other and easier when they are. You can only communicate with the other player by emoji's.
26. A canvas that only draws the opposite of whatever you input and when finished it randomizes colour gradients and varies pen thickness.
27. Live video rendering that feedbacks based on intensity of motion of the video feed. No motion no feedback, lots of motion lots of feedback.
28. Distorting, morphing and feed-backing live video based on rhythm provided by a trigger source like a kick drum for example.
29. A continuous video feed that randomly takes still pictures. After 30 randomly collected photos it stops and analyzes the photos and tries to put them in order based on properties of the photo it has be taught to understand.

30. A preset drum machine that is based off of early drum machines where the user was limited to preset drum patterns categorized by genre but instead of genre its organized by colours. The colours will be represented on square and you can move your mouse to make new colours and as you do it blends and morphs the preset drum rhythm.
31. A program that analyzes audio files and detects peaks in it and adds a randomized effect to that peak such as delay, reverb, and combinations of the two. It also filters out everything that is below the peak. You can choose to warp the bpm of the audio file and try to get a rhythmic pattern of the peaks.
32. A iPod classic simulator that only has files that haven't been played in your iTunes in the last year.
33. A twitter bot that searches for tweets that seem to ask a question. Once this tweet is found it will retweet it and reply a very basic answer.
34. A counter that saves the daily amount of key strokes and then draws shapes based on this amount and saves it as an image. After 30 are saved they are stacked on top of each other and animated moving in 3D space.
35. A facial recognition program that calculates the distance between relative positions of facial features and than creates modulating images of that face based on modulating the distances of these facial features.
36. A installation that is based on capturing random pictures of off the computers webcam. These pictures are taken 4 times a day at random times for a week. After these pictures are taken it uses a facial recognition algorithm to determine a persons mood/emotion and then it extrapolates a persons mood across time.
37. A game that has rising water below you and the only way to not drown is to climb up a ladder that only shows its next step based on a correct answer to a question. The answers will be displayed on the screen for a short amount of time alongside wrong answers. The user can generate their own questions with their answers. Wrong answers will be generated based on the subject the user chooses. This will serve as a memory aid game.
38. An application that limits your display based on the amount of time your mouse rests on that quadrant.
39. A crude 2d game that explores how we translate sound to space. The game will allow you explore an area and it will throw audio cues at you to lead you to the end of the game. The audio cues are location based and represented by panning in a stereo space.

40. Using machine learning, teach a program how to recognize patterns in Instagram images and then use text to speech to document what it thinks the picture is about.
41. A webpage scrambler that visits the first google search result of the most frequency searched topics in a randomly order and then screenshots the image. The screenshot is then displayed with the search topic.
42. An application that takes google maps data of your routes and collects screenshots of google street view every step of the way and then compiles it into a slide show that represents a 3rd party view of your commutes.
43. A midi sequencer that randomly generates notes and gate lengths based on a 8 step sequence input and the level of randomness allowed. The randomized notes are quantized according to a scale, and gates are in divisible by 4.
44. A game that is a Gmail account simulator that keeps receiving new emails. The frequency at which you answer the emails influences the frequency in which they come.
45. A program that tracks your mouse for a amount of time you decide and than generates a web like drawing based on the positions of the mouse.
46. A emoji translator. A program that only allows the user to write in emoji's and based on machine learning, the program writes what it thinks you are trying to say. The program will be taught a very bleak understanding of each emoji to create a very obscure translation.
47. A random website generator that makes geocities style websites. The websites will have content and menu to navigate it. The content is generated by tweets from a random public user.
48. A program that uses machine learning to process sounds and to determine what it is. It will have a limited vocabulary, similar to a 4-year-old child. You will have a synthesizer / sampler that you can create sounds or import your own samples.
49. A hypersensitive web MD chat bot that responds to your symptoms by the most extreme answers.
50. A virtual keyboard that connects to a midi keyboard that shows the relationships of the notes you are playing mathematically. When notes work in harmony the geometric shapes will reflect that, when notes don't work it will reflect this as well.

