Timeline:
Week 1 (Nov 12-19)
<u>12th to 16th</u>
Work on audio:
☐ Pick up sounds at random intervals
 Experiment with layering, distorting audio
☐ Progress from organic audio to digitalized
<u>16th to 19th</u>
Work on visuals:
☐ Show multiple audio tracks in one jit.window
☐ Experiment with "human" visuals to "robotic"
☐ 2D or 3D sound waves
☐ Videos merging
Week 2 (Nov-19-26)
<u>19th to 23rd</u>
Work on installation/audio/visuals
☐ Figure out microphone setup (1 or multiple?) and feedback
☐ Try speech to text
<u>23rd to 26th</u> (Due date)
Finalize project:
☐ Rent projector/speakers
☐ Test out final installation
Materials:

- Projector
- Microphone(s)
- Speakers

Feedback:

- How can I alter the audio to make this more interesting? (frequency shift, tempo, pitch...)
- Should I focus only on audio? Or have strong visuals too?
- What kind of visuals should I have (if any) Should it be audio waves and video behind? Or no sound waves, just videos merging? Should I leave the audio waves like that or try to make them different?
- Should I turn speech to text and add that? Have it be harder to recognize audio as time goes
- What feeling would this evoke? Reflection, isolation/loss of identity

Concept:

I want to create a piece reflecting on the digitization of us as individuals (including connection, communication and identity). The work would start by randomly picking up snippets of dialogue and other human sounds from those in the room, and gradually transforming it into a more roboticized and distorted sound. By the end, the final sound would be monotone and flat (or possibly glitchy and broken) and devoid of emotion/humanity and individuality. It would be an amalgamation of all the sounds, with nothing real remaining. On top of that, I want to project visuals in the space. Possibly turning the human speech into text, which gets more incomprehensible as time goes on or turns into random symbols/characters. Otherwise, it could include videos, live or found, that are merged/distorted together to create something new and artificial.