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Game of Life Glider Audio Rendering

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Yesterday I became curious about what Conway's [Game of Life](#) structures might sound like on a grid of musical notes ("note-space"). After thinking a bit, I realized that I could make [a program](#) that plays the game with the module [Game::Life](#) and triggers notes using [MIDI](#).

Since I didn't want chromatic cacophony, I used a 7 x 7 playing grid of diatonic notes with lower octaves (starting at 1) on the bottom and higher on the top:

```
C7 D7 E7 F7 G7 A7 B7
C6 D6 E6 F6 G6 A6 B6
C5 D5 E5 F5 G5 A5 B5
C4 D4 E4 F4 G4 A4 B4
C3 D3 E3 F3 G3 A3 B3
C2 D2 E2 F2 G2 A2 B2
C1 D1 E1 F1 G1 A1 B1
```

On this surface I placed a single upward moving [glider](#) at the bottom-right corner:

.

```

. . . . .
. . . . .
. . . . .
. . . . x x x
. . . . x . .
. . . . . x .

```

That makes a note cluster of *G3 A3 B3 G2 A1*.

When the game is started, the glider moves from its position to the top-left, triggering evolving clusters of notes as it goes (for 17 iterations).

So what does it sound like? This:



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