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For my final project, I created a drum machine in Pure Data based on the synthesizer we made in class. I composed an original cadence titled “Jungle Juice” and the basis for my sound demo. Then, I used the score writing software called Muscore to generate a wave file of my composition. I also added samples, some from class, and others on my own. I wanted certain sounds such as a jam block and cowbell, and I like the midi sounds from Muscore, so I played a quarter note in that software to create a wave file, and thus had my own samples of the specific sounds I wanted to use. The goal of my project was to have a live loop of my cadence, and then add embellishments through auxiliary sounds. I have attached a PDF of my score in the zip file as well. I used a 16-sec synthesizer to play my samples. In addition to recreating the musical aspect of my composition, I implemented an interactive visual component via GEM. This visual element was designed to dynamically respond to the music being played, adding another dimension to the overall experience. I sent a message of each sound to my visual.pd patch from my main.pd patch to represent a different shape and color. I tried to organize the shapes as if you were visually looking at a drum set. I used shapes such as squares, circles, and triangles. You have to make a new gemhead for each shape/sound relationship. Then, I had to orientate in on the plane so the shapes were positioned where I wanted them via the translate object in the GEM package. I also had a particle visualizer that you can choose when it plays. This project was a fun way to visualize music and I hope it was fun to see. For creating the particles, I gave credit to the YouTube channel in my patch. Thank you for your help in this project as well, and thanks for a great semester! I hope you enjoyed my final presentation.