AMANDA : A SOUND SYSTEM

Overview

I've always been fascinated by sound as a sense, sound as design, and sound as a system. Using my spotify data and precedent research on Chromesthesia (when your brain routes sensory information through multiple unrelated senses, causing you to experience more than one sense simultaneously in which sound involuntarily evokes an experience of color, shape, or movement) – I wanted to play with shapes and color and of course, sound.

Feedback

I currently have mockups I'm exploring because I'm blocked on the creative concept. I would really appreciate it if you can give me precise and honest feedback on the mockups and what would be feasible with the tech, what you would personally add to it and tweak, or even veto.

Topics

1. For the two visual interfaces, which one is more appealing to you – portraying sex with the sine waves and sound or a 3D sphere that would play sound?

   - If you chose sine waves, do you like the flow of the interaction as it is or would you rather see all the waves on one page?

2. For interaction, do you prefer audio to autoplay or play on click? Or is there a secret option C – always welcome!

   ➔ If you've worked with spline or importing 3D animations into HTML, do you have any tips for how I would implement audio into it?