

Part 1: The idea thus far is to have an audio visualizer with parts from the game of life coming into play. Our inspiration was the last project, and we thought it would be cool to combine assignment 1 with 2. With the Game of Life as our starting point we hope to create a visually interesting experience based off of sound and music. We plan to do this with the GOL through several ways, such as adding more, different colored cells into the simulation based off of beats per second, changing their color on major chord changes, or maybe even changing the rules up a bit to get even more interesting changes to the cells. We want to create a dynamic colorful project that will respond to all kind of different sounds and music. While our direct path is somewhat hazy at the moment, we have a strong team and plan to have the specifics plotted out within the next day.

Part 2: The members of our group are Simon Katzer, Thomas Ruiz, Warner, and Kameron Fincher.