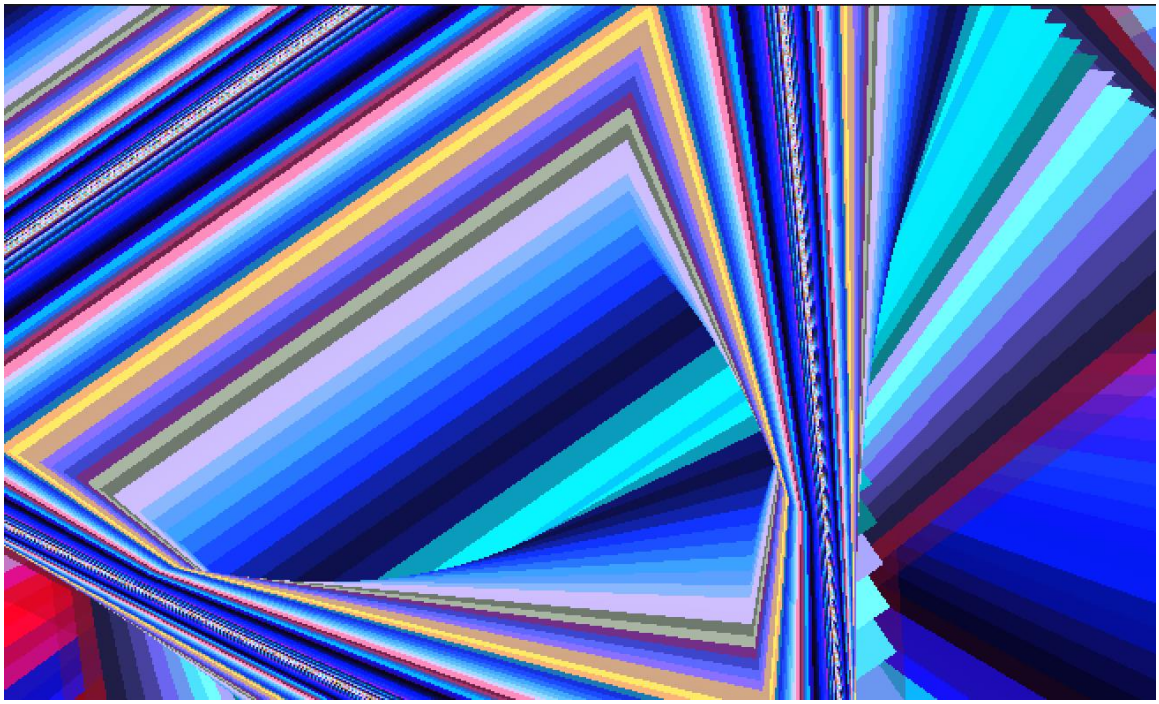

Noise Flow

SM2715 – Creative Coding

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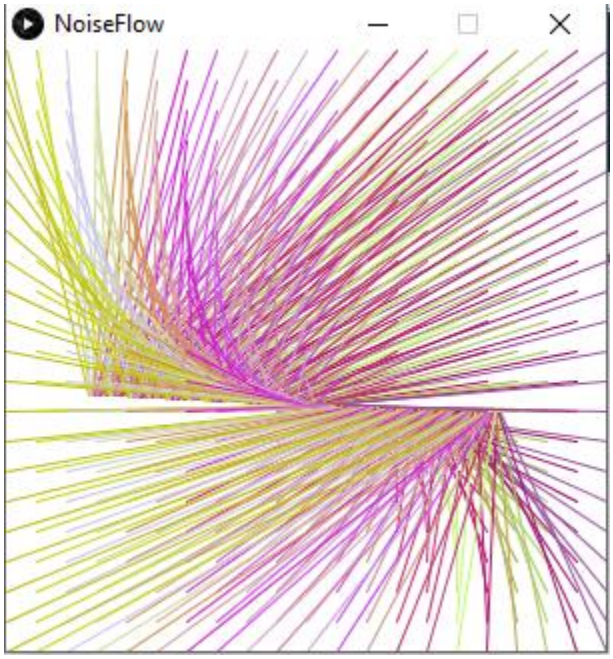
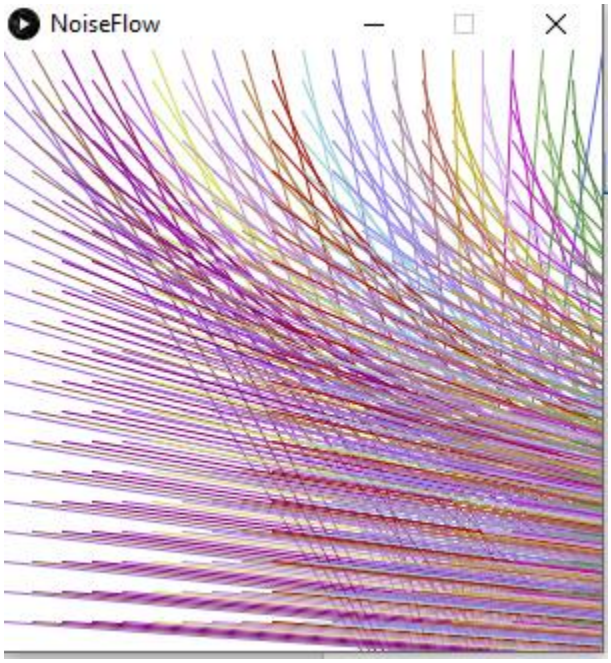
Flow of Sketch

Noise visualization changes depending on the amplitude of the music. Below are couple of sketches to show it.





Description

The sketch loads the music file and plays it in a loop. It grabs the amplitude and uses that to visualize the noise by drawing different coloured lines. So, the whole visualization of the noise or noise flow is dependent on the uploaded music file.

Coding Techniques

The whole code is written in a clean and simple format. It contains meaningful variable names and comments which explain the code. Some of the key techniques used are:

- Sound Class for loading the music file and getting the amplitude,
- Noise() function to visualize noise with different colors,
- Nested for loop to create a grid (15 X 15),
- Self-defined functions like drawLine().

How Code Works?

The canvas is divided into 15 X 15 grid and for each square in the grid we draw a line. All the line colours are decided depending on the noise function which fluctuates according to the amplitude of the music file. All the variables are updated according to the amplitude which results in different flow of noise every time canvas draws. The frame rate has also been decreased to improve the visualization.

Artistic Concept and Inspiration

I was a little obsessed with sound visualization and there are many artists who have done amazing work and inspired my work like “Dancing Colours” by Fabian Oefner and “Sound Chair” by Matthey Plummer-Fernandez. This technique involves using sound amplitude to imagine or visualize immediate surroundings.

References

1. Week 7, Example 2
2. Week 9, Example 7