Report for Assignment 4

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For this Spatial Audio Live Remix Assignment, my group got assigned to the Dungeon after losing in rock/paper/scissor. We did some role assignments, although everybody contributed to the various fields. Arvid was the master of spatial audio. Sofía did the audio setup and routing. Joachim did the JackTrip part. And I got the pd-patches responsibility. For the pure data, we decided to use our patches from the MCT4001 as a starting point. We chose patches which I think blended well together, covering different aspects of sound design. I improved my granular synthesizer patch from our latest pd assignment, so it included sampling possibilities and better control for both live playing and remixing. This patch was offered to whoever needed, but the others had great patches of their own. We intended to use my patch for the live remix as well, by sampling, granulize and mess with audio from the other group. But because of a lot of technical hurdles along the way, this was de-prioritized when we finally got everything up and running on the second day attempt.

I think we had a nice group communication and that we tried our best to help each other out. Both groups met on Tuesday at 9am to have everything done by Python class at 2pm. But unluckily there was a lot of technical issues. The soundcard configuration for the Mac in the Dungeon were not working, making it hard to configure and check settings/routing. Also, one of the inputs of the soundcard was not working, just emitting loud noise, and it was a bit frustrating to not being able have a look in the settings. In the end, we got good help from Aleksander and realized the Mac was connected to the Lola computer in a certain way. But I have to say it was not very intuitive to grasp this specific routing setup, other than by just knowing it. Those who were able to do so, continued for some hours after Python class, but had to call it a day before being able to wrap up the assignment. We then had to set a new date, on the Friday, to hopefully finalize it. With more help from Aleksander, we finally got a JackTrip connection up and could send and receive spatial audio!

In my experience, there was a lot of waiting in the Dungeon on the Tuesday. I think we got everything up and running on our part without any big obstacles. We then jammed for a while and prepared audio to send up to the Portal. It could be a bit frustrating that the Portal team seemed less organized at some point. But the final hurdle was anyways the shared issue that we couldn't get a proper connection up and running between the teams. I think we learned the "hard way" about the many technical aspects which are involved in such an endeavor, both hardware and software related. That was a valuable lesson. Though I wished we had more time to dive deeper into the actual music and remix part, as it was really nice to jam along with our patches and spatialize audio in the room.