

ART 309 Project 2: Sound Interface

Due: April 7. Turn in all explorations in clearly marked directories along with the completed interface. Electronic process book should chronicle your visual and conceptual problem solving.

Concept: create an interface that focuses on sound and visuals. The interface must guide the viewer through the experience while giving them control over it. Emphasis should be placed on interaction, animation and sound.

Objectives: to further understanding of time-based media, in particular, in relation to sound and motion. Basic principles of interaction are additionally introduced.

Technical: use of SoundStudio, GarageBand, sound recorders, bitmap or vector imagery. Use of MovieClips, buttons and sound within a timeline.

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Before beginning the project, you must complete the following explorations.

I -Preparation: MovieClip exercises. (given to you in class)

2- Sound Exploration I

“Found Sounds”

Record a series of 8-10 sound clips using the sound recorder. Download these onto Nick Paigo using DSS Player. Share 5 them to your computer and manipulate them using SoundStudio or a similar sound editing program. Export as MP3, WAV or AIF.

“Created sounds”

Record 3 sounds of your making using either the sound recorder (10-15 seconds).
Use SoundStudio to export (see above)

Use one of these (found or created) as a basis for a storyboard exploration. (10-20 cells)

3-Sound Exploration 2

GARAGE BAND: Create a 1-15 second sound loop using Garage Band. Export this to iTunes and find the mp3 to bring into your interface.

Create a simple sequence of bitmap images exploring motion in relation to your loop. Export these from Photoshop (jpg medium) and bring into Flash. Make these a movieclip. Use transition and duration to make these work with your image. Consider that the obvious (a bee for something that sounds like a bee) may not be the most interesting solution! Evoke rather than tell.

When you are finished with your explorations, create 3 sketches and flowcharts exploring ideas for your interface. These must be approved by Cara before preceding to the interface.

Fps: 24. Size: max 900(width) x 800(height). You determine format.

The Interface: “interface: a program that allows the viewer (human) to control and interact with a computer” —in this case, sound and images. You will be creating an interface that allows your viewer to play sounds and images. These may be tightly controlled (such as: push this button and this sound will play along with this sequence of images) or flexible (such as : push this button and this sound will play, then push another button to play the animation of your choice. You must use a minimum of 5 sounds.

Plan your interface before beginning your project! How are you going to arrange your experience?

Grading: This assignment will be graded on strength of the original concept, technical execution (does it work?), and appropriateness for the audience, and aesthetics. An “A” will show exceptional accomplishment in all categories.

Helpful handouts

buttons:

<http://www.classes.brewerthompson.com/class/309/handouts/buttonsAS3-ex.pdf>

sound in flash:

http://www.classes.brewerthompson.com/class/309/Sound_Handout.pdf

garageBand:

<http://www.classes.brewerthompson.com/class/309/handouts/gband.pdf>

Work hard. Have fun.