

Artist Name: Sara Griffin

Title: Resonate

Medium: Generative Drawing and Sound Visualization

Size: 600 x 600 pxls

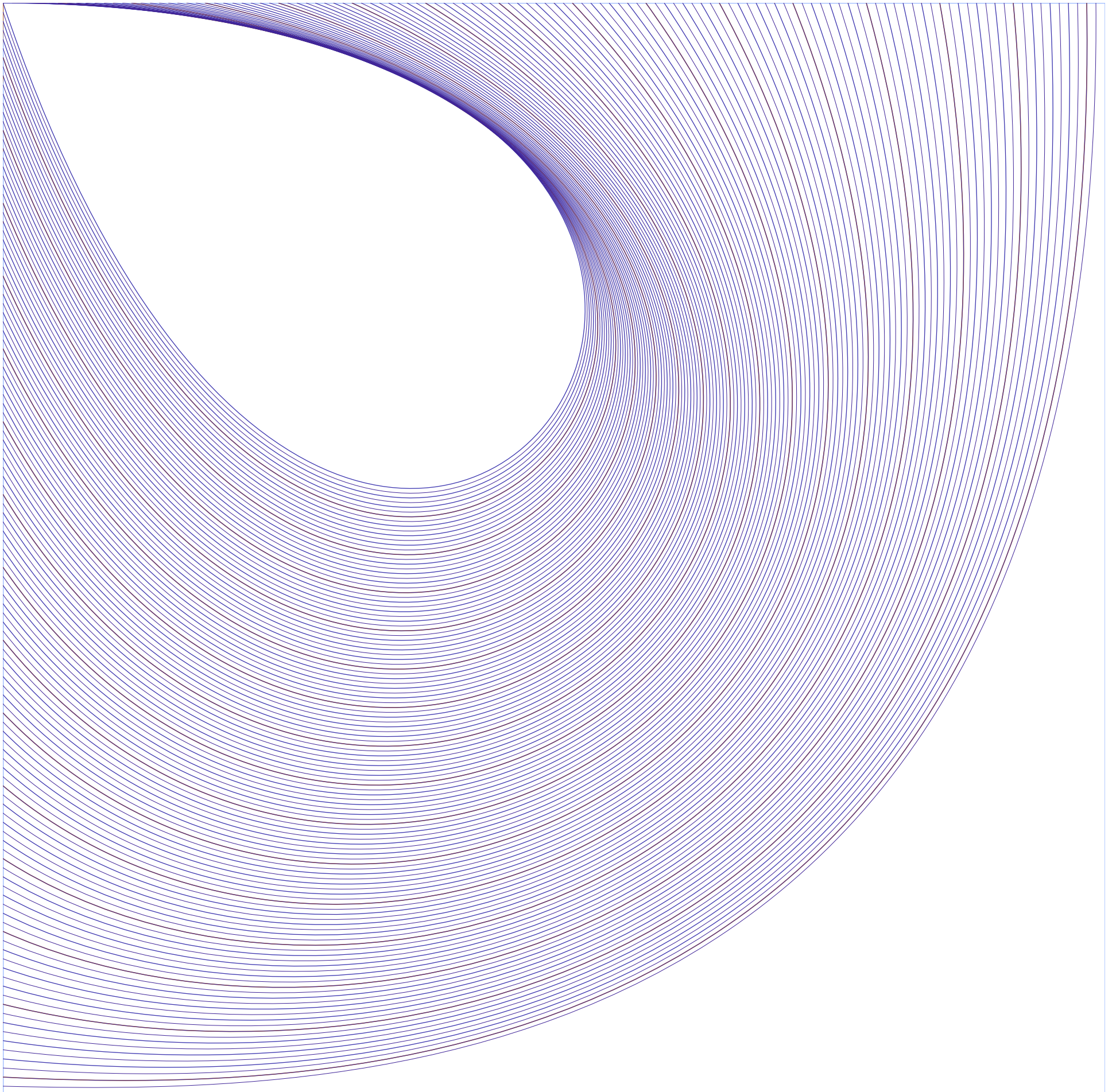
Artist Statement:

Resonate is a collection of code driven animations, that use the volume of various music files, ranging from techno to minimalist piano, to create an sense of movement. It explores the possibilities of the visualization of sound in an aesthetic driven manner. Resonate attempts to redefine our sense of what music is and can be by bringing sound into the visual landscape.

Technical Statement:

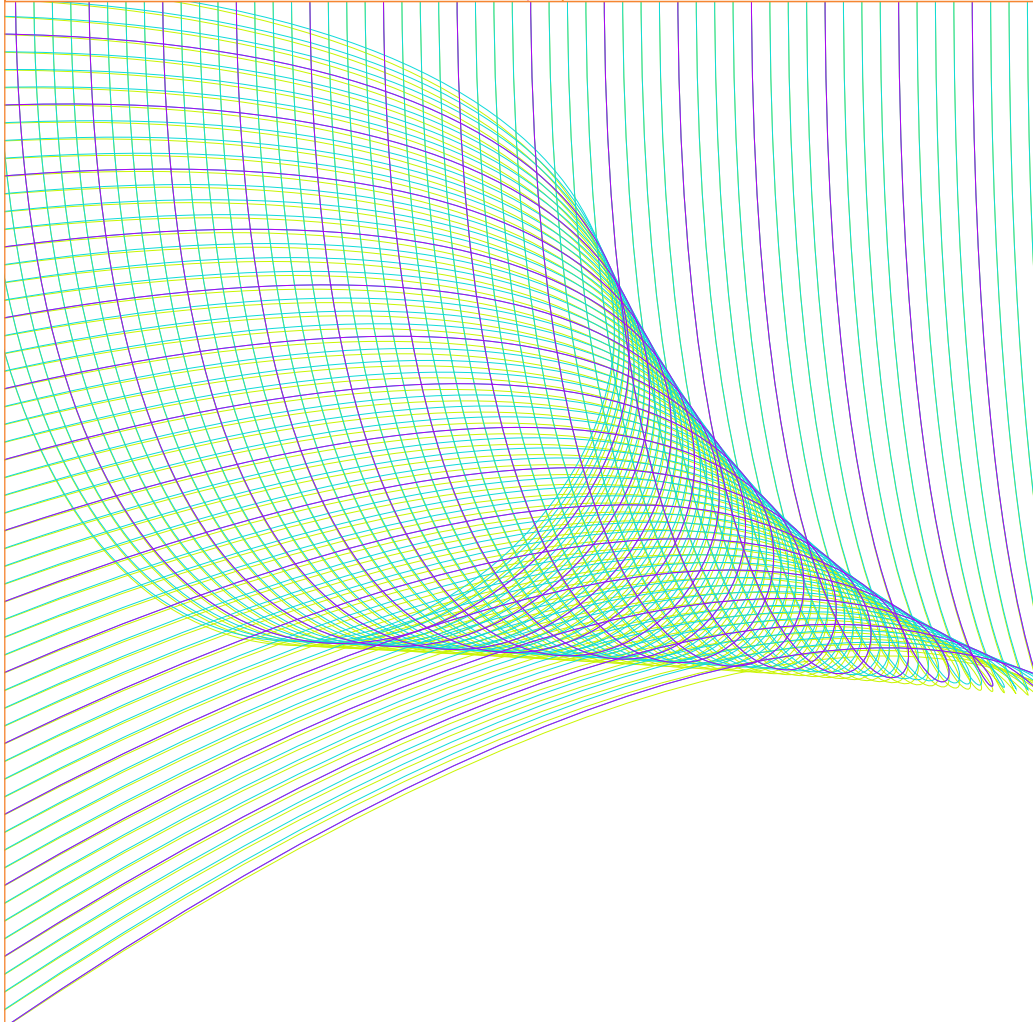
I created Resonate using coding software, Processing, as well as a sound library provided by The Processing Foundation. All of the visual components were created by using bezier curves and geometric shapes in Processing. The music used wa composed by the composers, r-loops and Meydan. One of the variations of this work utilizes physical interactivity. This piece uses real time microphone input to manipulate the size of a circle within it's composition.

1. Computational Drawings

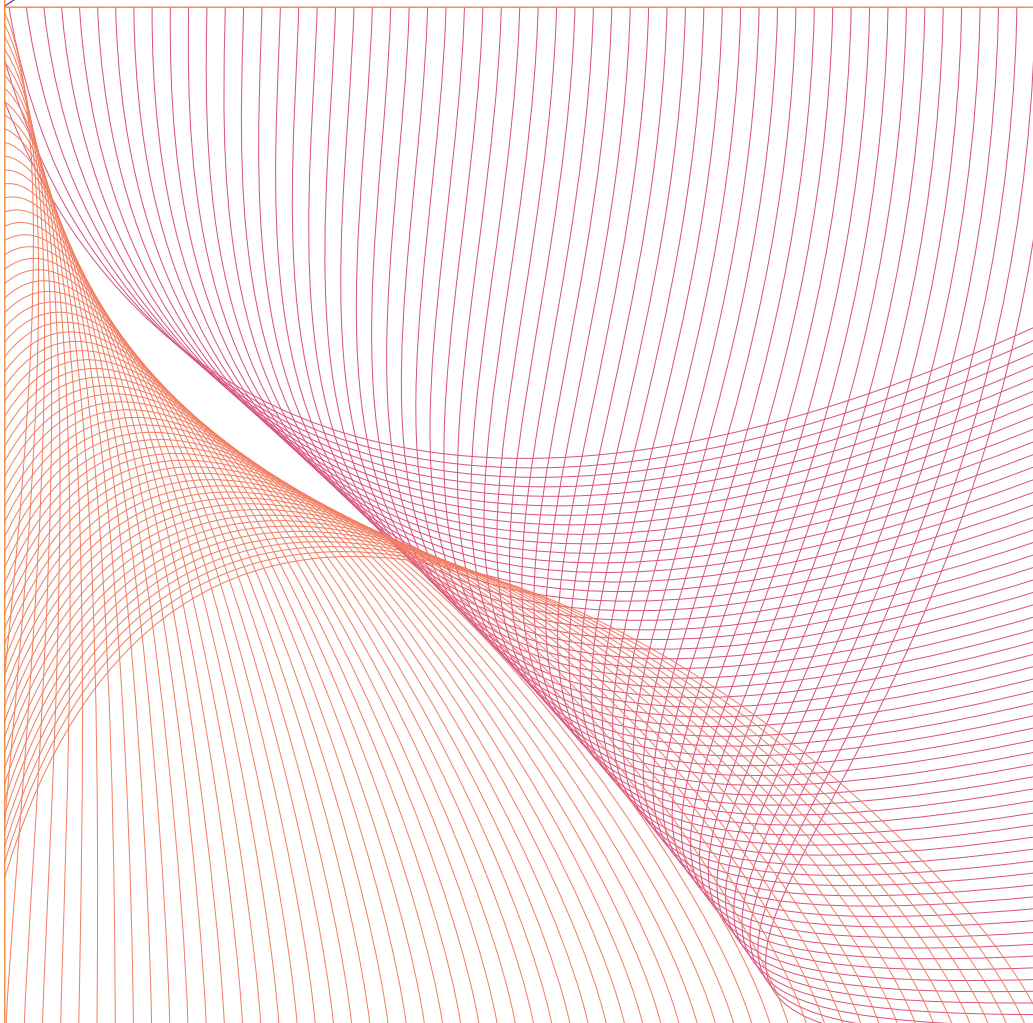




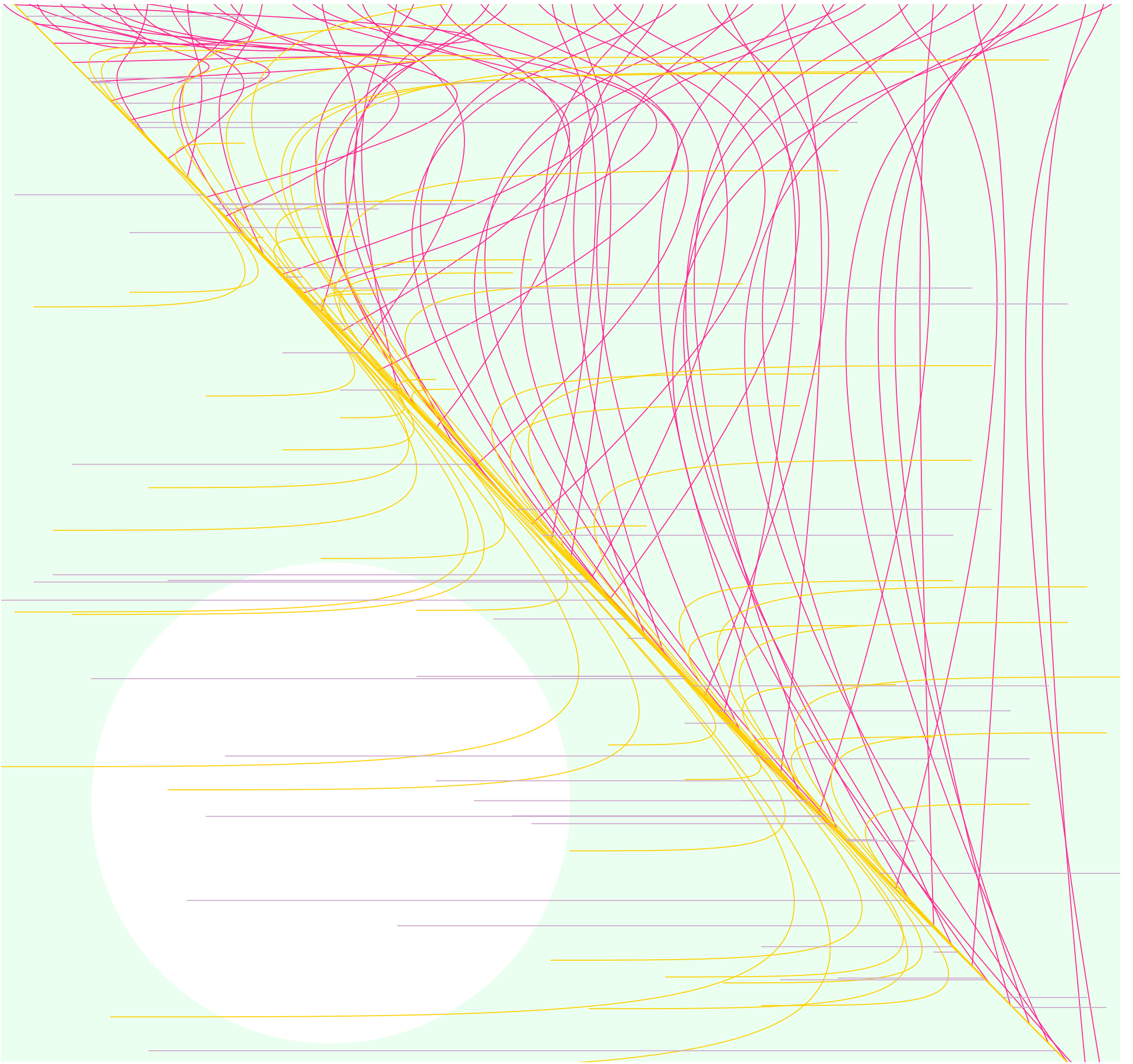
Created using bezier curves and experimenting with random functions resulting in a fluid, organic motion.



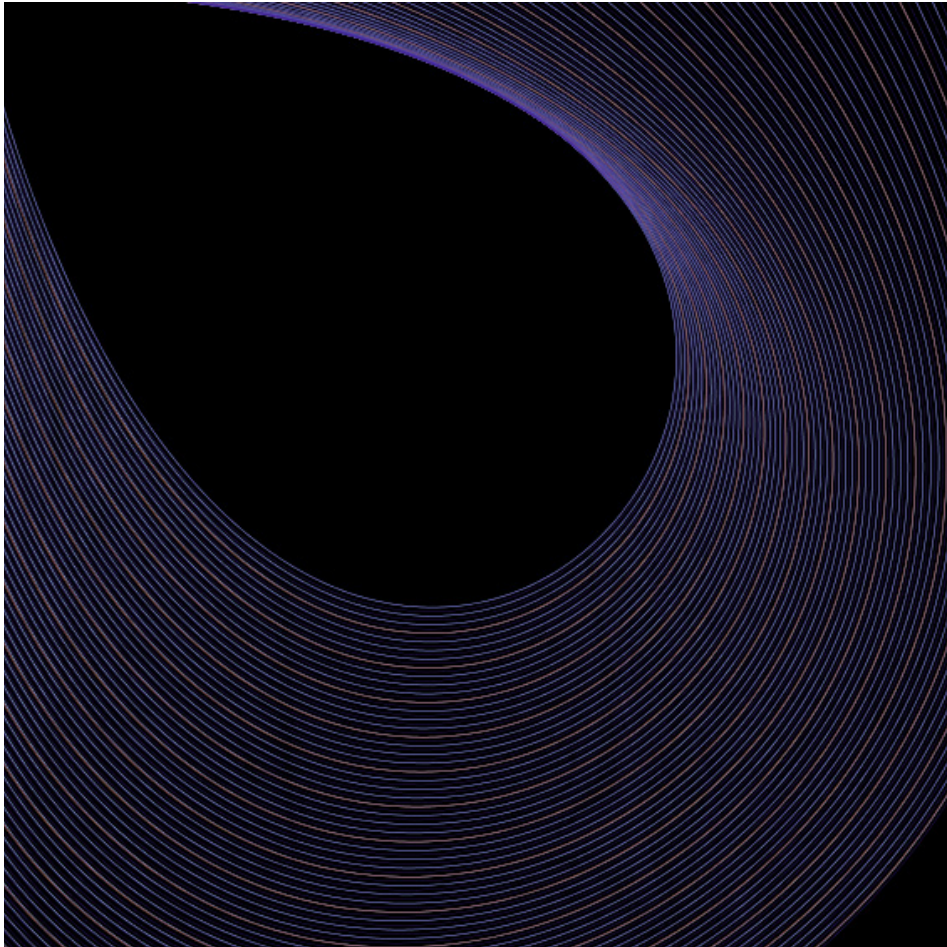
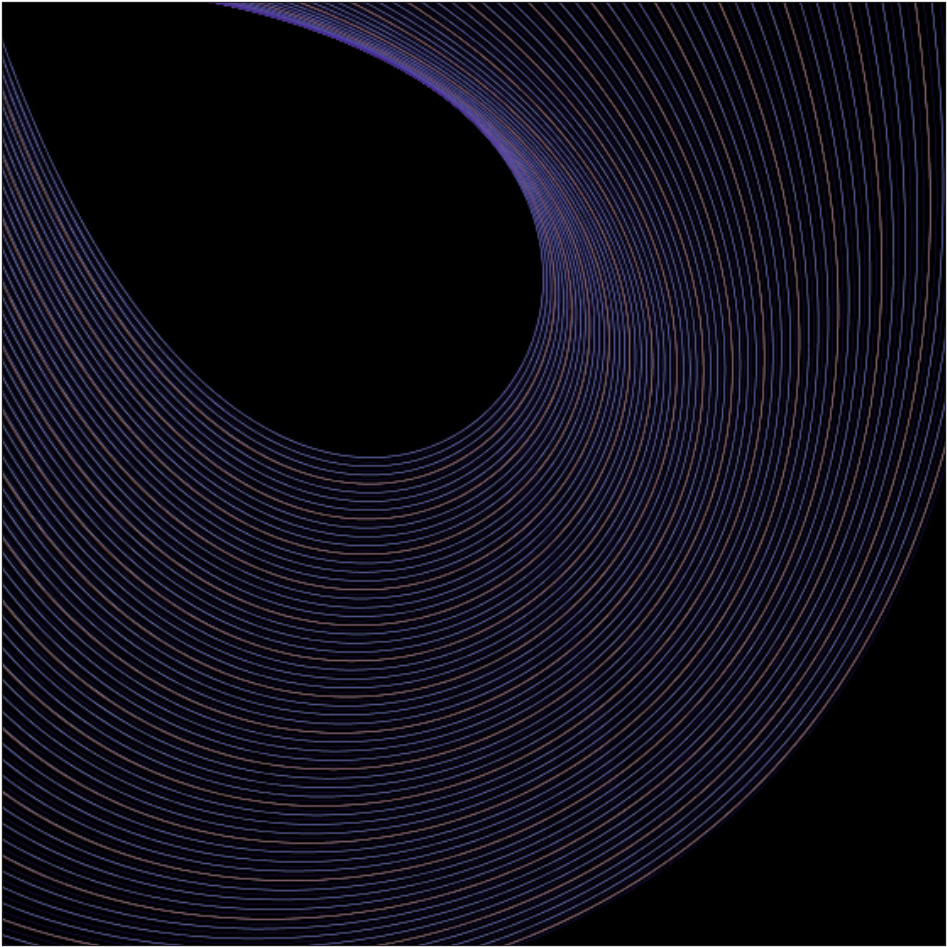
A result of further experimentation with color as well as rotation functions on existing bezier curves.

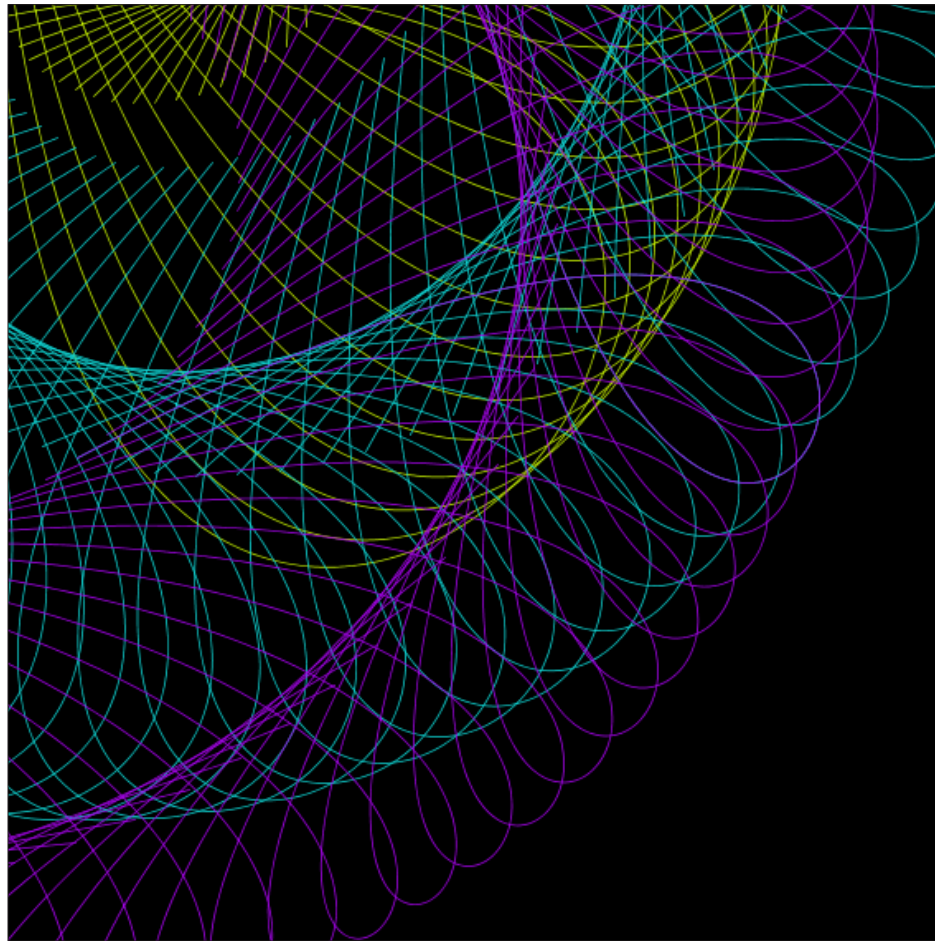


The outcome of combining random functions and planned input to create an organized image emphasizing movement.



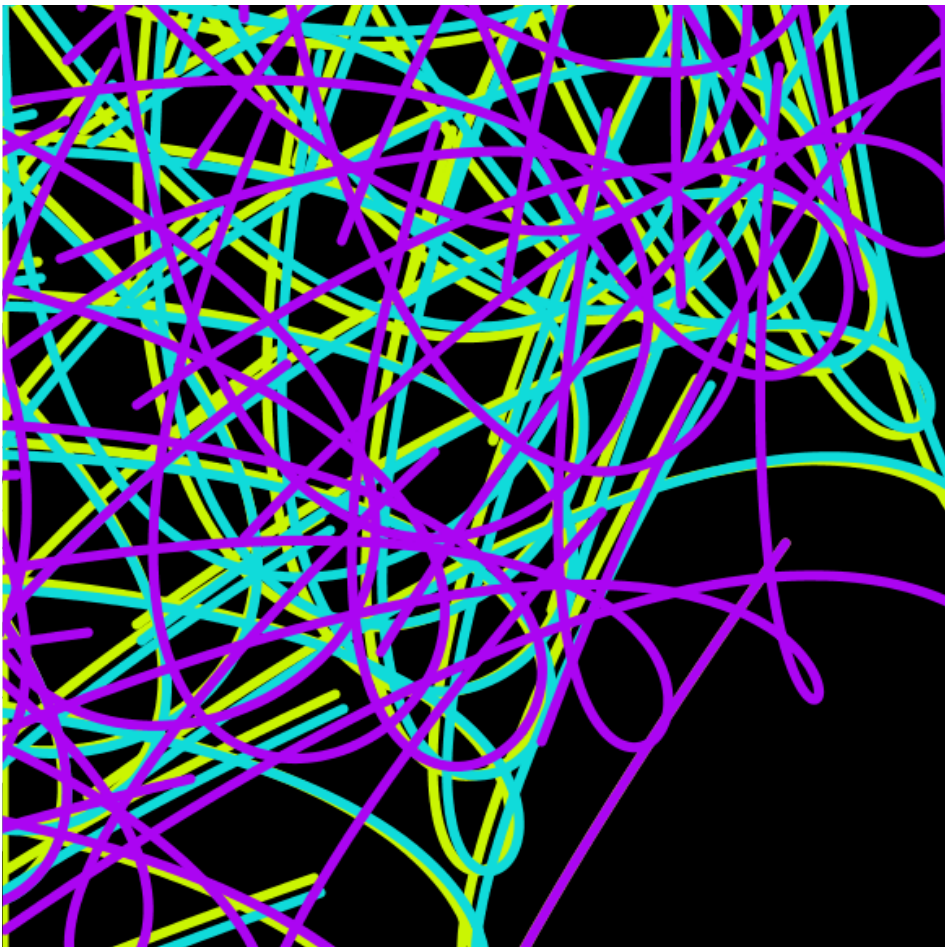
2. Sound Visualization





3. Applied Areas

These sound visualizations have the ability to be applied to concert visuals. Similar animations have been used in the past, in particular one might imagine EDM concerts as an example. In this case the interactivity of said designs with sound could allow for some interesting imagery without having to rely on strictly human designed elements. Further iteration on these designs could also lead to opportunity for implementation in a more experimental manner such as, an application that allows one to create engaging visuals for their music, or any sound input, in an efficient manner.



4. Gallery Plan

If said visuals were to be employed in a gallery setting, they would need to be in a space that has projector capabilities. The space would also require speakers, as the imagery is sound based. Other than those two main requirements, all that would be needed is a large blank wall to be projected on. Low light would be important, as excess light could effect the projected video's color quality.

