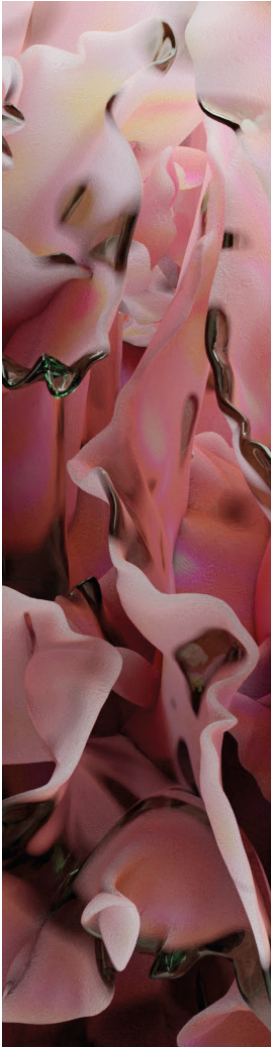


Study 1_____



Going into the digital part of the project was challenging since I decided to dive into the world of creative coding and explore the possibilities in digital technology. Although, the more I progressed in the project, the clearer the path became. My work has always come from a place of working physically. Even a task as simple as sketching is easiest to do on paper.

Being able to experience the material with all senses makes it easier to understand for me. After finishing this project I can say, that that is still the case but I have learned to appreciate the digital tools and

options more and more. While working on the digital study I had to consider the different programs and languages and their limitations. How could I visualise my concept the best? What was I able to learn in this time? What can I not do at this point but would be possible in the future? Being limited in some ways made me think about how I could continue this practice in the future.

Code visualisation

music to visual

□ Chat Gpt → doesn't work, how to improve?

□ P5

□ HTML? → which program

□ Creating Computing

□ manual → Jase's Exercise

□ natural code? ^{final rules} sound builder
stimulating certain growth

Material fishing

□ Create other recipes

□ Compare

□ take pictures

□ letterpress print?

Manual Code possible to transfer to AI?

Setting orders in program

needs to be able to analyse sound, beat, lyrics at once
needs to draw each step

Analyse draw by colour? } needs to be 3D
shape } printable

Build up bottom to top?



P5 Generating pattern?

⇒ Code draws pictures ⇒ Option

Starting the brief, I briefly wrote down all the concepts, ideas and tools which I could use to approach the brief to get a starting point to build up on.


Song Code II


Beat: yes → dot per beat ...
no → flat line —


lyrics: yes no
↓ ↓
organic shape → wavy lines  geometric shape → out of straight lines 


Beat change: change of dot size
faster: smaller
slower: bigger

Tone:

Low: light colour contrast 




High: darker colour contrast 

change: separate line 

no change: continuous line 

1st shape: determined by lyrics/no lyrics

Beat: piano doesn't count

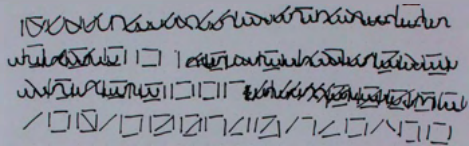
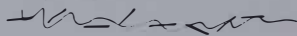
shape starts small, added outside, prestart 
→ random shape  follow  etc
run through

WIX

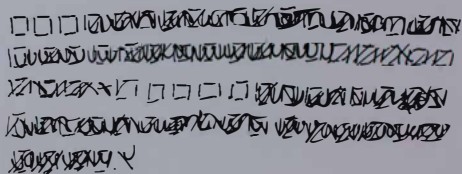
1. Experiment:

Focus on simple lines and directions for beat, pitch, lyrics, duration, etc. Results were too messy and hard to read.

Kintsugi: 2 runs



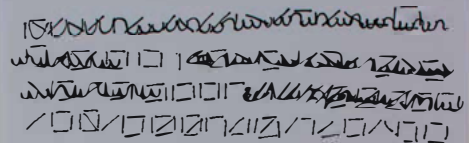
Kiss: 3 runs



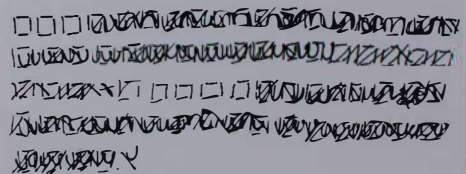
not precise
multiple runs needed
unclear instructions in certain cases
→ limited actions

WIX

Kintsugi: 2 runs



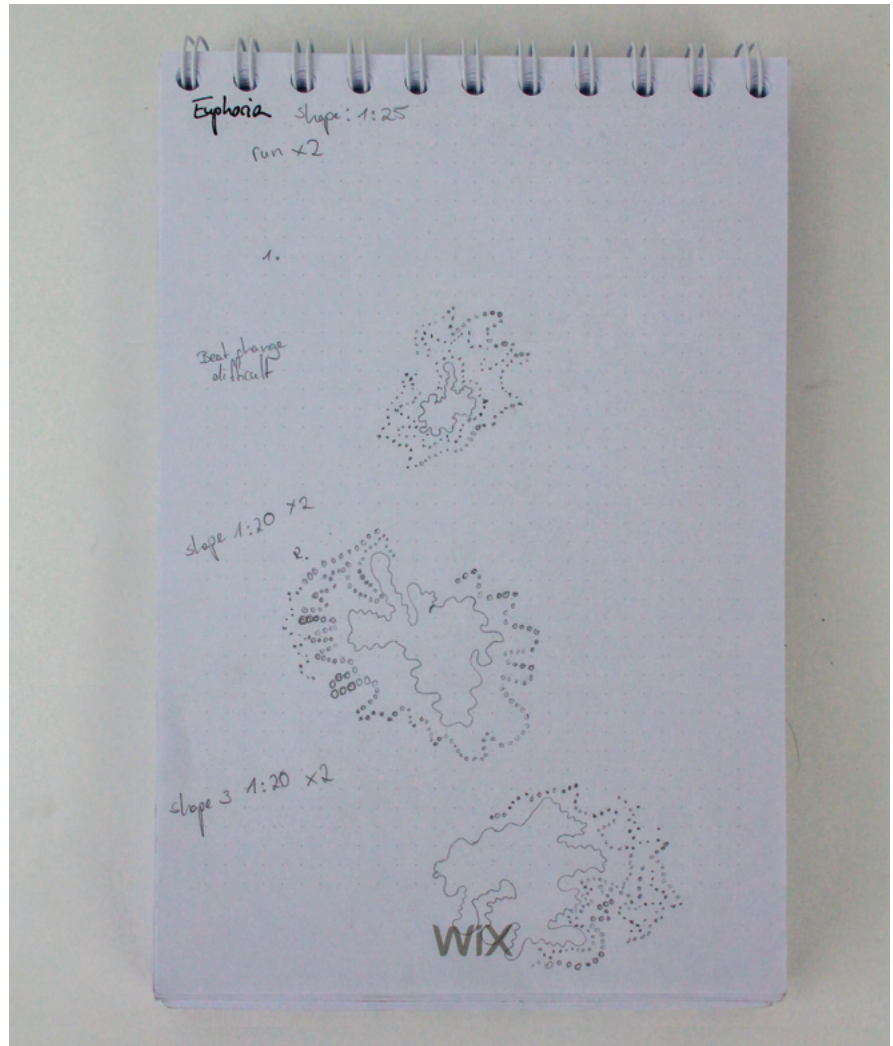
Kiss: 3 runs



not precise
multiple runs needed
unclear instructions in certain cases
→ limited actions

WIX

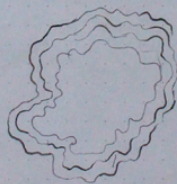
2. Experiment:
Predetermined
random shape,
including more
artistic structures
taken from the set
rules. The results
were easier to
read.



Pinnaabouna
Shape: 1:03
run x 2



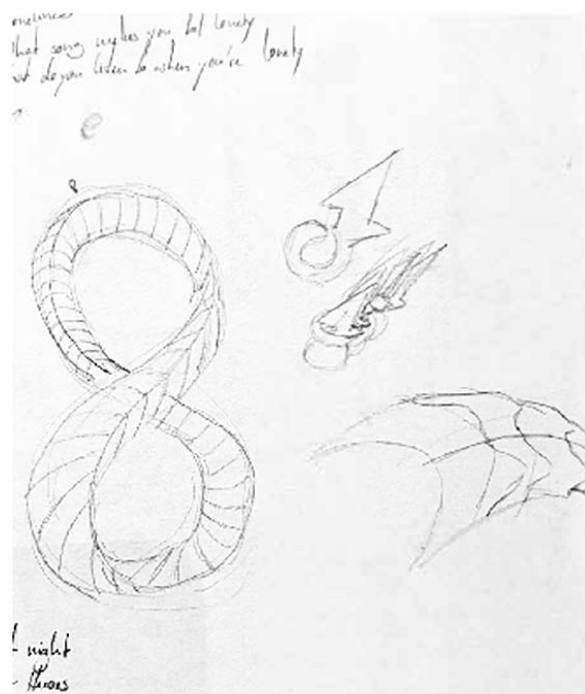
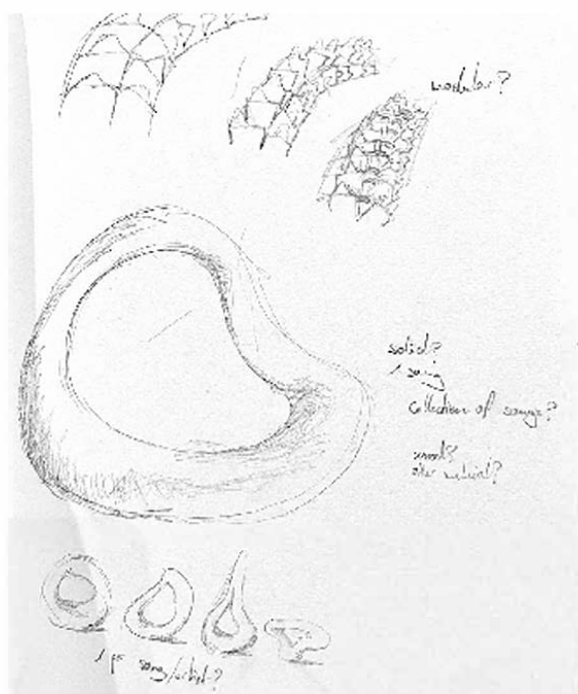
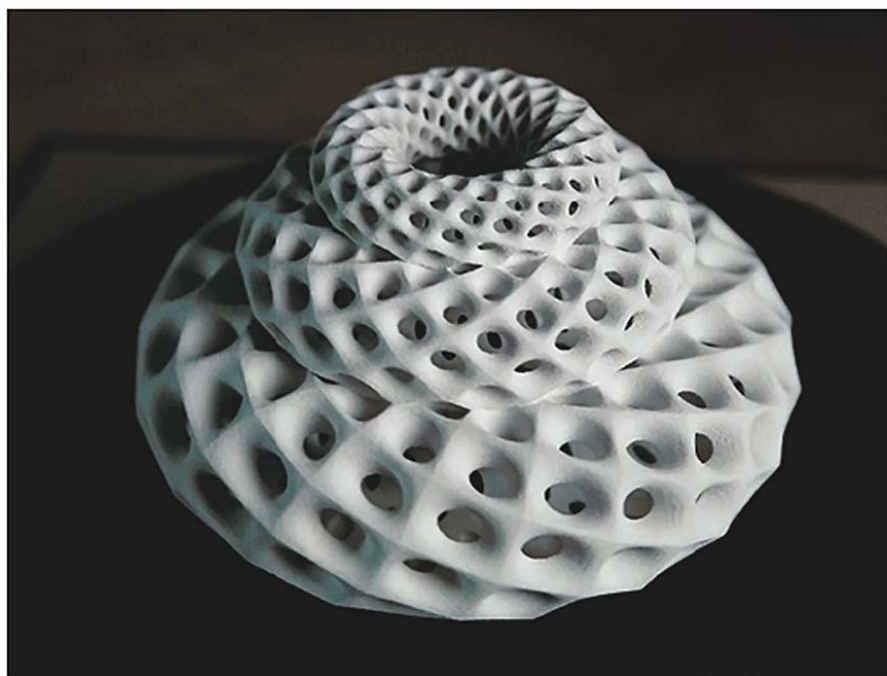
Kintsugi
shape: 1:10



Shapes follow lyrics
⇒ random pieces
unpredictable

WIX

The code stays subjective to the writer; the process is subjective to creator and drawing simultaneously can lead to mistakes in translation.



Kiss – Prince

Primadonna – Marina
and the Diamonds

Kintsugi – Lana Del Rey

Euphoria – BTS

Pink+White – Frank
Ocean

Nocturne in E-Major –
Chopin

111 BPM
G Major
9B Camelot

128 BPM
E Minor
9A Camelot

116 BPM
A Major
11B Camelot

105 BPM
D Major
10B Camelot

160 BPM
A Major
11B Camelot

079 BPM
E flat Major
5B Camelot

Blender Steps:

BPM 456:
Noise Scale, 3 Rounds:
1st round 4
2nd round 5
3rd round 6

Growth Steps:
Key:
A major = uneven random
number
A = 1
B = 2 etc

Genre: starting shape
Pop: circle
Electronic: icosphere
Soul: martini glass
Classic: open torus
Funk: square bowl

Material: add glass if
singer/creator is male

*Left:
Concept sketches
for visuals of
sound.
Right:
List of song
characteristics to
use in Blender*



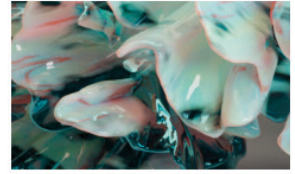
Pink + White: Frank Ocean



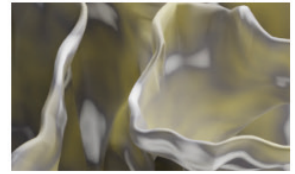
Primadonna: Marina and the Diamonds, Electro-Pop



Nocturne in E-major: Chopin



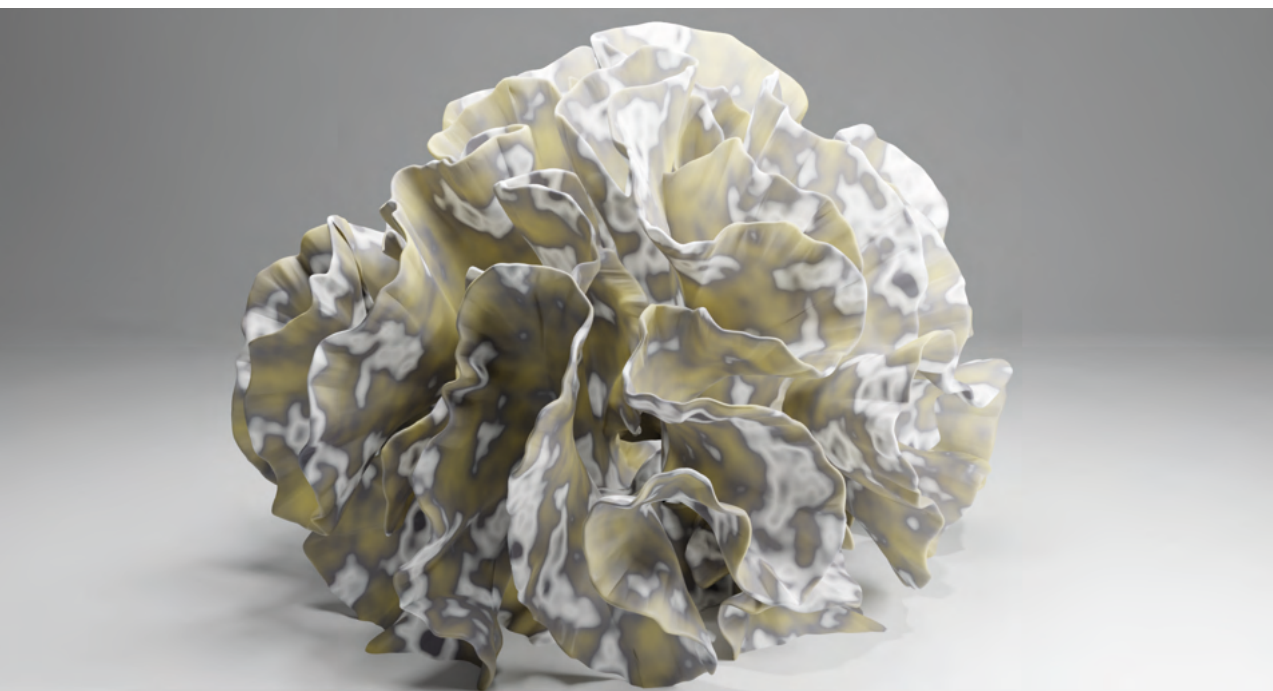
Euphoria: BTS



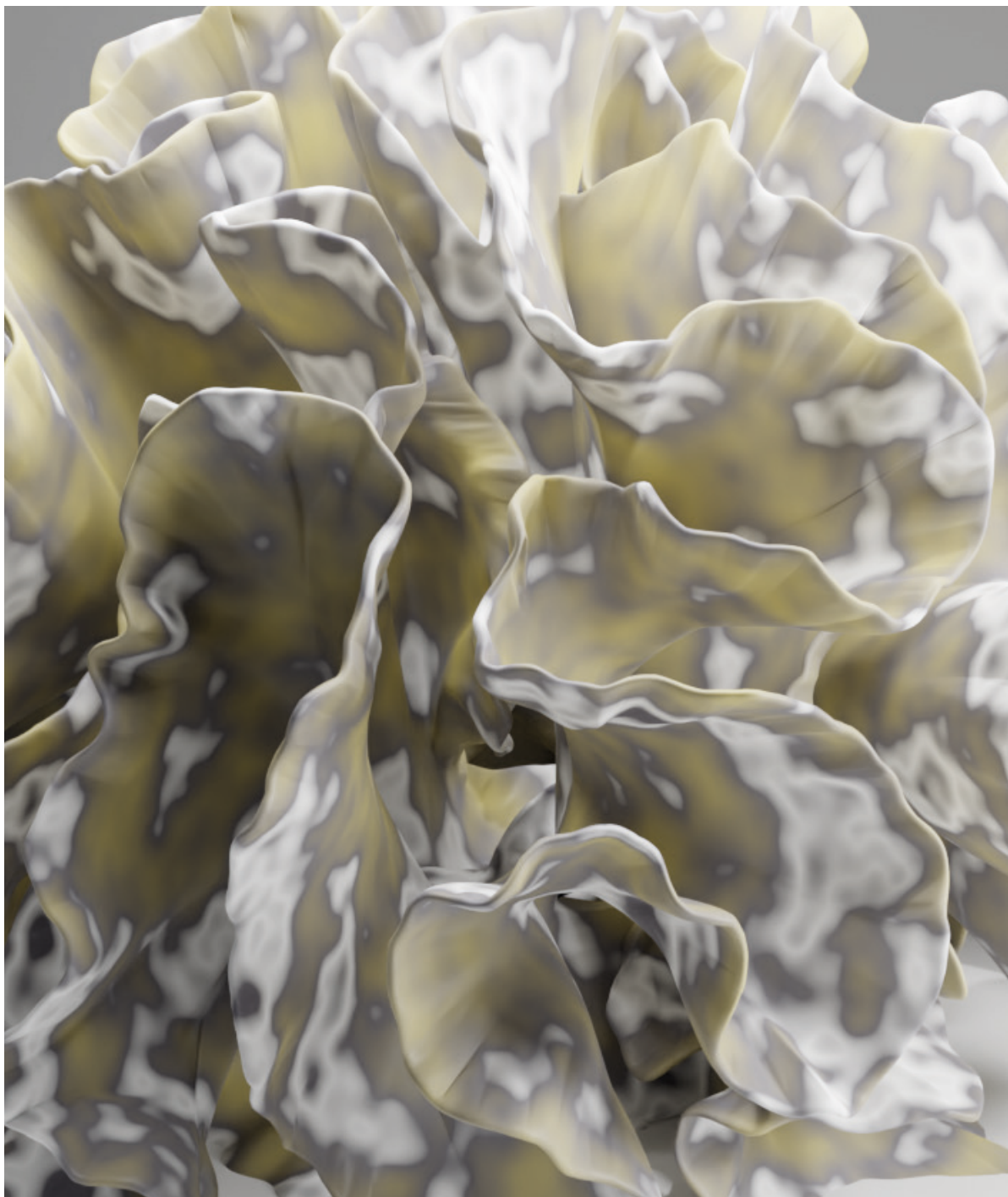
Kintsugi: Lana Del Rey



Kiss: Prince



Kintsugi, Lana Del Rey





Euphoria, BTS



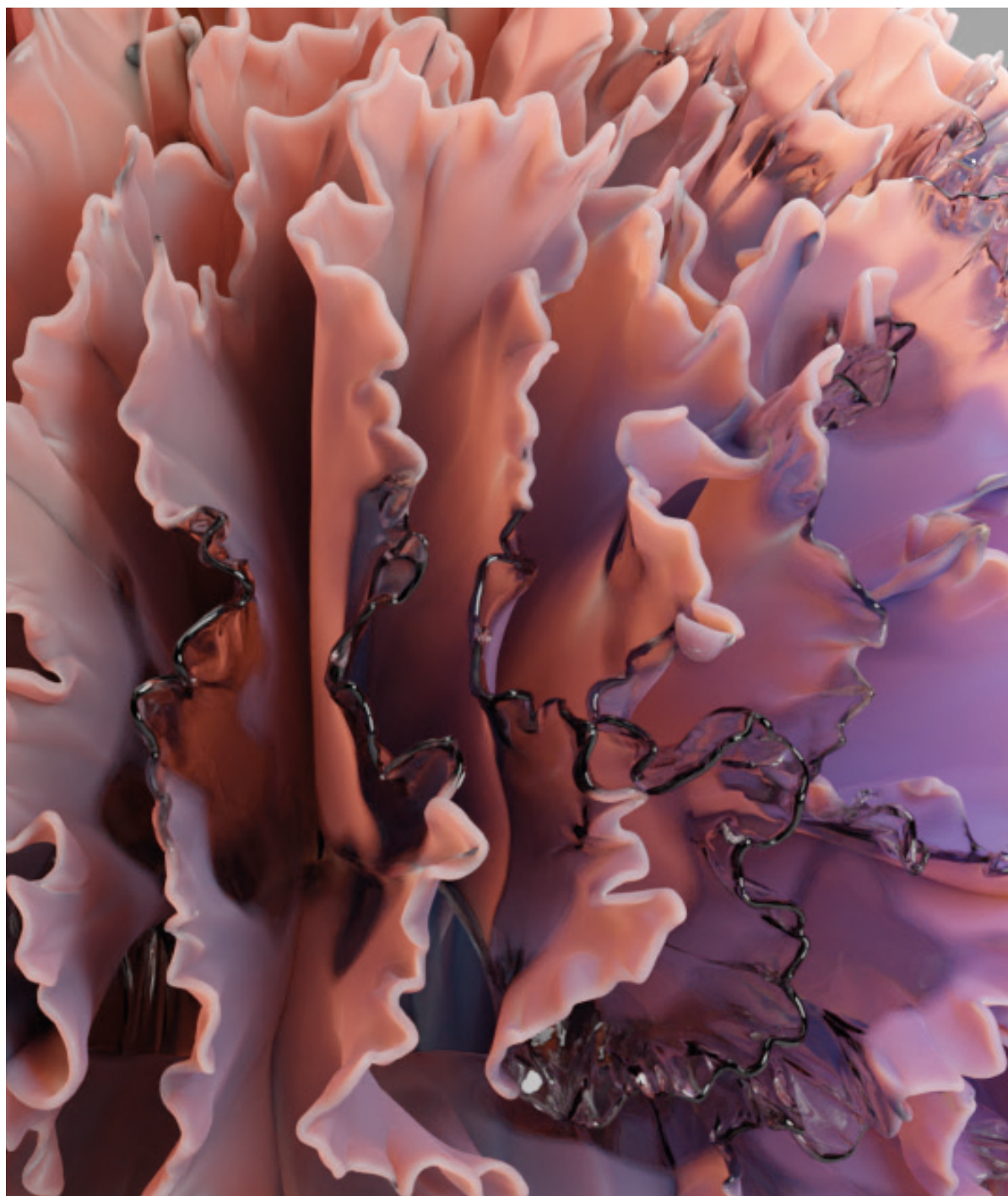


Primadonna, Marina And The Diamonds





Nocturne in E-Major, Chopin





Kiss, Prince

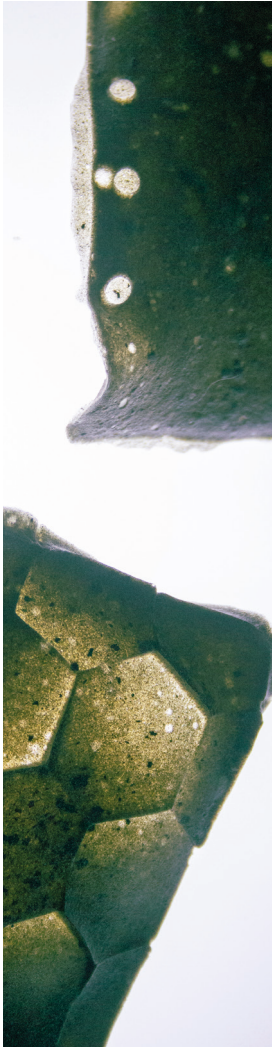




Pink + White, Frank Ocean



Study 2____

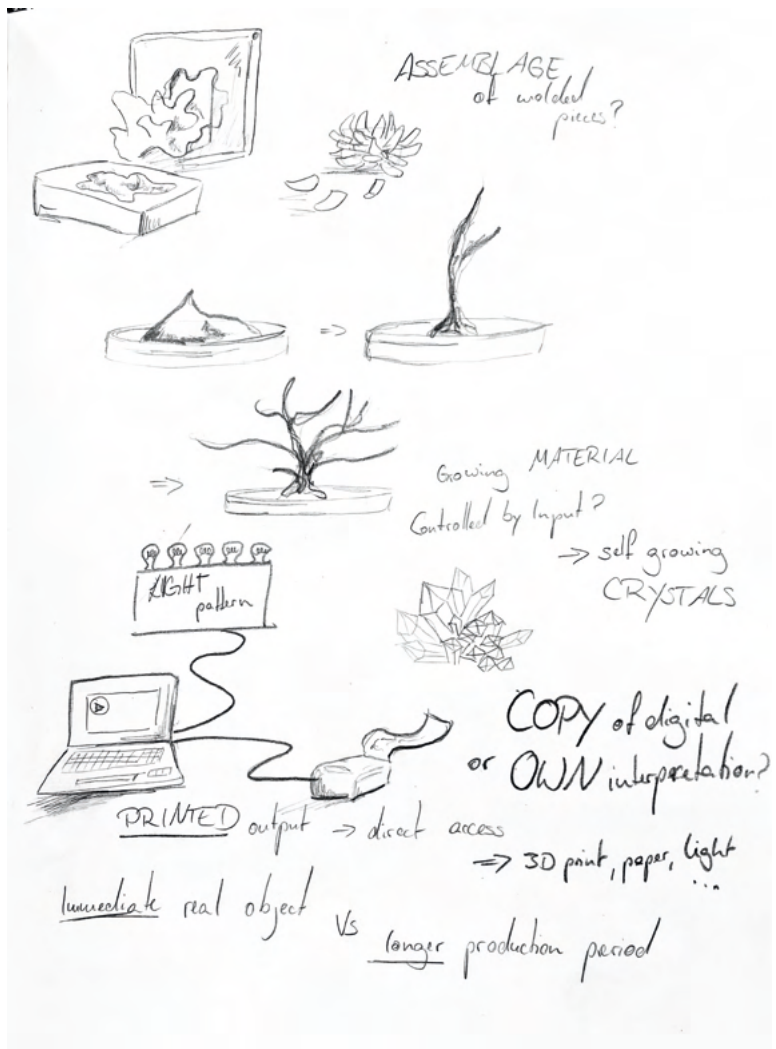


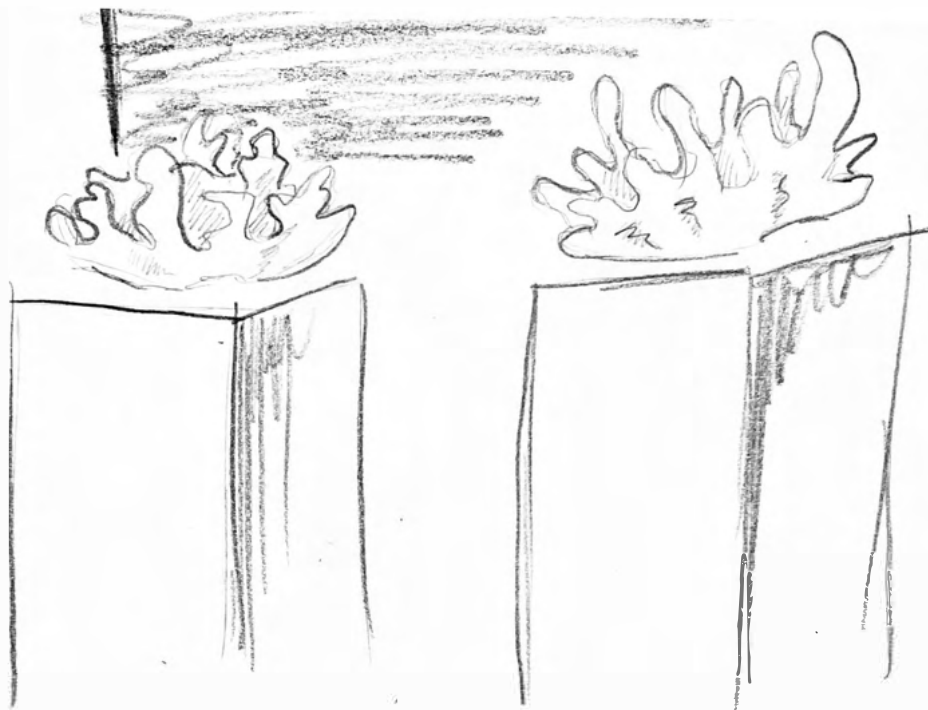
Working on the physical part was different to the digital part. It is based on the digital visual so I had to consider how that might change depending on how the digital version develops.

Interaction was important to consider, since it's different to interacting with a digital output. I also needed to consider how to treat the material: would it be printed, cut, assembled, molded,...? Each material offers different ways and by the end of the project there is no final solution for the perfect material

for the project. Especially natural materials – which will be the focus of this study – are unpredictable. I hope I'll be able to explore more of this field of design and experimentation in the future.

These Sketches illustrate different considerations of how to present a physical outcome; by itself or in combination with the digital results.





ASSEMBLY

↳

MOLDING
hill piece

waving pieces





*From egg to
biomaterial*



Gelatin 1
Brittle texture,
not as stable,
partially separated
ingredients.





Gelatin 2
Curled up while
drying, brittle.



*Starch 1
Dense and stable,
develops mold
while drying on
bigger pieces.*





*Mold on bigger
pieces that took to
long to dry.
Material cracked
while drying.*

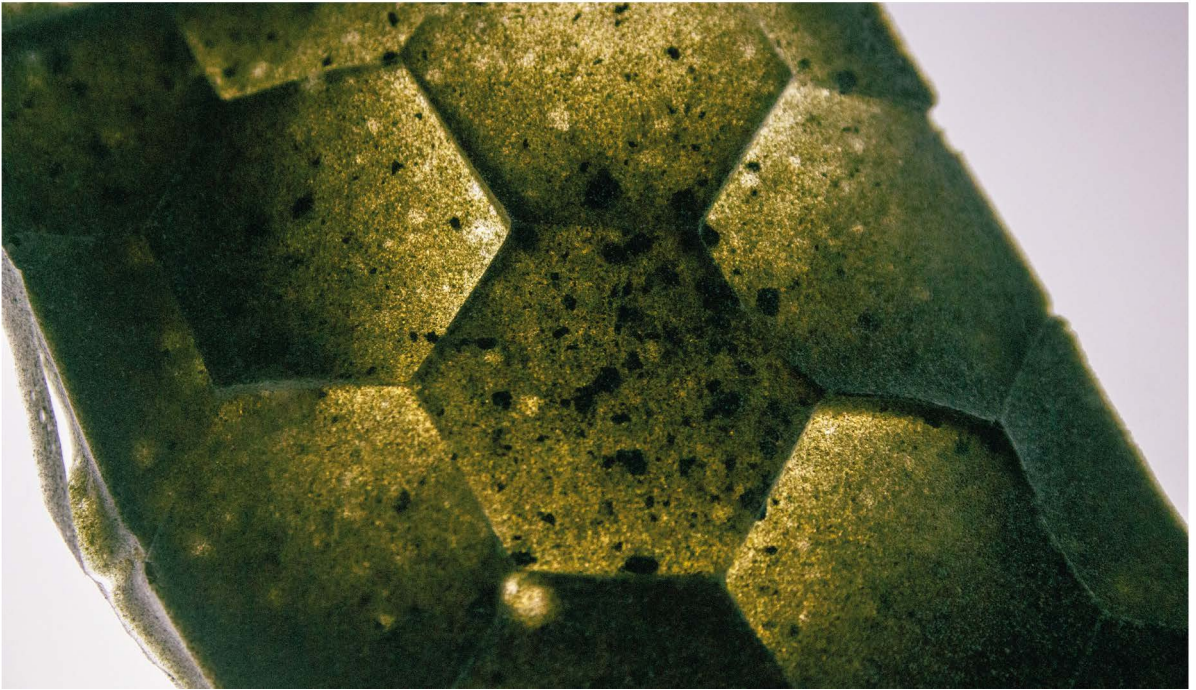
All flaws of the materials in the process could add unique characteristics to the final outcome and open other possibilities to the process.



The third material shows similar flaws. It's less brittle and vegan. The smoothness of the material shows the pattern of the mold suggesting an approach with molds for the final result. It also shows possibilities for lighting in the outcome and a solution for straight lines if needed.



Study 2





*A visual render
for the physical
outcome showing
sculptures
generated to
each song,
connecting the
physical and
digital route.*