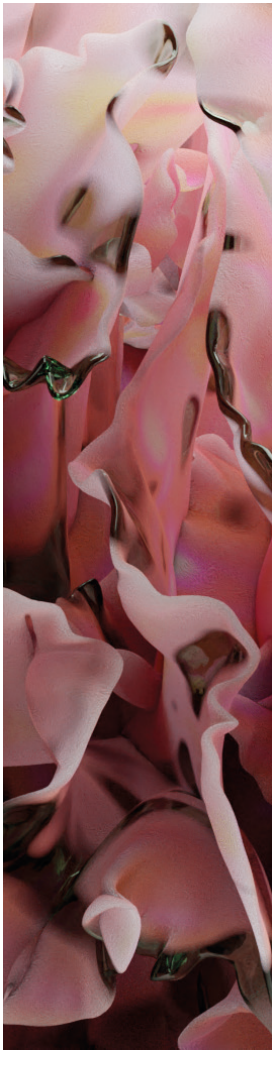
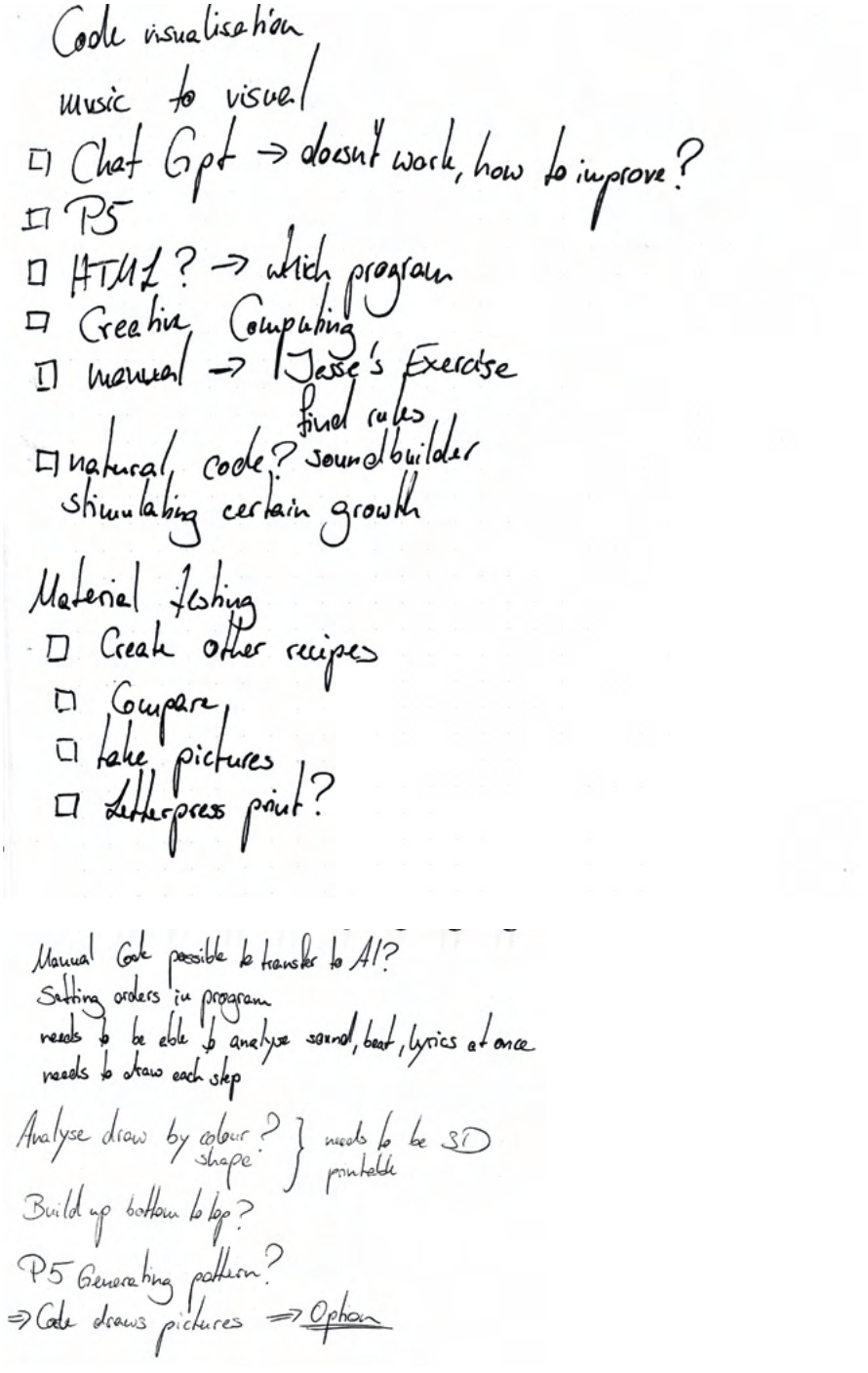
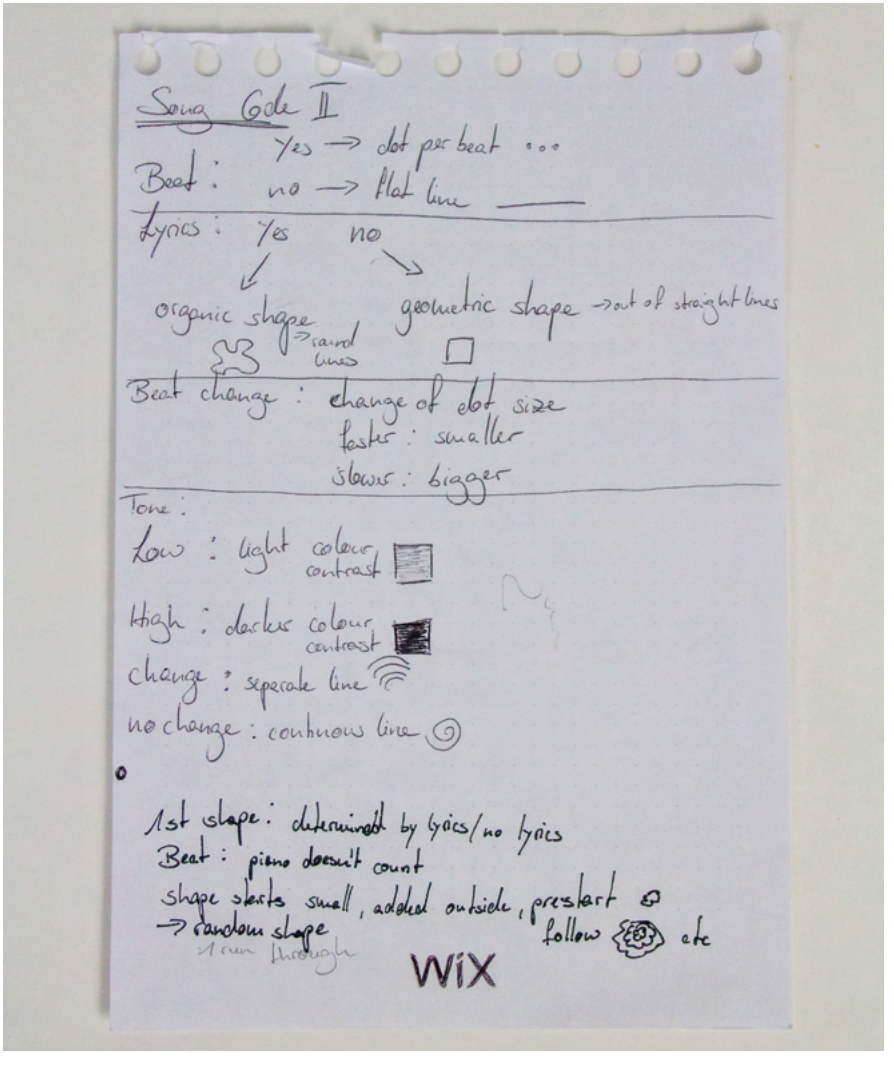
Study 1___



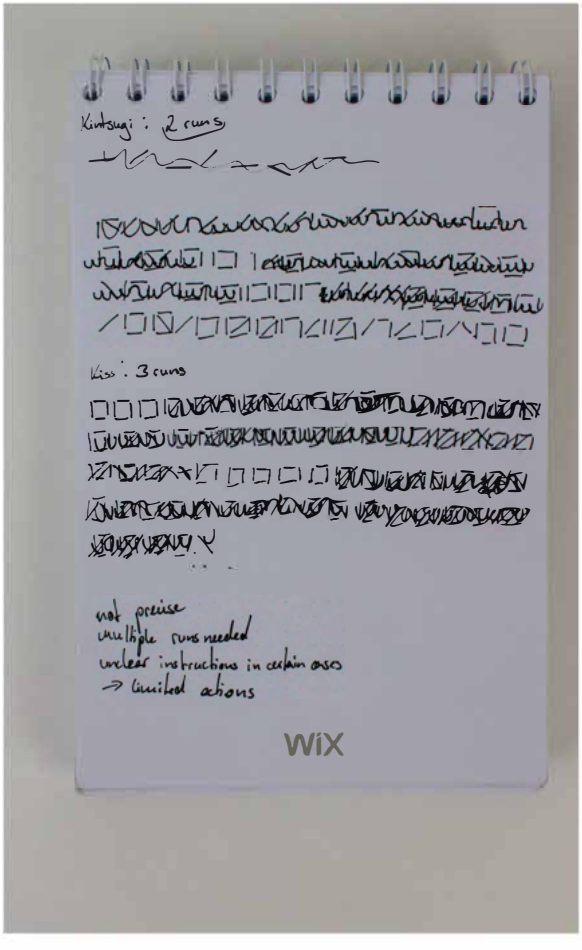
Going into the digital part of the project was challenging ince I decided to dive into the world of creative coding and explore the possibilities in digital technology. Although, the more I progressed in the project, the clearer the path became. My work has always come from a place of working physically. 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.

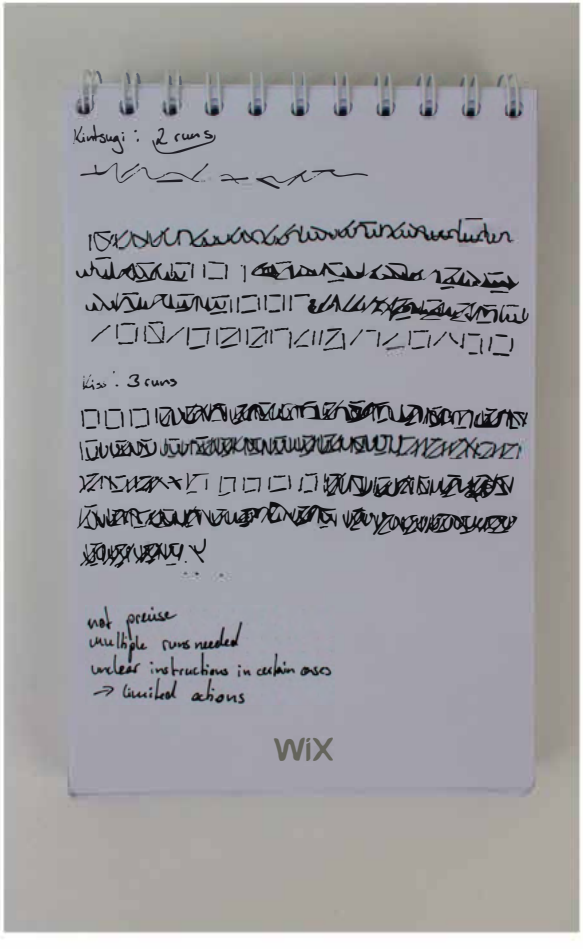


Starting the brief, I briefly wrote down all the concepts, ideas and tools which I could use to approach the brief to get a starting point to build up on.



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


Kintsugi : 2 runs
Kiss : 3 runs
not precise
multiple runs needed
unclear instructions in certain cases
→ limited actions
WiX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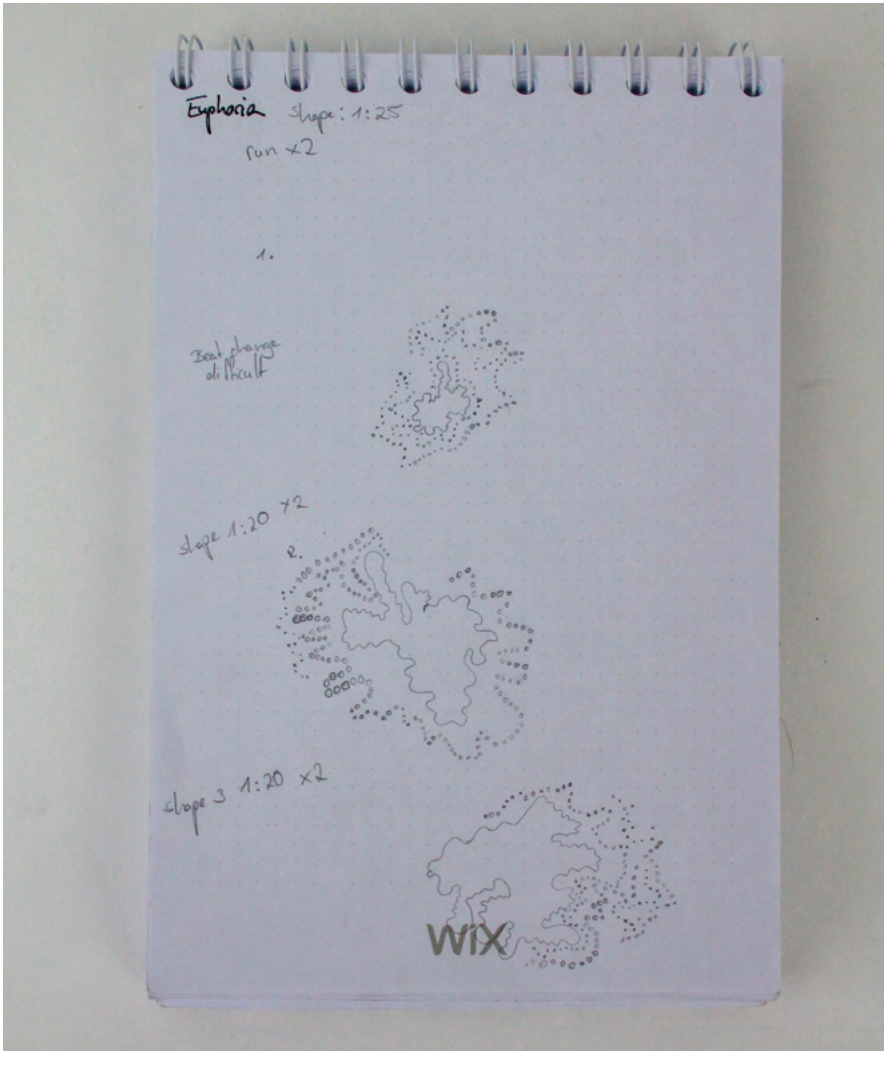
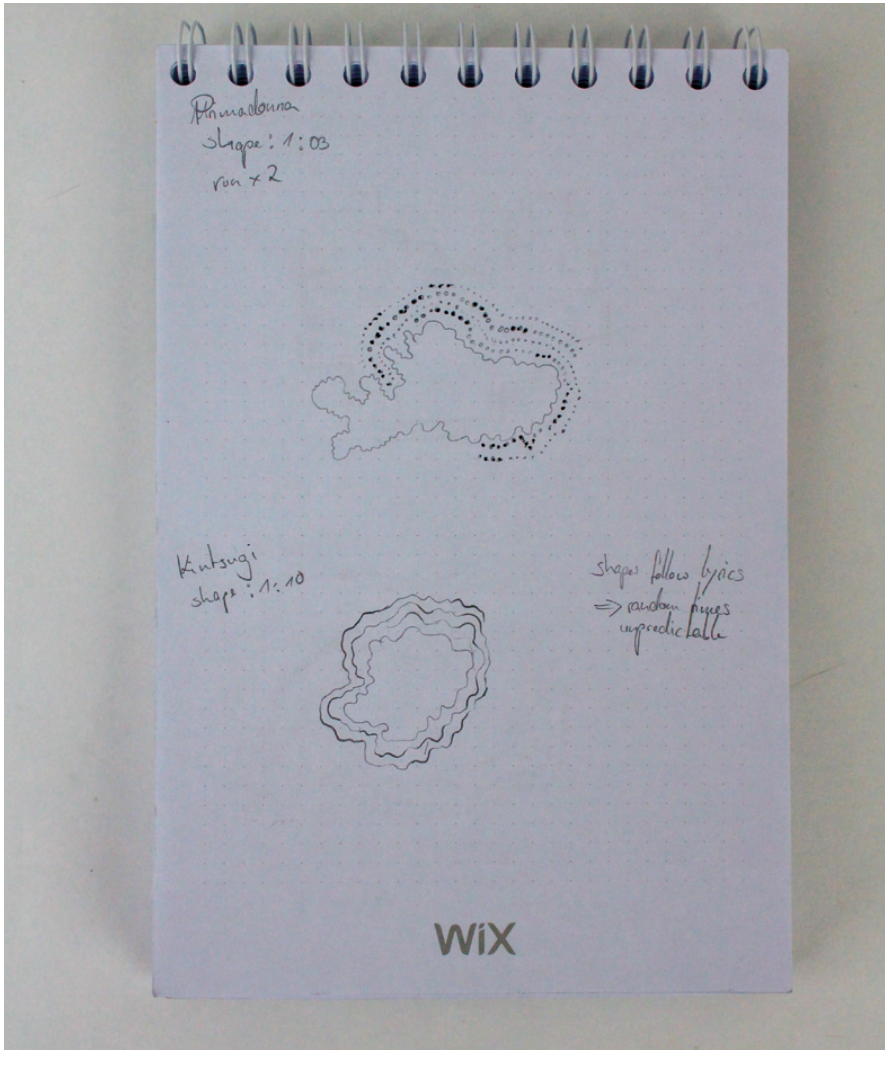
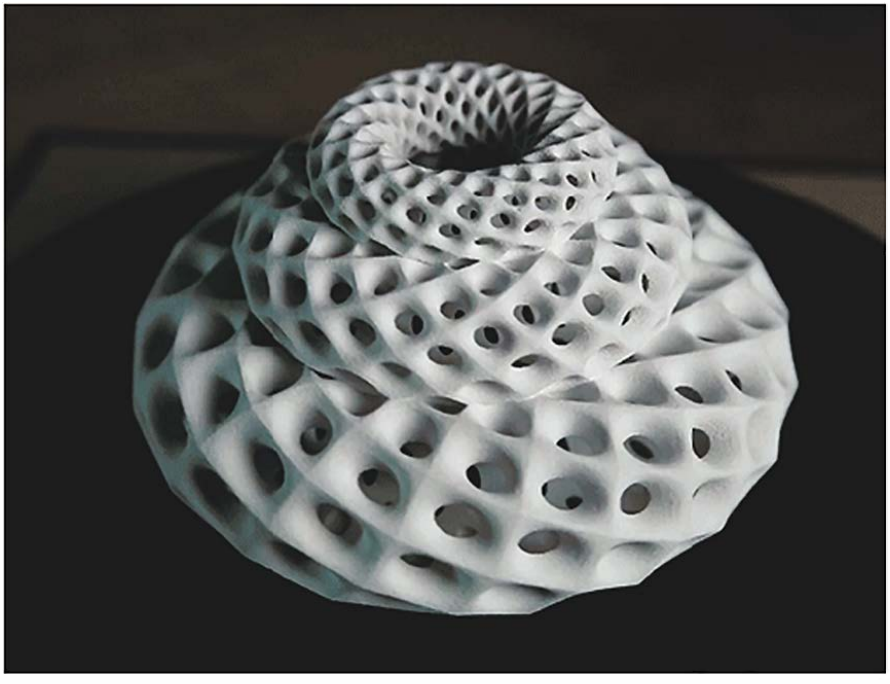


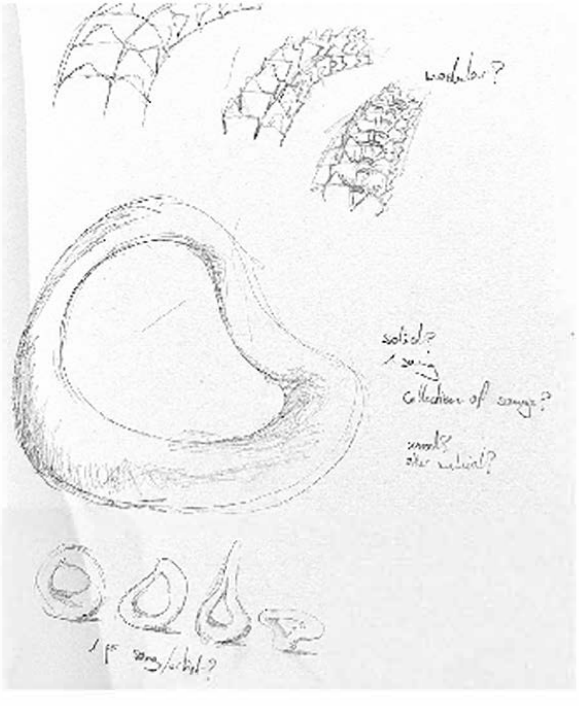
2. Experiment: Predetermined random shape, including more artistic structures taken from the set rules. The results were easier to read.

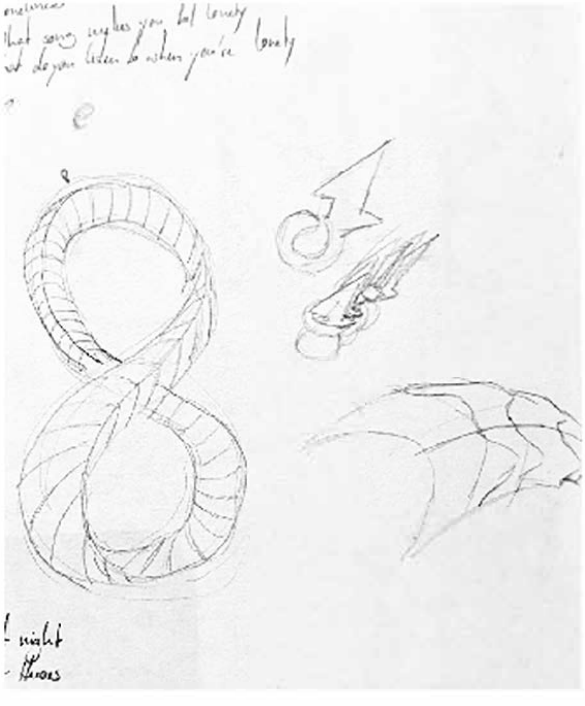


The code stays subjective to the writer; the process is subjective to creator and drawing simultaneously can lead to mistakes in translation.

Self-directed_____Portfolio







Kiss – Prince	111 BPM G Major 9B Camelot	**Blender Steps:**
Primadonna – Marina and the Diamonds	128 BPM E Minor 9A Camelot	BPM 456: Noise Scale, 3 Rounds: 1st round 4 2nd round 5 3rd round 6
Kintsugi – Lana Del Rey	116 BPM A Major 11B Camelot	Growth Steps: Key: A major = uneven random number A = 1 B = 2 etc
Euphoria – BTS	105 BPM D Major 10B Camelot	Genre: starting shape Pop: circle Electronic: icosphere Soul: martini glass Classic: open torus Funk: square bowl
Pink+White – Frank Ocean	160 BPM A Major 11B Camelot	Material: add glass if singer/creator is male
Nocturne in E-Major – Chopin	079 BPM E flat Major 5B Camelot	

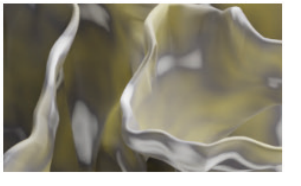
Left:
Concept sketches for visuals of sound.
Right:
List of song characteristics to use in Blender

Pink + White: Frank Ocean

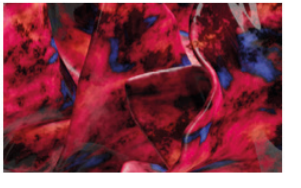
Primadonna: Marina and the Diamonds, Electro-Pop

Nocturne in E-major: Chopin

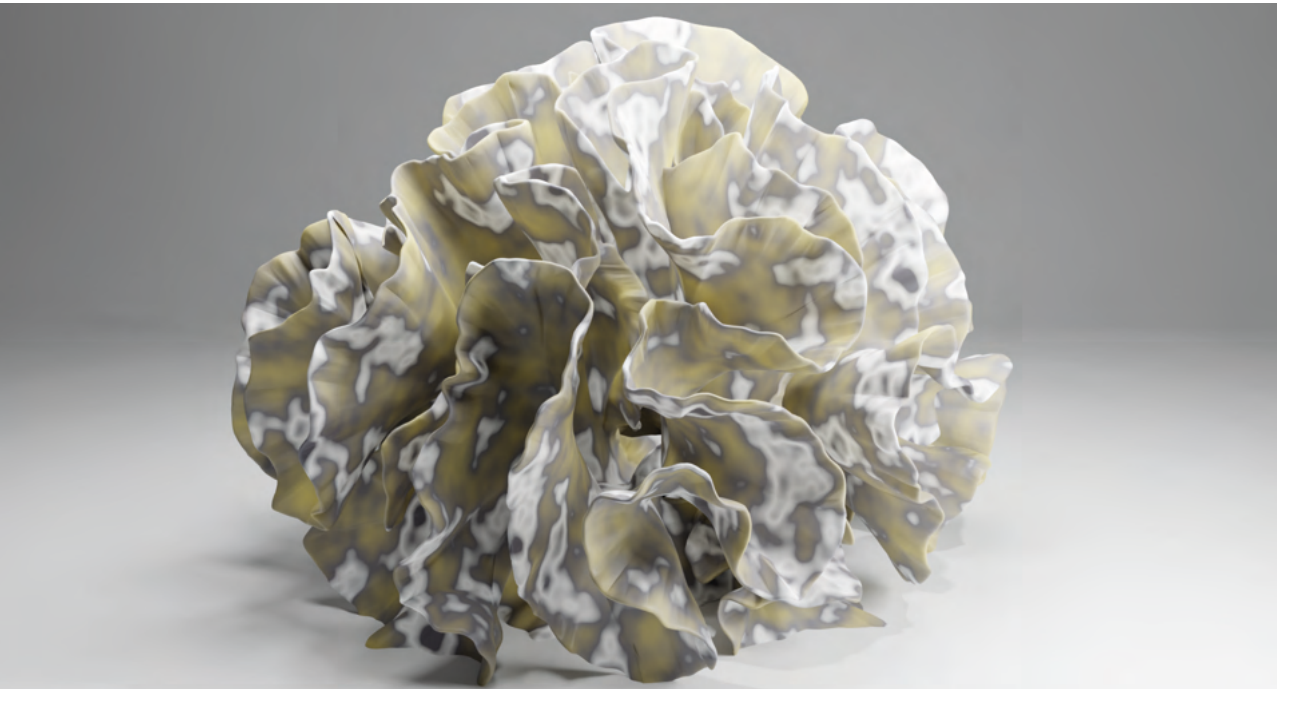
Euphoria: BTS



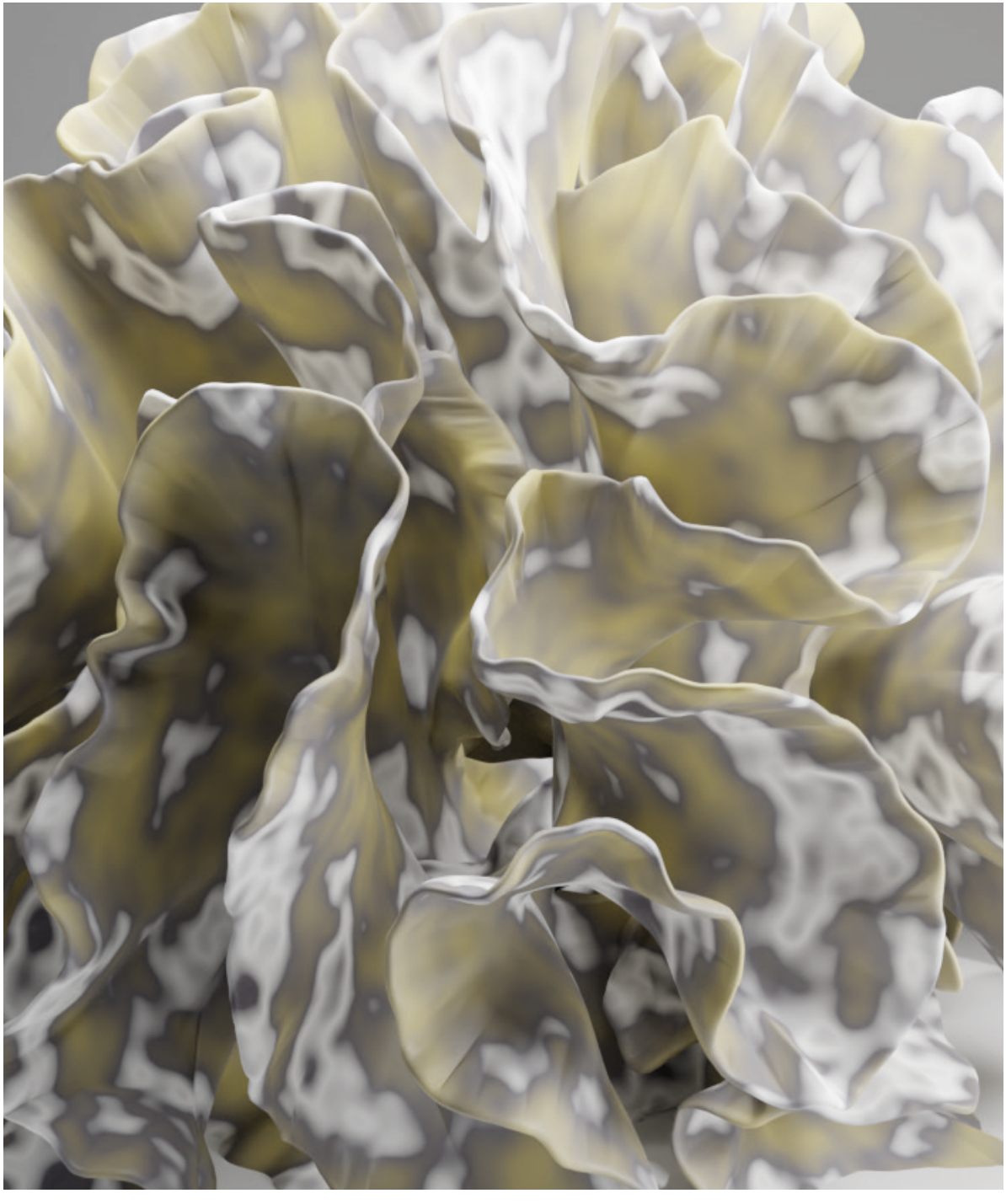
Kintsugi: Lana Del Rey



Kiss: Prince

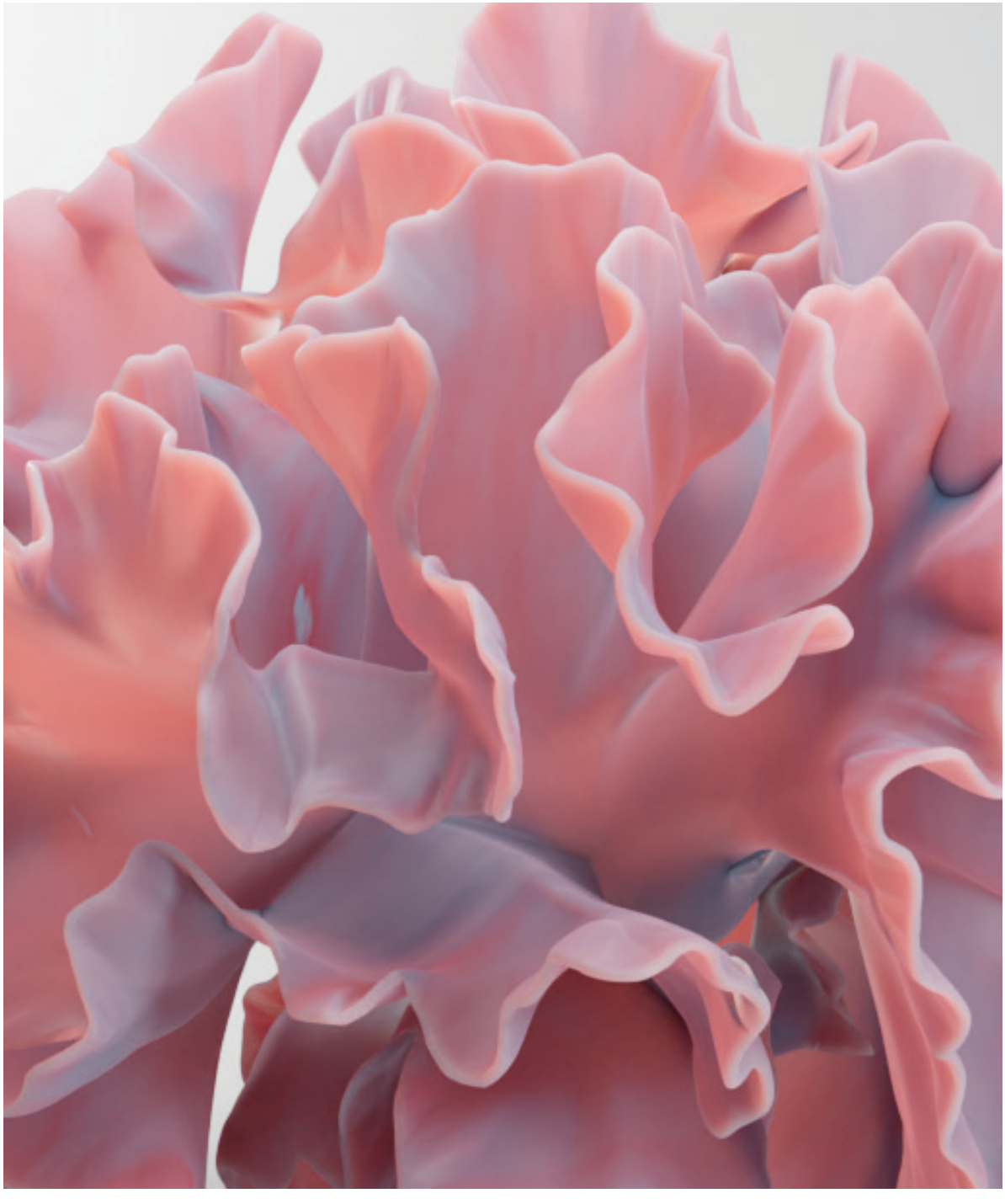


Kintsugi, Lana Del Rey

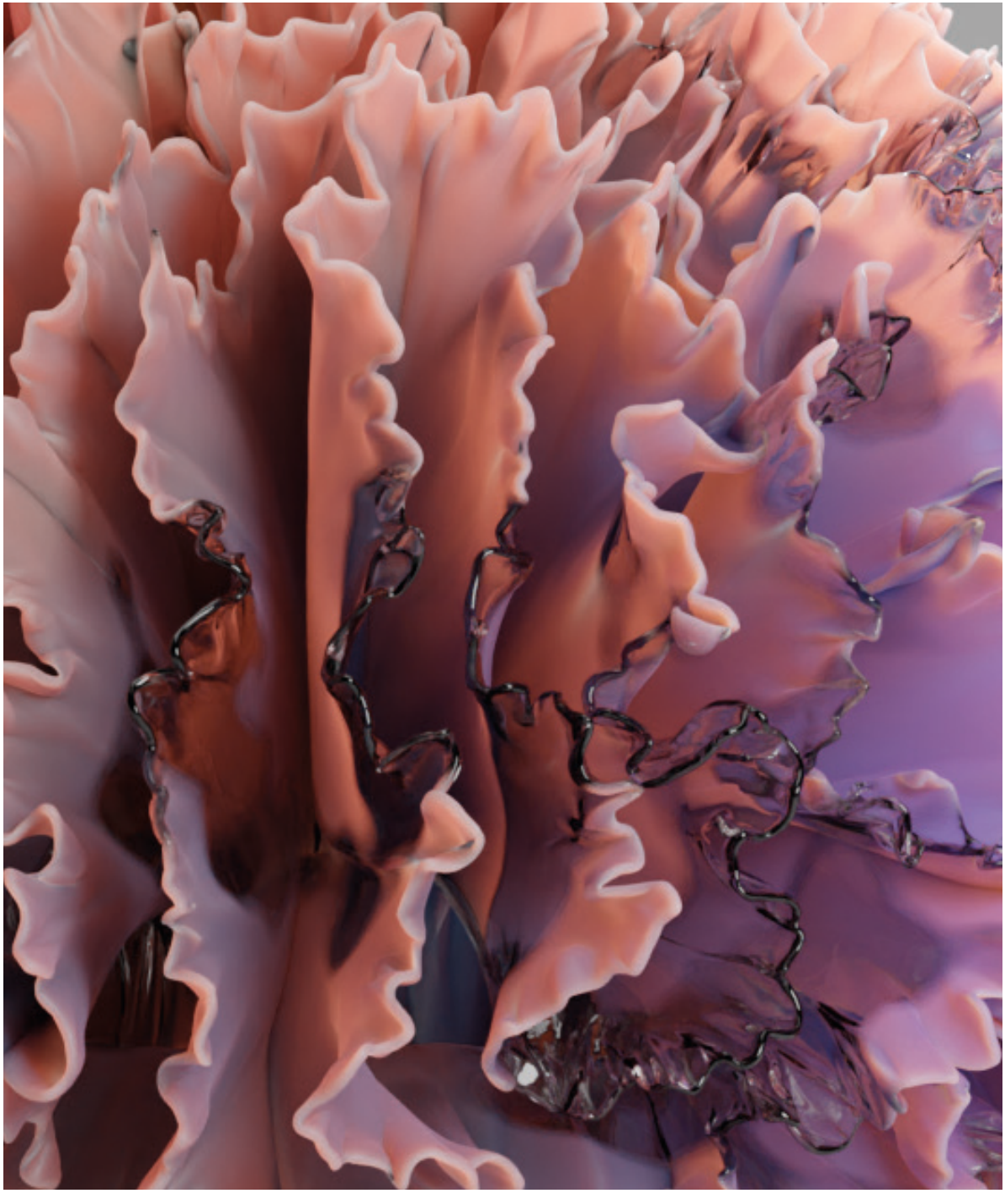


Euphoria, BTS

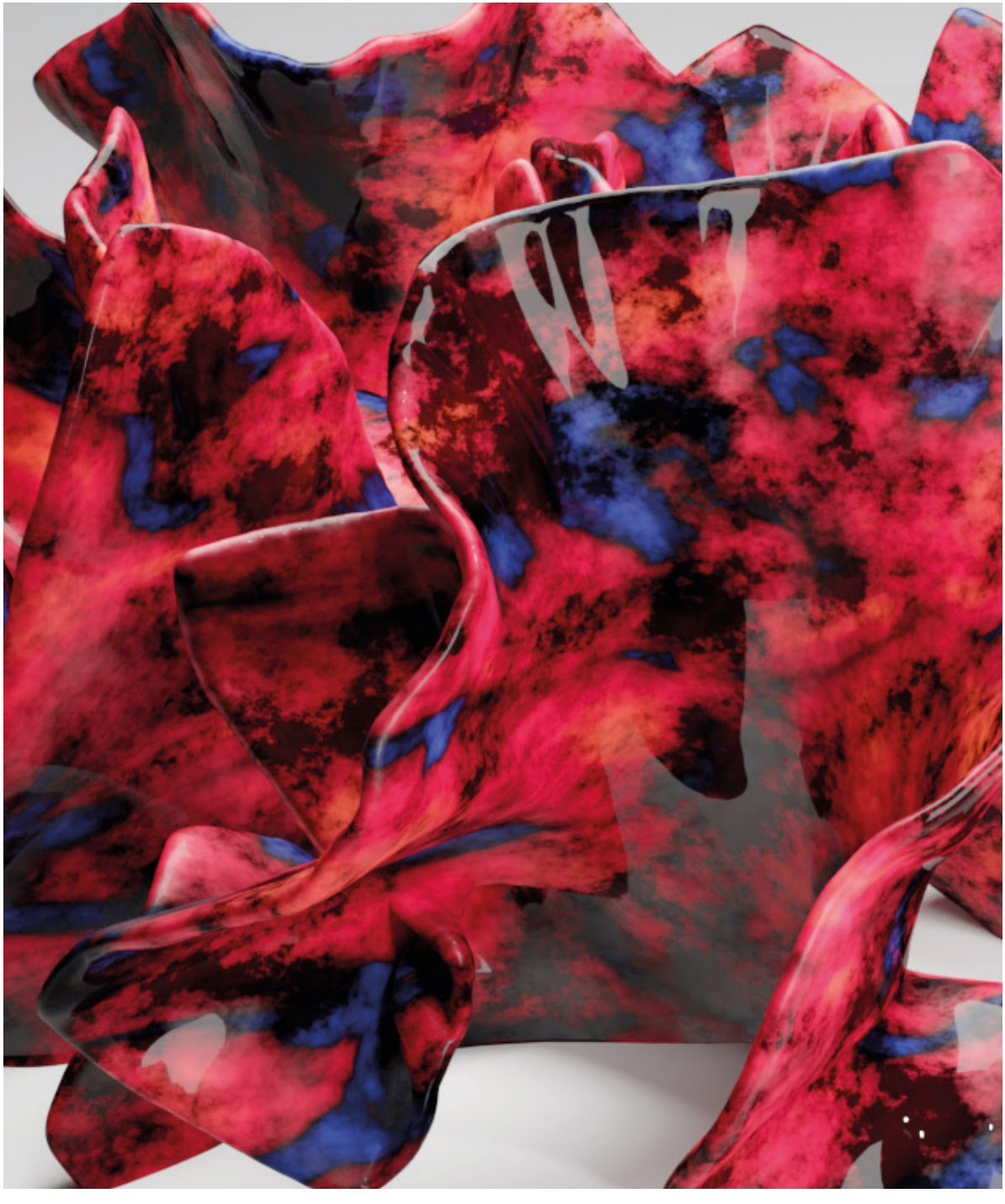
Primadonna, Marina And The Diamonds



Nocturne in E-Major, Chopin

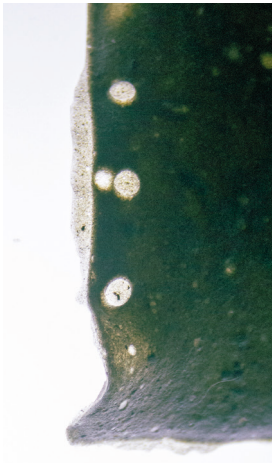


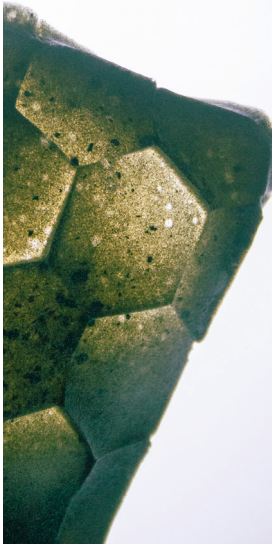
Kiss, Prince



Pink + White, Frank Ocean

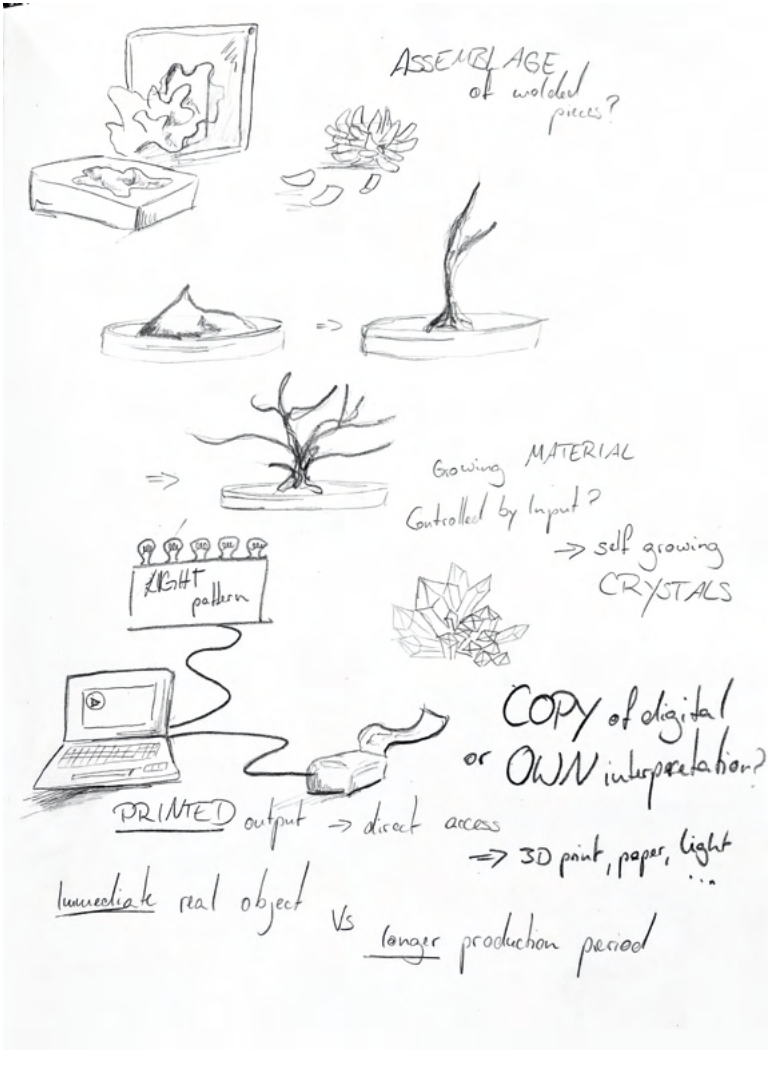
Study 2___



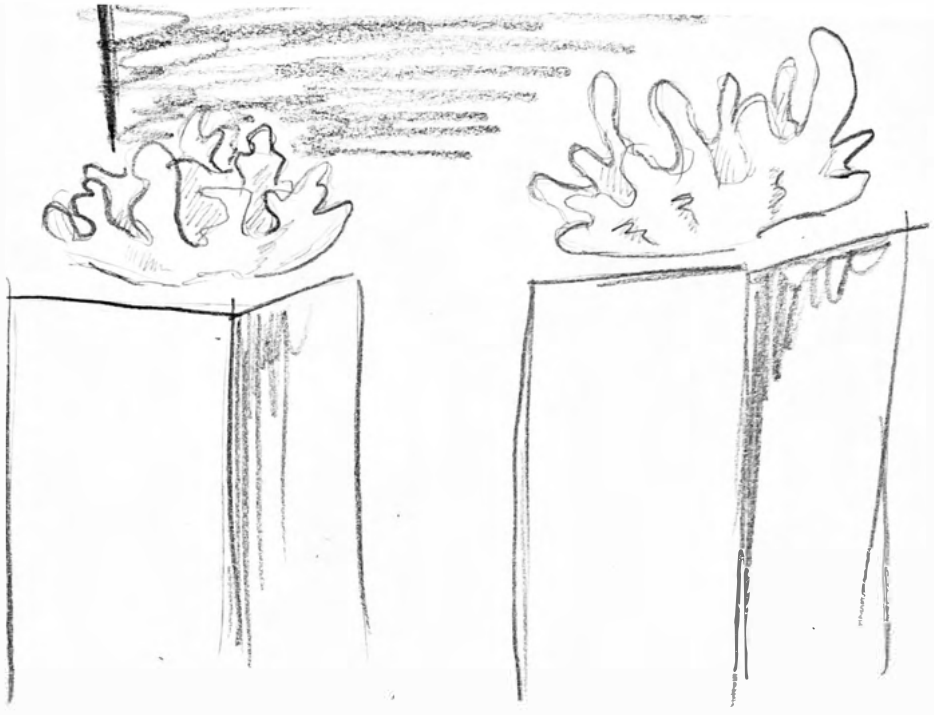


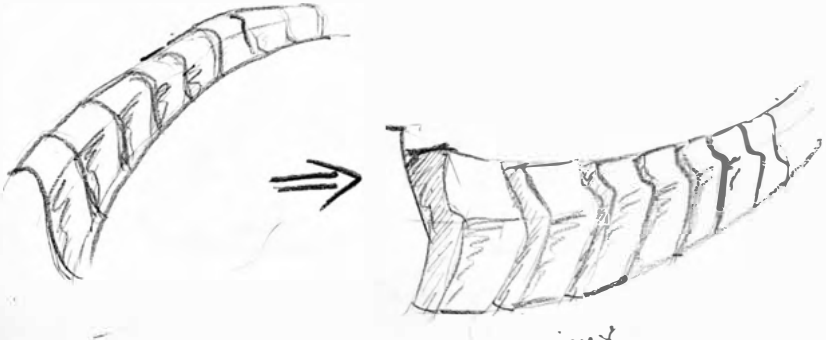
Working on the physical part was different to the digital part. It is based on the digital visual so I had to consider how that might change depending on how the digital version develops.

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

vs

MOLDING full piece

From egg to biomaterial

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

Gelatin 2
Curled up while drying, brittle.

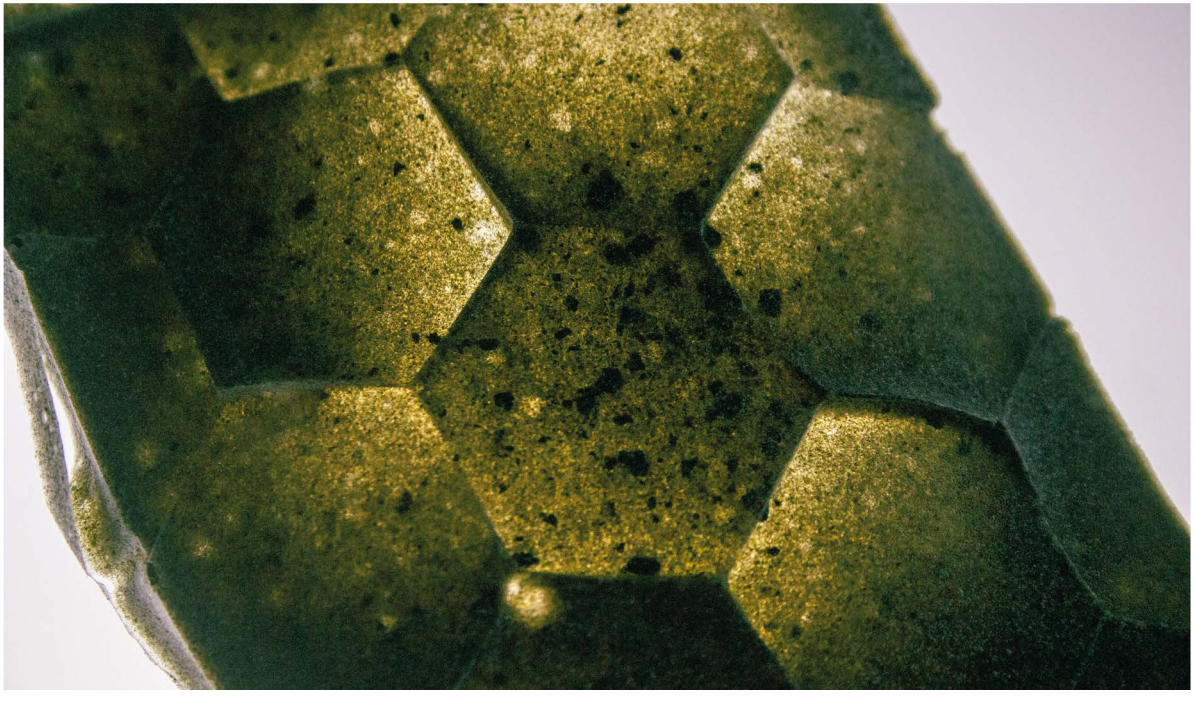
Starch 1
Dense and stable, develops mold while drying on bigger pieces.

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.