

MAT @ UCSB
200a // Fall 2010
Prof. G. Lagrady

Ubermega super group:

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Interests:

- Generative audio
- Bio feedback
- Visual

Project Process:

Input:

- Bio-Signals
- Data

Analysis:

(the methods and processes which the project investigates in-order to produce results)

- Relationships
- Chord // Discord

Output:

- Generative Audio
- Visualization
- Interaction

Resources:

- AlloSphere
- Ableton
- MaxMspJitter
- Max for Live
- Processing // Java
- C++

To be Addressed:

- Conceptualization
- Visualization
- Technology
- Culture
- Sound
- Perception/senses
- Semantics
- Materials (new/smart)

Project Proposal:

We are interested in producing a visual and sonic response to an aspect of bio-signals. This is intended to create a observer / user relationship to the data produced in-order to understand and “play” with these invisible forces of nature. To create an artistic design response to a scientific formulation which allows for the processes of data farmed from bio-signals to be embodied. The specifics will be explored as we begin to investigate the potentials of bio-signals and their corresponding effects/conditions.

Components to be addressed:**-Conceptualization**

The concept of bio-computational feedback in-order to illustrate the visceral and inherent process integral to our understandings of the world and our role within it.

-Visualization

The concept of visualization will be integrated to provide a projection of the collected data. This will essential be a dynamic diagram capable of illustrating the dynamics being explored and serve as a bases for next level exploration.

-Technology

Technology is implemented at every level though out the process. The tools, the techniques, and the theories all have a rooted

structure in the experimentation and exploration of our processes. The programs we write, systems set in place, analysis of the data collected, and methods by which we make intuitive / systematic decisions all have a relationship to relevant technologies at hand.

-Culture

Within our culture new and interesting developments are being made to open up our understanding of “what” is out there “who” we are and “why” we are here. These need investigating and experimentation in order to discover our new potentials. This project intends to address and push these developments.

-Sound

Generative compositions feed by established relationships of the chosen bio-signals will be utilized. These will be to experimented with cross-referencing until a criteria is established, at which point the composition will be tested to its criteria.

-Perception/Senses

Perception and sense is crucial in exploring these new types of relationships. To observe and understand the forces at hand and the data which it generates is step one. Then to create paradigms which are able to sense these “senses” will be implemented. Lastly, to create a corresponding system which relates this sense data to an environment capable of observation, interaction and understanding.

-Semantics

Semantics will be explored in-order find a harmonious integrity within the translation of the poetry of concept and computer code.

-Materials (new/smart)

Material is used in forms of information / data and computational methods or constructors which build it. The project may result in forms of projection (both sonic and visual) in order to illustrate the intentions.