

Definitive Presentation

Patterns. Acting in complex environments

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TAPE (Working title)

Installation

This installation explores audio from an analog cassette tape.

The sound, mixed with unstable noise, is analyzed through machine learning, and a machine learning-generated voice responds to this audio.

At the same time, the learning process of the model is visualized using extracted audio vector data.

The visualization is created with Houdini,

while a PCB system is used to control both the cassette tape and the AI-generated sound.

Imitation of aging

Data Input

Sound from a cassette tape



Including its noise and hiss

Data-Visualization

Using machine learning-generated

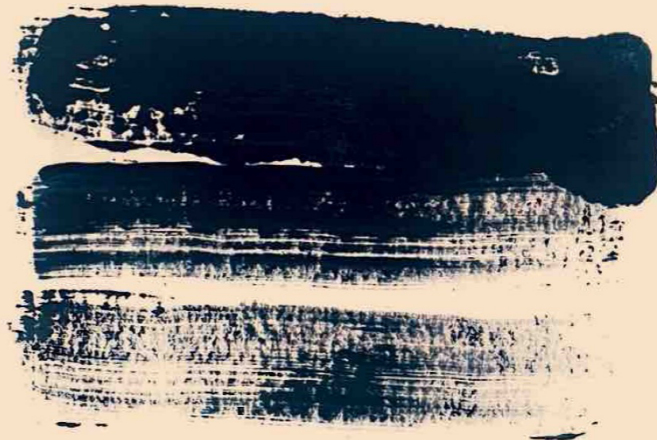
Vectors (v)

audio data

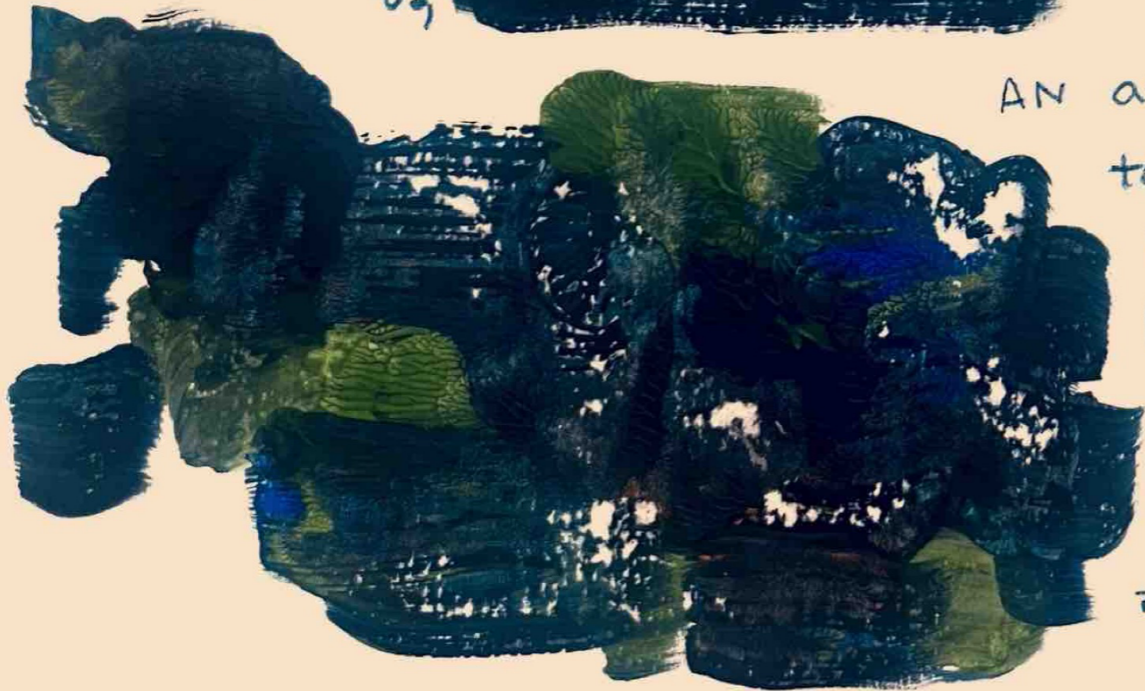
v1

v2

v3



as data for visualization



An analog cassette tape and its machine learning generated counterpart engage in a dialogue

