MARTRIKELNR.:122792

Sound Diary

Patterns and techniques of a shared habitat

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Background

Sounds can identify a city, represent an area, reflect a social scene, present a natural picture, and tell a state of life... These sounds nourish the memory of history. Sound is part of our memory and it has a lot of energy. Sometimes we don't pay attention, but the voice is always there and I wanted to record this.

Different things are happening in nature every moment, producing different sounds, which constitute people's special memories. How to visualize the sounds of nature to people? Sounds in nature are fleeting, and while we can record them in many ways, most of them require people to listen. People cannot visually record and express what they hear. Is there a way to visually convey what people hear and record the fleeting sounds, maybe pictures, animations or videos? Whenever people see these works again, they will remember the sounds they heard at that time, and these sounds also constitute people's different memories.

Research

The soundscape of nature is rich in expressiveness and connotation. They can tell stories from different directions. How well we know the natural soundscape depends on how much "noise" we can accept when listening.

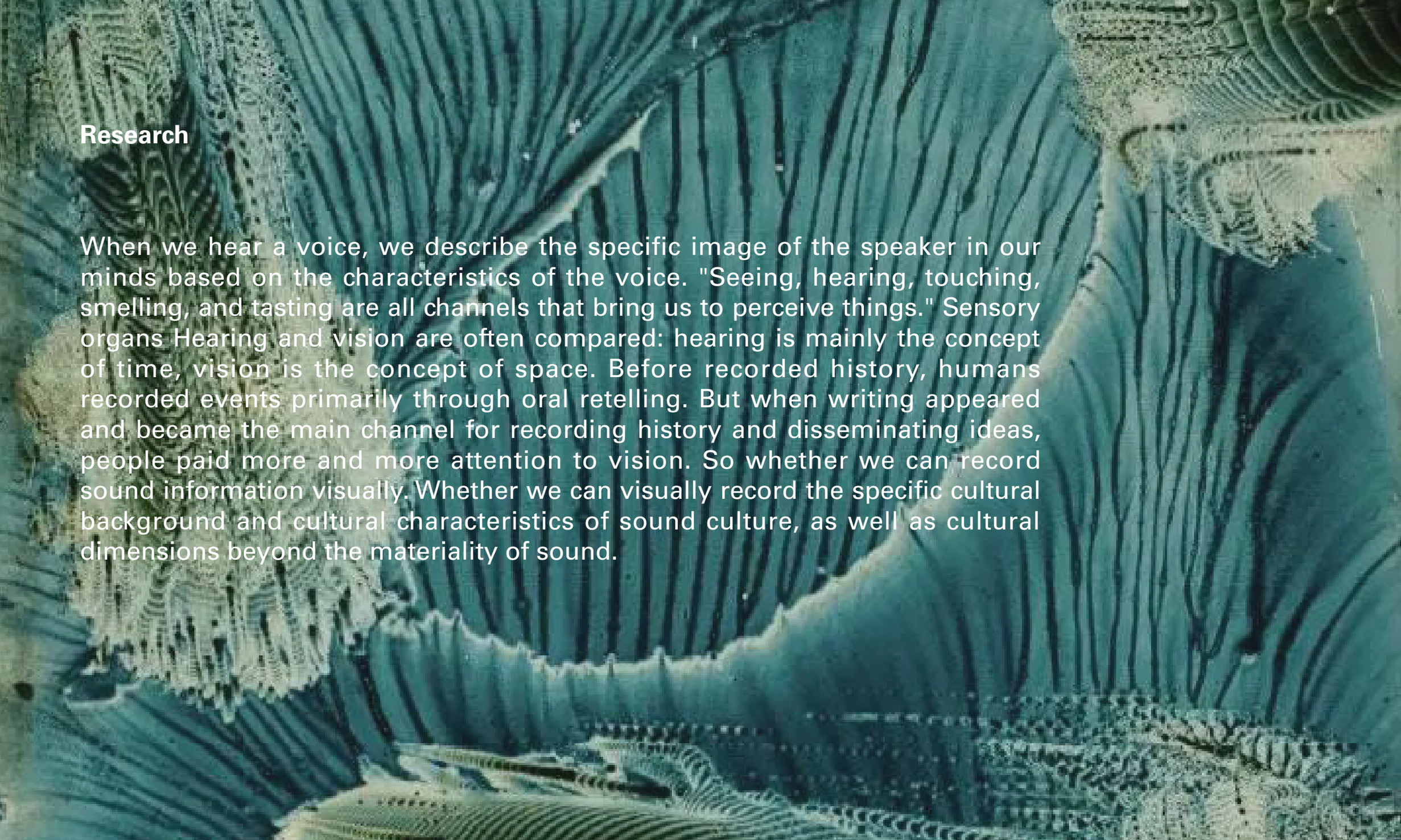
The concept of soundscape was born relative to the term visual landscape, which was proposed by Canadian composer and scientist Professor R. Murray Schafer around the 1960s. Extending from the visual landscape to the sound landscape, just like the terrain landscape and living environment where humans are located, humans are also in the sound environment, that is, the soundscape.

A soundscape is a collection of sound information from a sound source that reaches the listener's ears. The range of the soundscape is divided into three levels:

First, the most primitive soundscapes on earth are geographical ecology, not biological sounds, such as water and wind;

The second is the biological soundscape, a compilation of sounds made by creatures at a special time in a certain ecological environment;

The third is the human soundscape, which is the sound produced by humans, including intentional language, music, and unintentional, random noise.



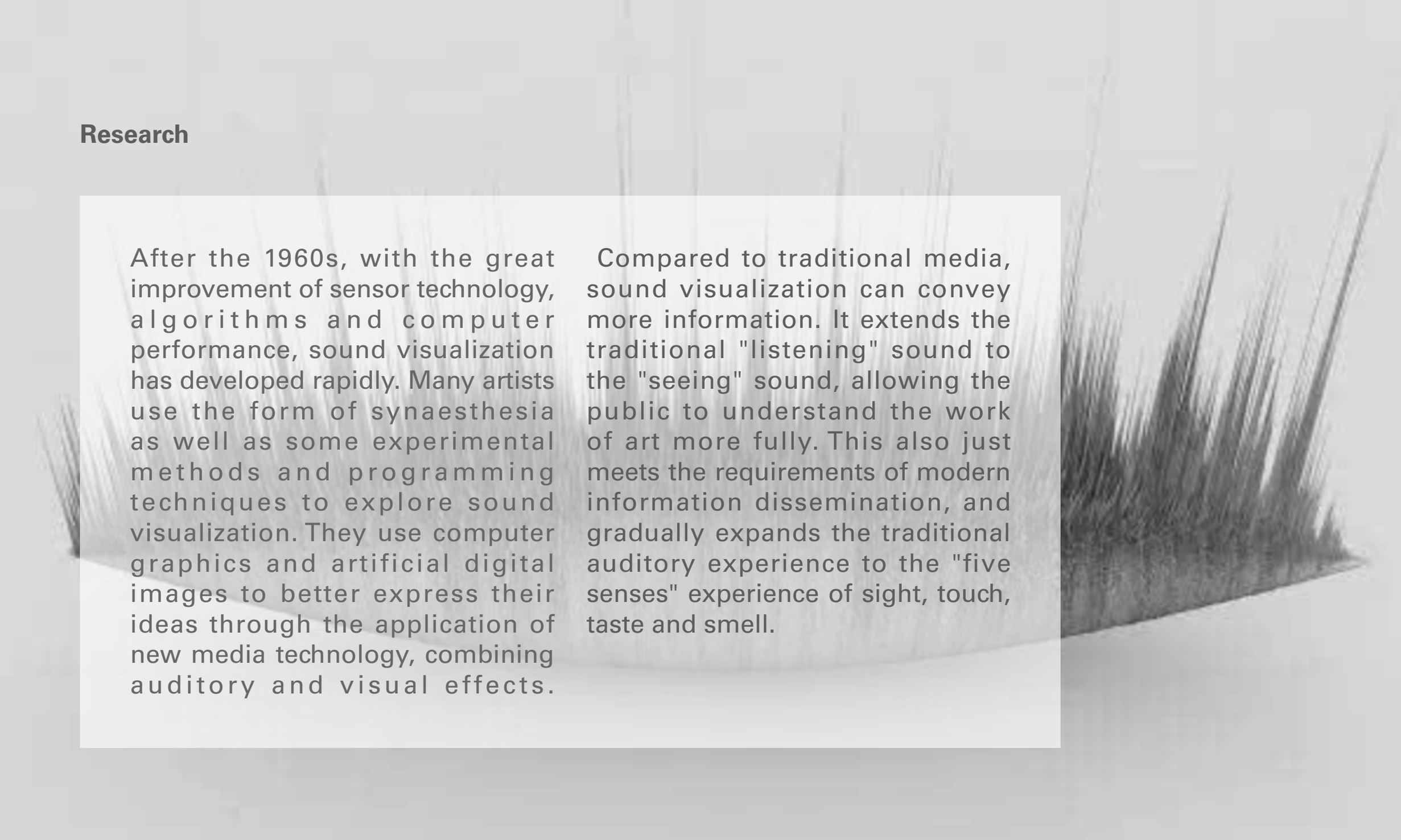
Research

When we hear a voice, we describe the specific image of the speaker in our minds based on the characteristics of the voice. "Seeing, hearing, touching, smelling, and tasting are all channels that bring us to perceive things." Sensory organs Hearing and vision are often compared: hearing is mainly the concept of time, vision is the concept of space. Before recorded history, humans recorded events primarily through oral retelling. But when writing appeared and became the main channel for recording history and disseminating ideas, people paid more and more attention to vision. So whether we can record sound information visually. Whether we can visually record the specific cultural background and cultural characteristics of sound culture, as well as cultural dimensions beyond the materiality of sound.

Research

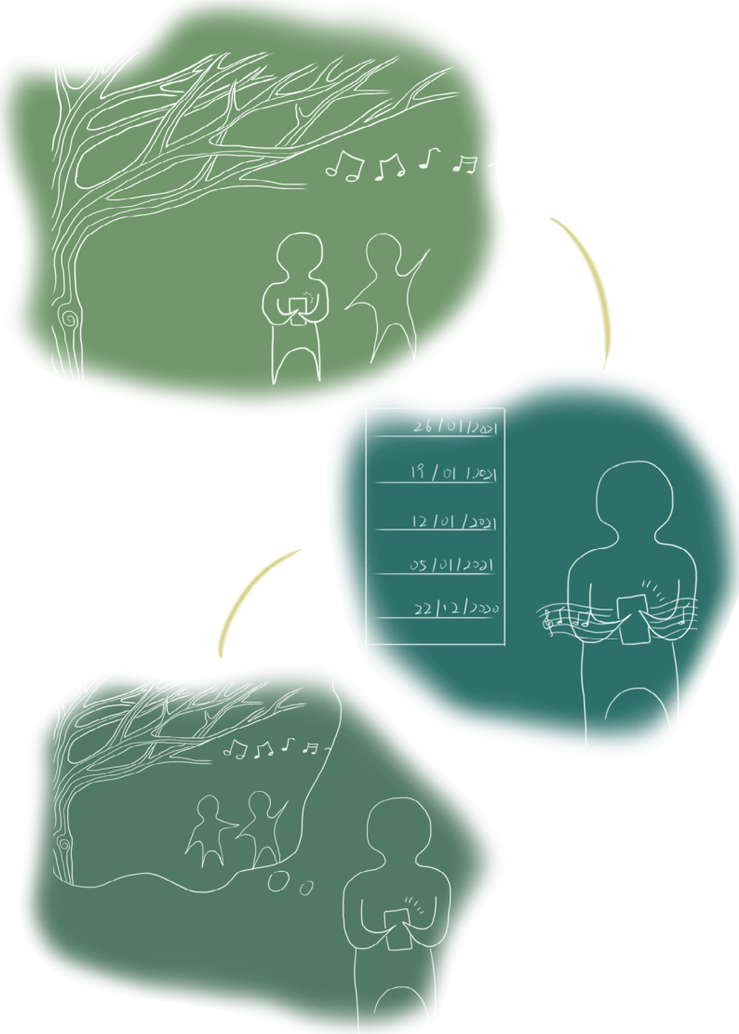
After the 1960s, with the great improvement of sensor technology, algorithms and computer performance, sound visualization has developed rapidly. Many artists use the form of synaesthesia as well as some experimental methods and programming techniques to explore sound visualization. They use computer graphics and artificial digital images to better express their ideas through the application of new media technology, combining auditory and visual effects.

Compared to traditional media, sound visualization can convey more information. It extends the traditional "listening" sound to the "seeing" sound, allowing the public to understand the work of art more fully. This also just meets the requirements of modern information dissemination, and gradually expands the traditional auditory experience to the "five senses" experience of sight, touch, taste and smell.



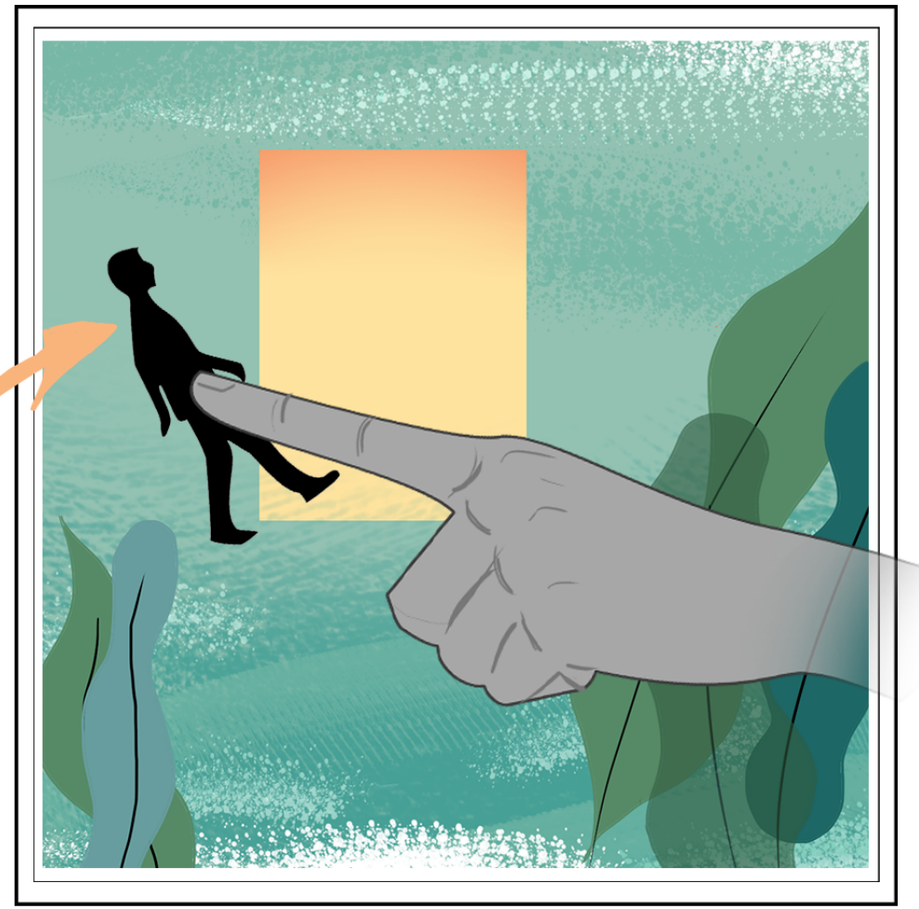
Concept

Different voices will leave different impressions on people, possibly recalling a past memory, or simply being in a good mood. Because sound has the potential to stimulate our brains to create visual objects. I want to design an app where people can record the sounds around them at any time. It can vividly display the sounds people hear and store these sounds and memories through pictures. It's like a sound diary where people can record and read a memory at any time.



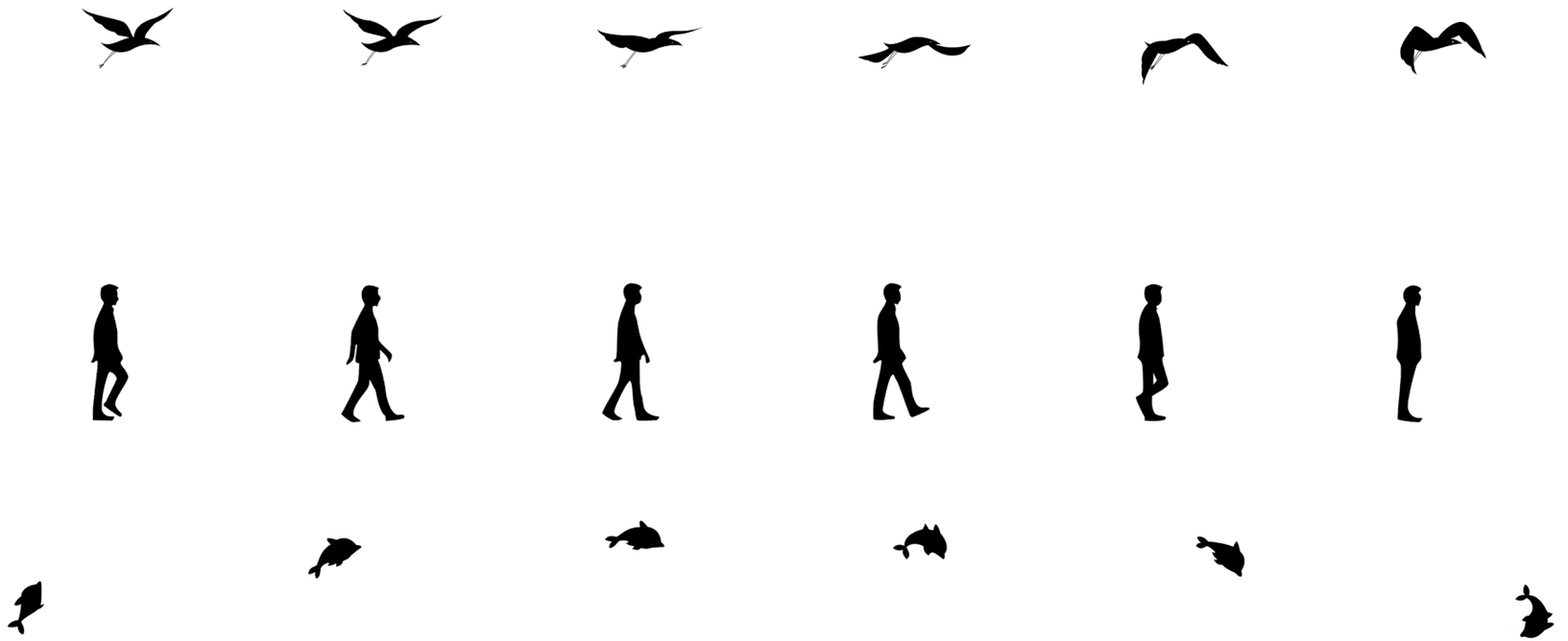
1 Step

Make up your own ideas by dragging graphics onto the whiteboard that change based on the sound

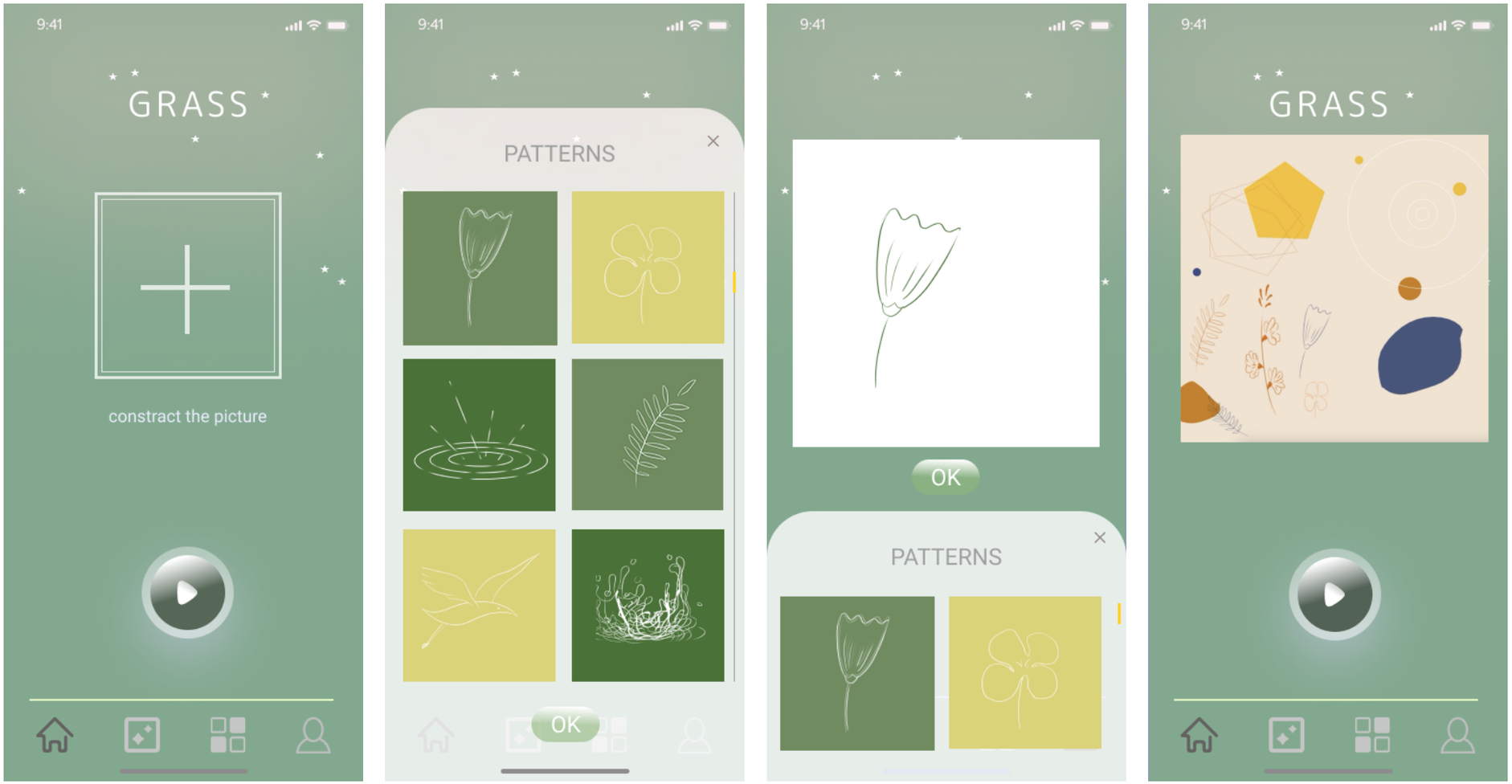


2 Step

The patterns change based on the sound



App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GRASS
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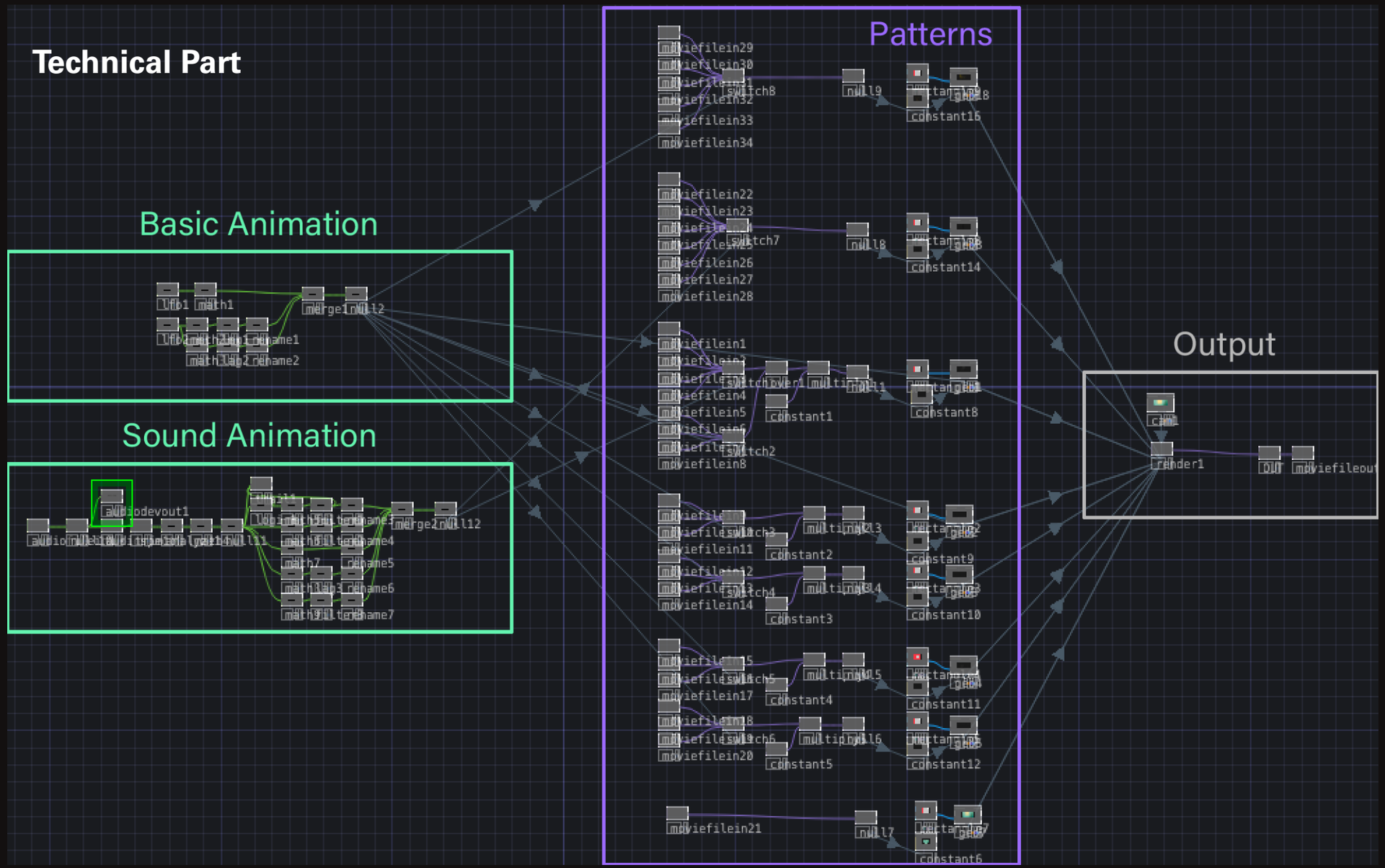
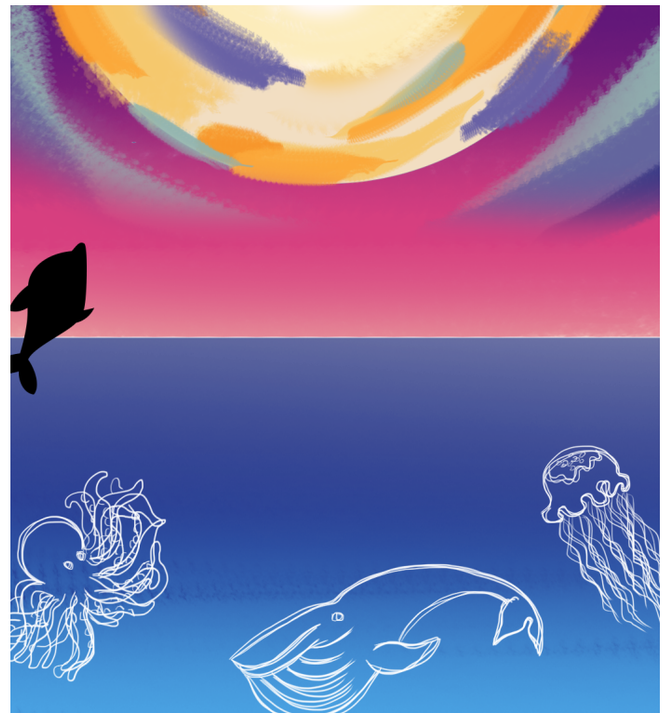
9:41
PATTERNS
OK
9:41
OK
PATTERNS
9:41
GRASS

Technical Part



Scences



https://vimeo.com/708693331

Thanks !