Final Project Proposal

Music 256

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Idea #1: Sound Garden

The idea in this is that you have to plant a garden that makes sound, but you also have to use sound to keep it happy and healthy. Each plant you put in your garden will have a unique sound and requires adequate sun, rain, and space. If its needs are being met, it will grow and thrive. If not, the plant's song will start to change to alert you to its needs and you must work to address the needs as quickly as possible. The clouds floating in the sky have two roles : 1) they provide rain, and 2) they block out the sun. If your plant is getting too much rain or not enough sun, make a 'shhhhh' sound (like wind) to blow the cloud away to another location. You can use the same method to blow a raincloud toward a plant that is dehydrated. The clouds will always scroll left to right, and if one goes off the edge of the screen it will reappear on the lefthand side. If your plant doesn't have enough space (or it's not getting enough sun because it's in the shadow of a larger plant), you can select a plant to transplant it to a more appropriate location OR move it to a pot if you no longer want it in your garden. As an added challenge, garden pests will occasionally appear to try and chow down on your plants. If this happens, clap your hands or make a loud noise to scare them away before they can destroy your precious plants.

-plant flowers
-each flower has its own motif
-if it's happy, it will grow
-if it needs more rain/sun/space, its sound will change
- make wind sounds into microphone to move cloud over
    flower (more rain) or away from flower (more sun)
- if a critter appears to eat your garden, clap your hands
    to scare it away
- if a plant needs more space, choose a plant to remove or transplant

Idea 2:

The idea here is to create a peaceful ambient winter soundscape/landscape. Add items (trees, mountains, frozen lake, etc) to add voices to your soundscape. Each item has a designated sound associated with it, the pitch/variability of which can be determined by the object's scale. The objects' sounds are also spatialized based on their location within the scene. You can make it snow and add wind by making a wind sound ('shhhhh'). Once your landscape/soundscape is complete, you can explore it by moving your snow creature (in this draft, it's a rabbit) through the space to experience your soundscape from various locations and perspectives.

- start with a serene winter scene
- make wind/noise sounds to add wind to the scene
  → wind creates a windchime sound
- plant trees on your landscape to add voices to
  your soundscape
- use your creature avatar to explore your world
  + hear your 3d/spatial audio soundscape