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Music 256A

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### Reading Response to *Chapter 3*

From this week's reading, I would like to respond to Artful Design Principle 3.1 and 3.5:

*Principle 3.1: Design Sound, Graphics, and Interaction Together*

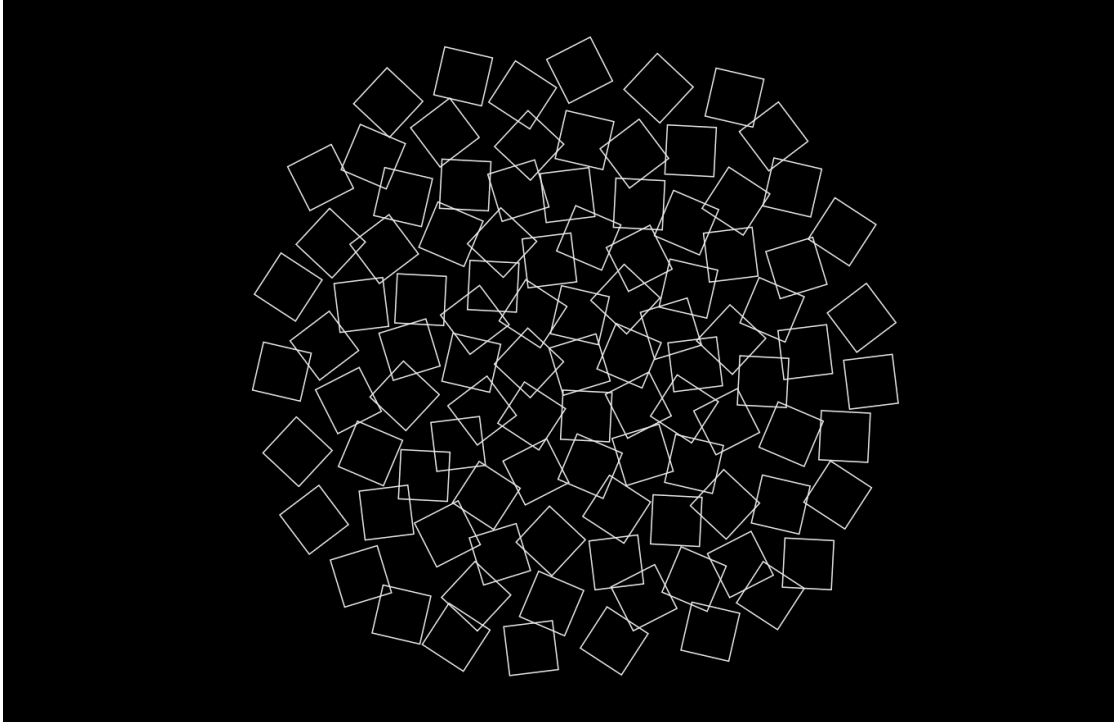
*Principle 3.5: Build Complexity From Simplicity*

Principle 3.1 describes the relationship between the visual, aural, and interactive experience, in which a design provides a user with multi-media feedback to their actions. Principle 3.5 explores the possibility of primitive elements when combined to create a design beyond their original form. I personally resonate with both statements since they are concepts that I attempt to practice whenever I work on audiovisual projects.

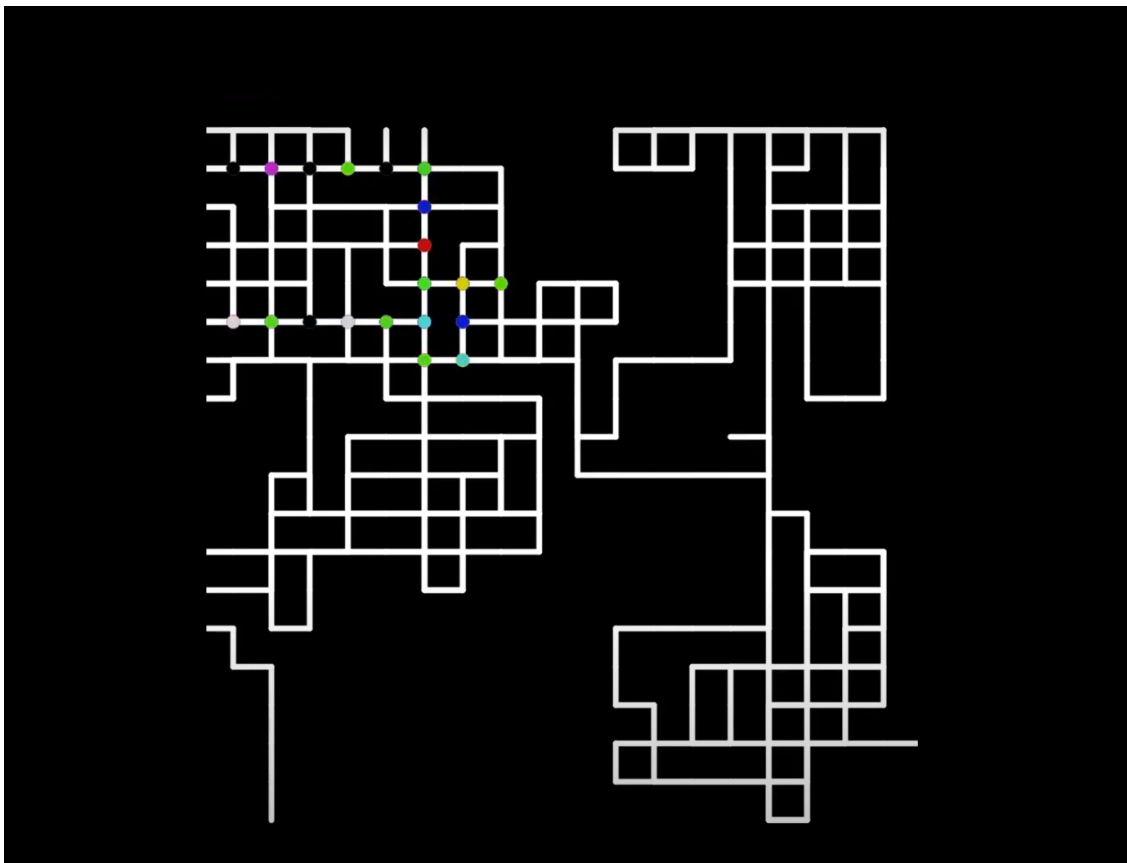
First, I believe that a combination of sound and graphics in an interactive system is crucial for conveying a message behind a project. In my opinion, the video game industry accelerated technological advancement over the past couple decades and established new expectations for the audience. Because of the detailed interactivity that modern open-world games provide, any software that does not meet such new standards would be considered underdeveloped. On the other hand, incorporating such elements into a software can grab the audience's attention and allow them to focus on the narrative of the piece rather than technological flaws. In my personal experience of working on an interactive virtual reality composition, I received a lot of criticism during the development stage for the lack of interactivity for visual elements that were present in the scenes. While some of the expectations and requests that I heard from peers were extreme for a two-person team, spending extra time to respond to such feedback ultimately led to the success of the project presentation.

I have been a fan of abstract art from a young age when my parents used to take me to museums frequently. I have always found it fascinating that a piece of art created by a collection of primitive objects can evoke strong emotions. Part of the inspiration derives from the fact that abstract art is friendly to inexperienced visual artists like myself to express creativity with less limitations. The aforementioned virtual reality composition featured many forms of abstraction, such as grids of stars in a lattice structure and humans made of metallic cubes. Such obscurity allowed me to present surreal aesthetics and distinguish the world I created from the trend of hyperrealism. From a technical perspective, reduction of complexity allowed me to introduce various visual elements while maintaining GPU usage.

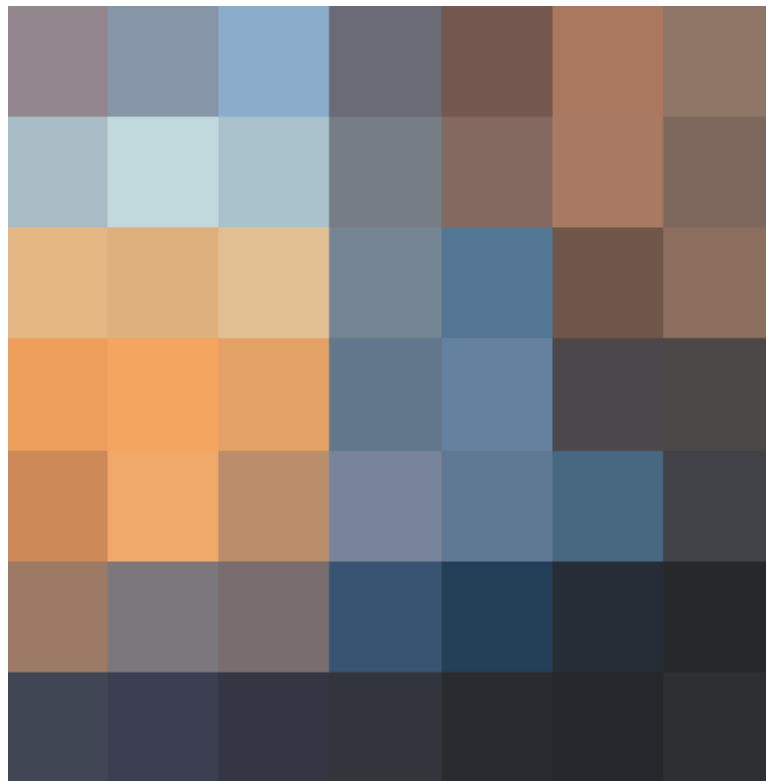
*I attached some of my works below that followed the principles of abstract art.*



*Unexplored Intelligence (2021: Cover Art)*



*Snake City (2020)*



*Disintegration Mirror (2020)*

*(Realtime pixelated digital mirror with interactive sounds)*