

Sonic Pinwheel

An Interactive Web Instrument Symphony



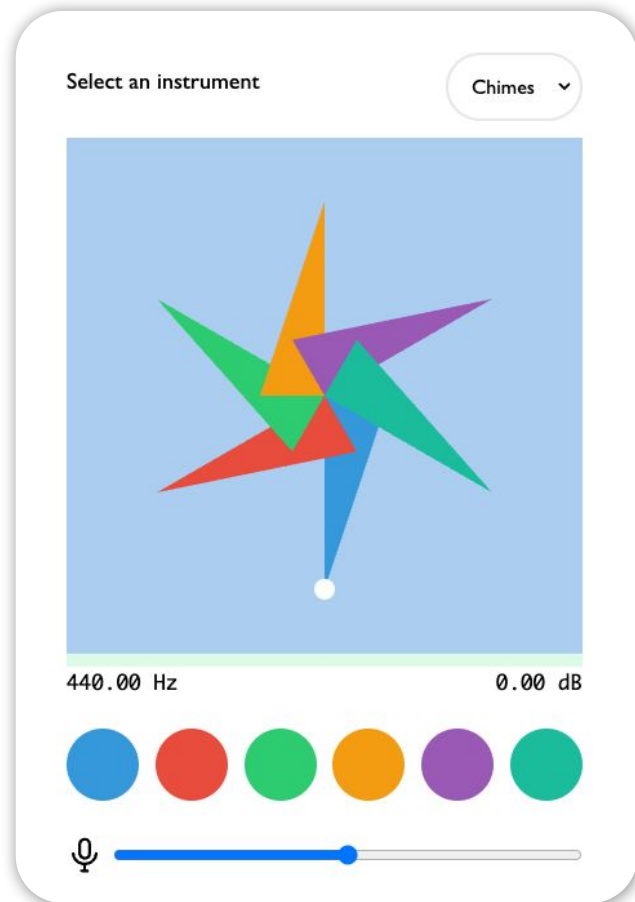
Terry Feng

CCRMA Master's Capstone Presentation (2024)



Sonic Pinwheel

- Browser-based wind instrument built with Web Audio & WebChuck
 - Blow into your microphone or use allow ambient sound to “blow” Sonic Pinwheel
- Instrument, Installation, Experience, Symphony, Score, a Web-app, a perpetual machine...



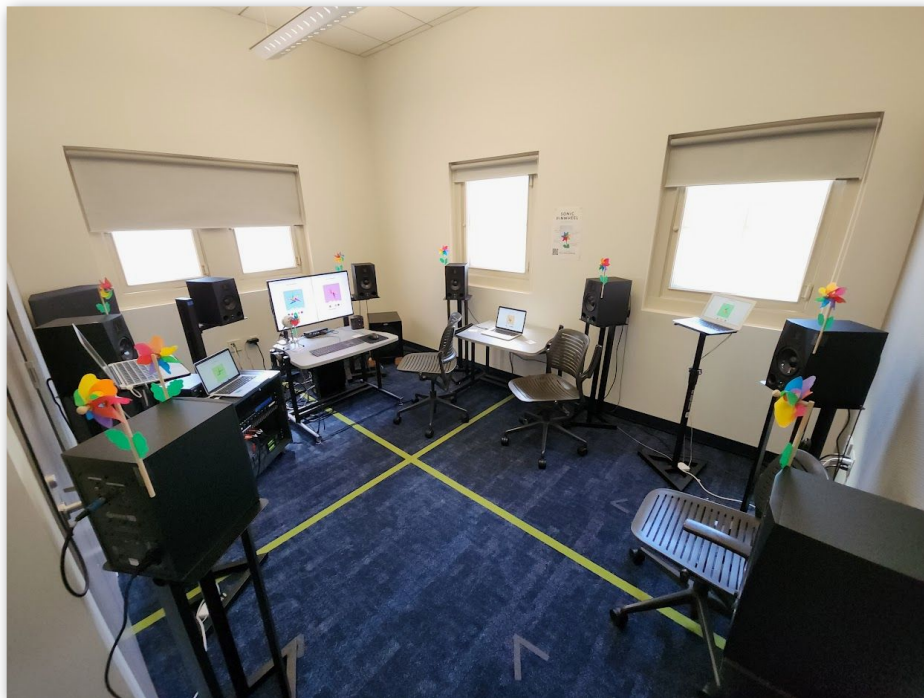
Live Demo

bit.ly/sonic-pinwheel

Sonic Pinwheel - Installation

CCRMA 50th Year Anniversary
Open House







- 5 Apple computers
- 6 Pinwheels
- 8 speakers
- + individual mobile devices



Video



Sonic Pinwheel - Symphony & Score

Instrument	 wind.ck	 chimes.ck	 bamboo.ck	 bass.ck	 voice.ck	 drift.ck
Role	Chordal Harmony Pads	Percussion Improvisation	Textured Percussion	Bass	Solo	Pentatonic Rhythmic Meter
Synthesis Notes	4 SinOsc (chord) + Modulated Noise (wind)	Modal Bar (STK) + Additive Synthesis	PhiSEM Shaker (STK)	2 SawOsc (Bass & Sub)	Continuous SinOsc + Noise (BPF Formant)	8 voice chorus (Saw + Tri), Analog LFO frequency drift
Driven	Score Driven	Score Driven + Stochastic Memory	Pitch Tracking & Feedback	Score Driven	Pitch Tracking (Quantized) & Feedback	Score Driven + Stochastic

Pseudo-network Synchronization

Pinwheels share a time-based score to play together

Each Pinwheel is synchronized to UTC time (system time)

Strong time synchronization is maintained by Chuck



Pseudo-network Synchronization (cont)

00:00

00:10



UTC: 00:00

(MM:SS)

Pseudo-network Synchronization (cont)



"Start"



P1

UTC: 00:02

(MM:SS)

Pseudo-network Synchronization (cont)



"Sync"



P1
=> 00:03

UTC: 00:03

(MM:SS)

Pseudo-network Synchronization (cont)



UTC: 00:03

(MM:SS)

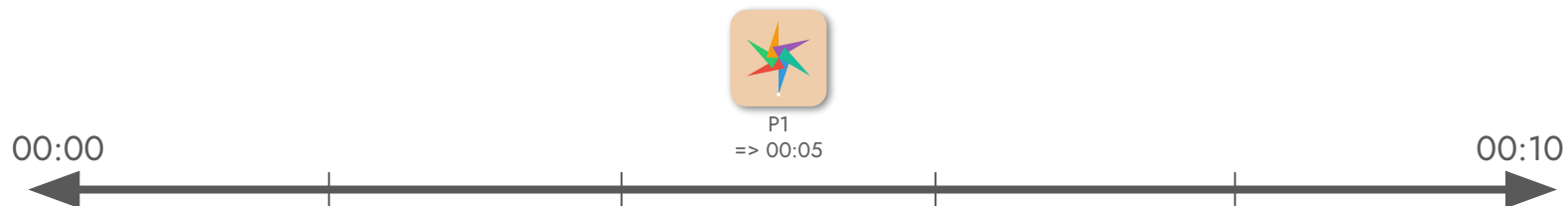
Pseudo-network Synchronization (cont)




UTC: 00:04

(MM:SS)

Pseudo-network Synchronization (cont)

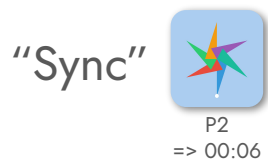


"Start" 
P2

UTC: 00:05

(MM:SS)

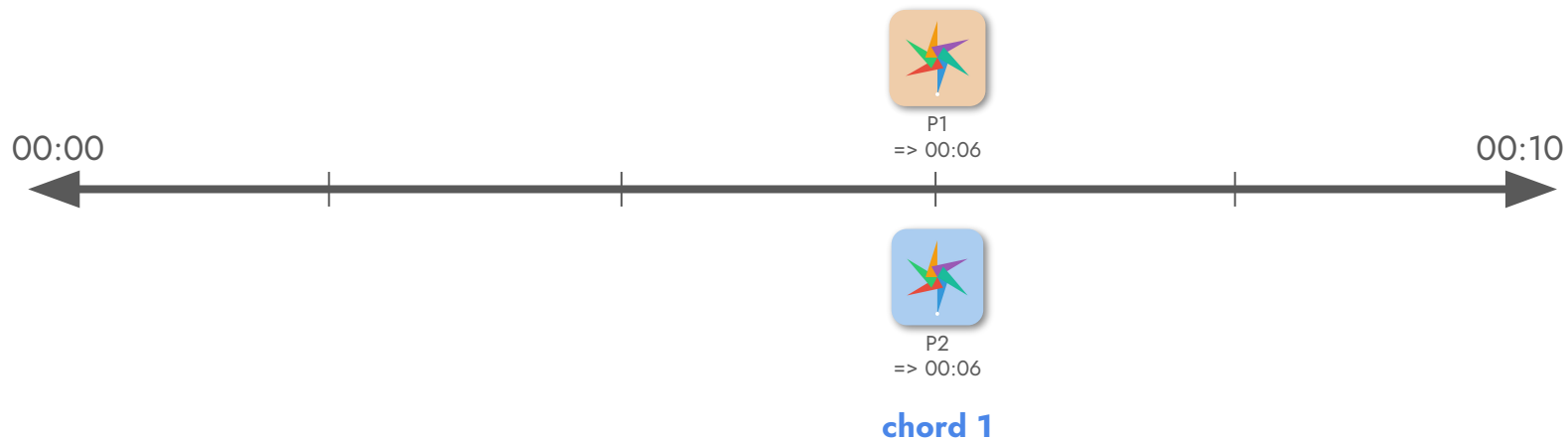
Pseudo-network Synchronization (cont)



UTC: 00:06

(MM:SS)

Pseudo-network Synchronization (cont)



UTC: 00:06

(MM:SS)

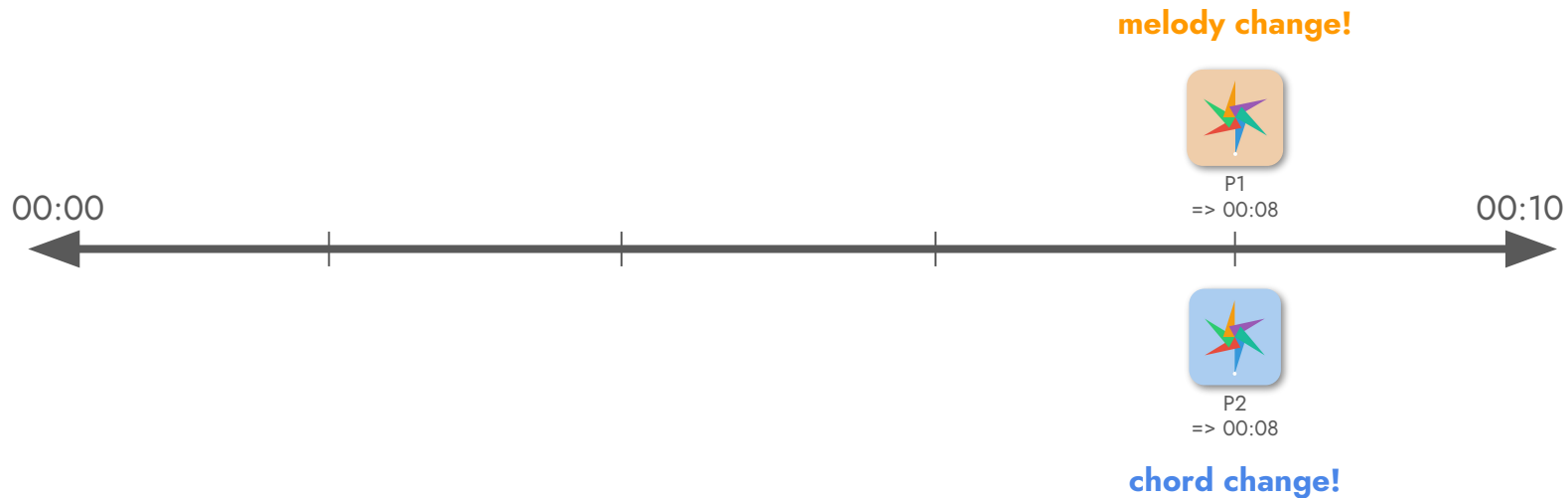
Pseudo-network Synchronization (cont)



UTC: 00:07

(MM:SS)

Pseudo-network Synchronization (cont)



UTC: 00:08

(MM:SS)

How accurately can we keep time?

How accurately can we keep time?

- What happens if the Pinwheel (WebChuck) loses time?
 - Refresh the page
 - Pinwheel will re-synchronize with your system time
- Is your system time accurate?
- How accurate do two devices need to be?

Time.is

TIME.IS

Your time is exact!
The difference from Time.is was +0.002 seconds (±0.018 seconds).
Time in Palo Alto, California, United States now:

03:53:35 pm

Tuesday, June 4, 2024
Sun: + 05:47AM + 08:28PM (14h 41m) - More info - Make Palo Alto time default - Add to favorite locations

Los Angeles	New York	London	Paris	Kyiv	Beijing	Tokyo
03:53pm	06:53pm	11:53pm	12:53am	01:53am	06:53am	07:53am

Abu Dhabi Addis Ababa Amman Amsterdam Antananarivo Athens Auckland Baghdad Bangkok
Barcelona **Bejiina** Beirut Berlin Bogotá Boston Brussels **Buenos Aires**

Computer 1

TIME.IS

Your time is exact!
The difference from Time.is was +0.001 seconds (±0.015 seconds).
Time in Palo Alto, California, United States now:

03:54:40 pm

Tuesday, June 4, 2024
Sun: + 05:47AM + 08:28PM (14h 41m) - More info - Make Palo Alto time default - Add to favorite locations

Los Angeles	New York	London	Paris	Kyiv	Beijing	Tokyo
03:54pm	06:54pm	11:54pm	12:54am	01:54am	06:54am	07:54am

Abu Dhabi Addis Ababa Amman Amsterdam Antananarivo Athens Auckland Baghdad Bangkok
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Computer 2

The Atomic Clock and Network Time Protocol (NTP)

Atomic Clocks keep accurate time (Stratum 0)

Network Time Protocol ensures that devices synchronize time accurately

- time.apple.com is a Stratum 1 time server
- Apple devices operate at Stratum 2*
- WebChuck syncs with device on "Start"
 - Sonic Pinwheel runs at Stratum 3
- **Pinwheel: <20ms time difference**

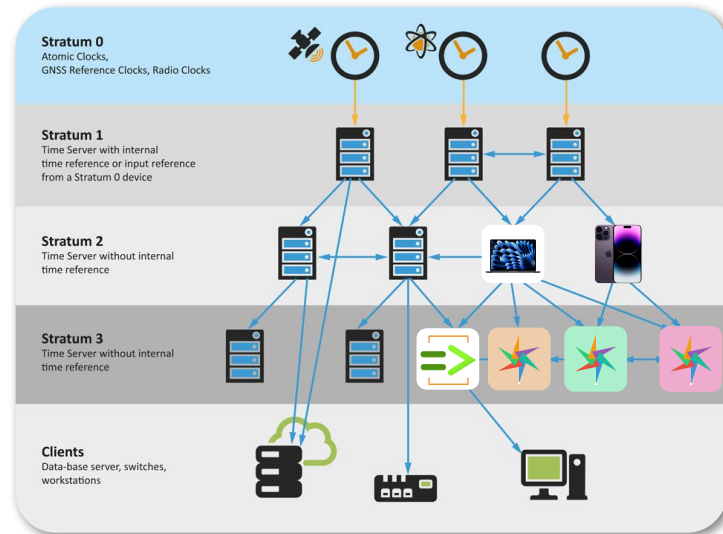


Image: <https://www.ntp-zeit.de/index-en.htm>

*can also be Stratum 3 depending on geolocation

Who needs accurate time anyways

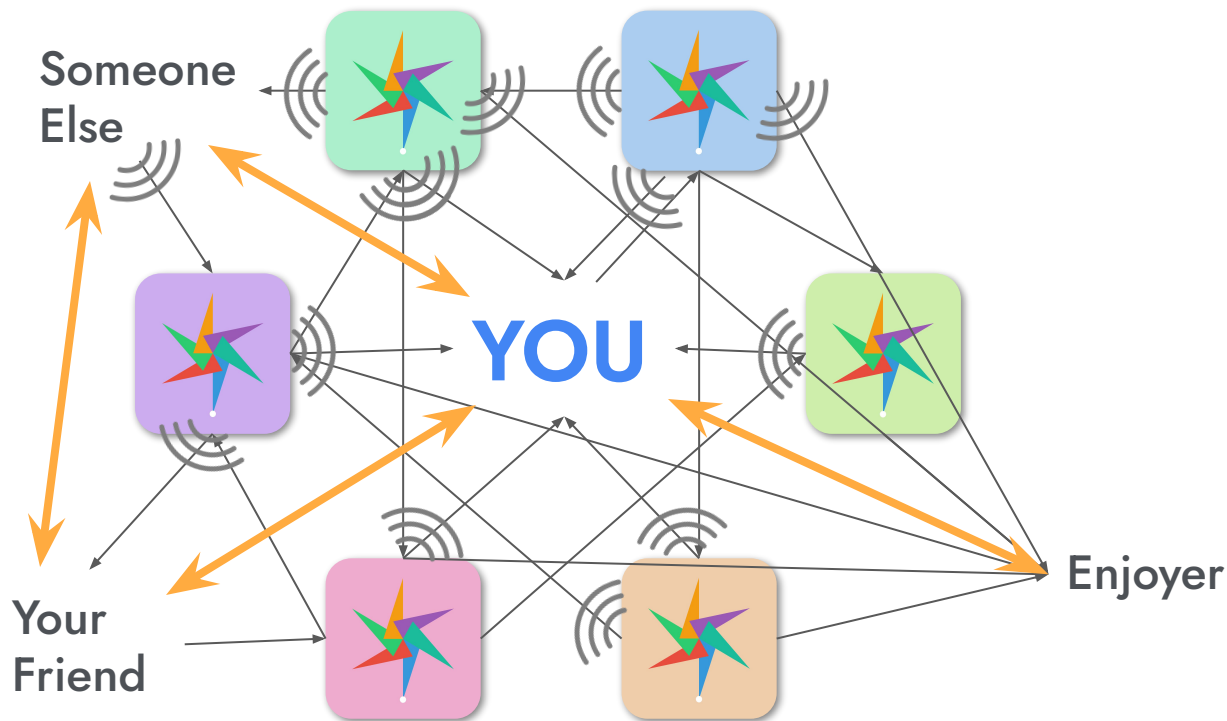
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You play the Sonic Pinwheel

You are the performer. You are also the audience.

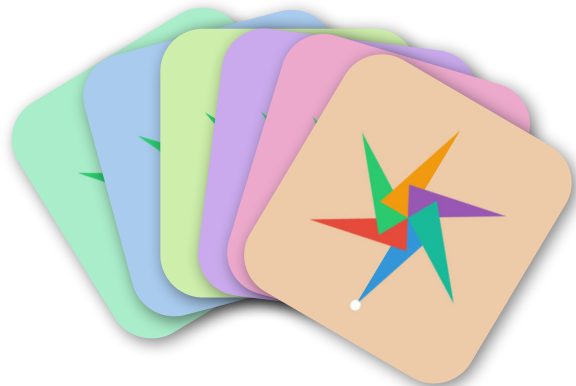
Time synchronization simply provides a framework for structure and score. It doesn't need to be perfect.

Interactive Feedback Web



Sonic Pinwheel - Takeaways

- Sonic Pinwheel is a simple instrument
 - Easy to play—just blow on a pinwheel
 - Strength in numbers, community of pinwheels
- Discover, interact, and play with sound
 - Technical complexity is abstracted away yet transparent to explore
 - Make music, sonify the world, create calm, share calm
 - Create something with others, find something for yourself



Special Thanks

Thank you to Patricia Alessandrini, Jonathan Berger, Ge Wang, Hongchan Choi, Hans Kretz, Chris Chafe and many more for inspiring, supporting, challenging me during my time at CCRMA

Pockets of CCRMA: CKC, WARE, & SNE :D



Thank You!

Take home a Sonic Pinwheel!

bit.ly/sonic-pinwheel



GitHub Repo

github.com/terryzfeng/Sonic-Pinwheel

