

ABSTRACT

<i>Department</i> Media Lab	<i>Degree programme</i> MA	<i>Graduation year</i> 2005
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<i>Title</i> Active Ambience Generator: Experiments in Interactive Real-time Audio-Visual Generation		
<i>Level</i> Diploma Work	<i>Number of pages</i> 46	

Abstract

The diploma work consists of an installation, a thesis paper and the accompanying CD-ROM with documentation and example applications.

The thesis describes some of the design processes and technical details of the three experiments in interactive real-time audio-visual generation. Works generate real-time music and graphics from user interaction and other inputs. The three works are not so much tools but resemble more like stylized toys that have an interactive component.

These works can be seen to have many different usages depending on the surroundings you place them. You could call them as audiovisual performance instruments, intelligent reactive lava lamps, meta-wind chimes, ambience generators, sound toys or just interactive art.

In the historical background section the thesis will take a look at the larger context in which these works belong to: Mainly the histories of Visualization of music and Automatic music composition. The history section consists of a time-line of innovations and experiments in both of these fields. The thesis also maps out some future possibilities for commercial usage of the prototypes.

Materials

CD-ROM, An installation

Keywords

Visualization of Music, Real-time, Audio-Visual, 3D, Interactive, Automatic Music Composition, History of Automatic Music Composition, Propellerheads Reason, Macromedia Director,

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