

Assignment 4.0

Sound-Driven Computer Animation

Visual music, sometimes called "color music", refers to the use of musical structures and acoustic laws in visual imagery. An expanded definition may include the translation of music to painting, conversion of the music into visual forms.

Create a short animated piece using a 30 – 60 second music track. Sound will be your foundation and it will set the pace and the mood for your animation. You will need to consider rhythm and beat as well as tone, timbre and space. The images should be at the service of the music and be the visual embodiment of the rhythm.

Consider dynamics carefully when choosing or creating your music track. There should be lots of variation and dynamics in rhythm, tempo, frequency and amplitude of the piece.

Your piece can be created solely using expressions or be a combination of expressions and key-frames.

If you plan to submit your piece to festivals or exhibit online, you must obtain copyright permission. This includes performer rights and composer rights. Indy bands and musicians are often happy to grant permission if you contact them and offer to share your piece. In addition there are many resources for Creative Commons licensed music including the WFMU Free Music Archive: freemusicarchive.org. The "cc community" and "music for video" curator categories feature lots of music with CC licenses. To learn more about Creative Commons, visit this link:

<http://creativecommons.org/licenses/>

The piece can be any aspect ratio and created for single channel exhibition (viewing from beginning to end in a theater) or installation. Make sure to export each composition as a Quicktime file with H264 compression. In addition, bring your AE file to class.

This assignment will be due at the start of Class Nine: April 21st.