Tidewater

Sample project report

Illustrative content for the portfolio prototype. Project descriptions and credits are placeholders.

Overview

An interactive sound environment that responds to changes in its surroundings. The project explores how a small set of rules can produce an evolving listening experience. Stable sound material provides a recognisable foundation, while timing, density and spatial movement introduce variation.

Research question

How can constrained randomness create change without obscuring a work's structure? This sample study considers the relationship between variation, repetition and a listener's sense of agency. Listening is used to examine which changes remain perceptible and which become difficult to distinguish.

Process

The example workflow brings together Max/MSP, Reaper and an eight-channel speaker arrangement. Initial sound sketches are tested individually, then connected through a small set of rules. Fixed, probabilistic and freely varying versions of the same material are recorded for comparison. Each iteration adjusts timing, transitions and the balance between stable and changing elements.

Reflection and next steps

A next iteration would compare different mappings and pacing with listeners. The aim is to retain enough consistency for the work to feel coherent while leaving room for unexpected outcomes. Short listening notes, system diagrams and annotated recordings would support the final account of the work.

Sample credits: concept, sound design and spatial programming - Your Name.
Replace this document with the verified project report before publication.