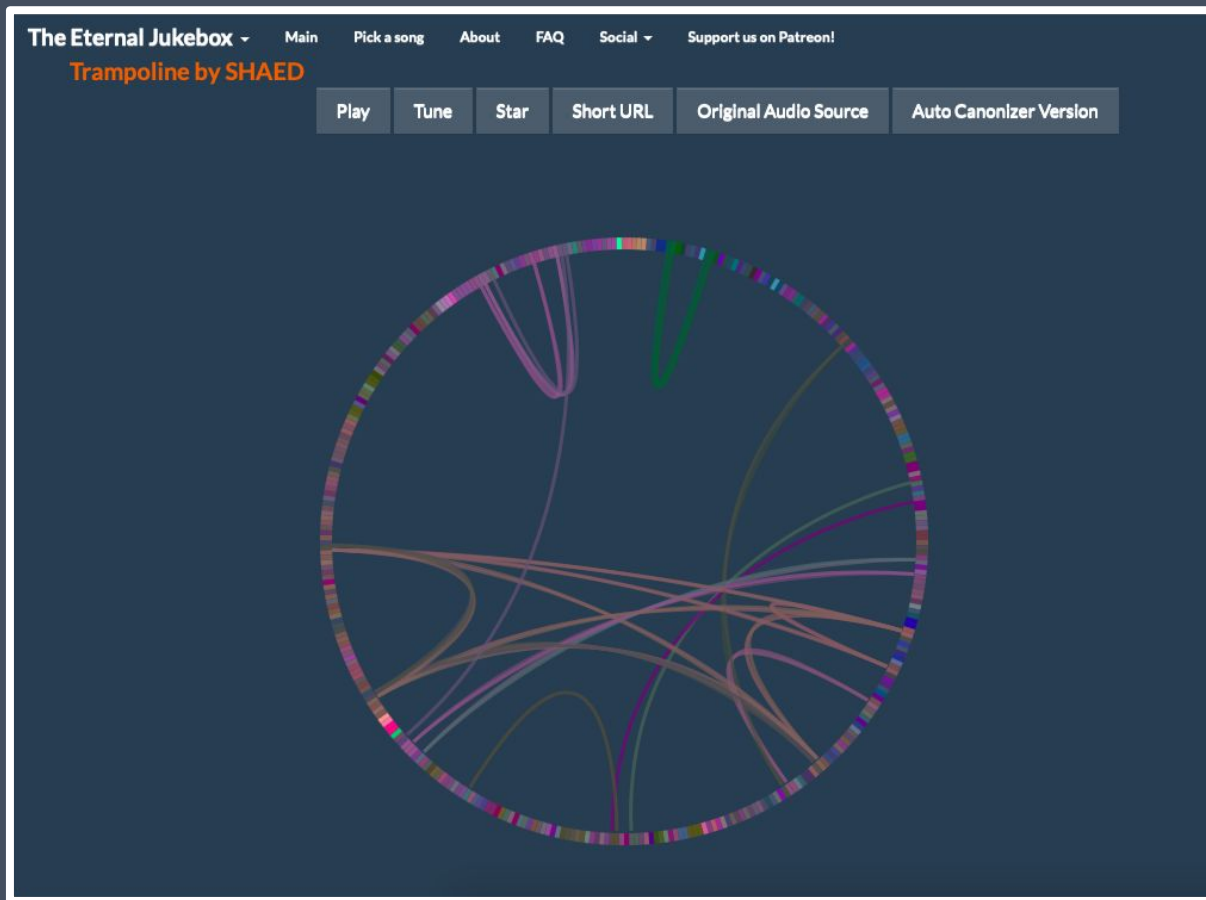


Music Visualizer

Midori Oxford June 2020

Introductions

Cc: Hi im Midori Oxford, Right before explorations began i was introduced to a neat program called the eternal jukebox, this program finds similarities within songs and loops it around so the song lasts for quite a long time. I liked it so much it inspired me to make something similar! I created a program that uses data from music to create something like a terrain.



project

Cc: I thought my project would be an enticing challenge for me and I wasn't wrong, it wasn't easy. I also thought it'd be a big risk to start a project like this. My original idea would have been unachievable, but i scaled down the idea and got some help so it'd be doable.



Learning

Cc: First i needed to figure out how people analyzed music and broke it down into data and variables, which turned out to be easier than i thought thanks to some open source code from spotify. Spotify analyzes music and gives it variables such as “dancability” and “liveness”. The next difficulty was handling a group, I was working with a programmer to understand how to connect all the pieces and make sure i didn't fall behind and a partner to handle the large amount of art we had to make. I ended up learning a lot about what it

takes to manage a project because I had my partner and a programmer who would bring in several other programmers to handle problems we couldn't figure out, people tended to ask me what was next because I had created the idea.

project management



1 Time management

Staying on top of work and not procrastinating can be difficult, I found it helps to make a solid plan and assign a handful of few small tasks each day rather. structure can really make or break a project and it helped me alot to make a calender.



2 communication

when working with others communication is essential to getting things done quickly while maintaining quality. In order to communicate well with my partner from a distance, due to covid, I messaged them every week day.



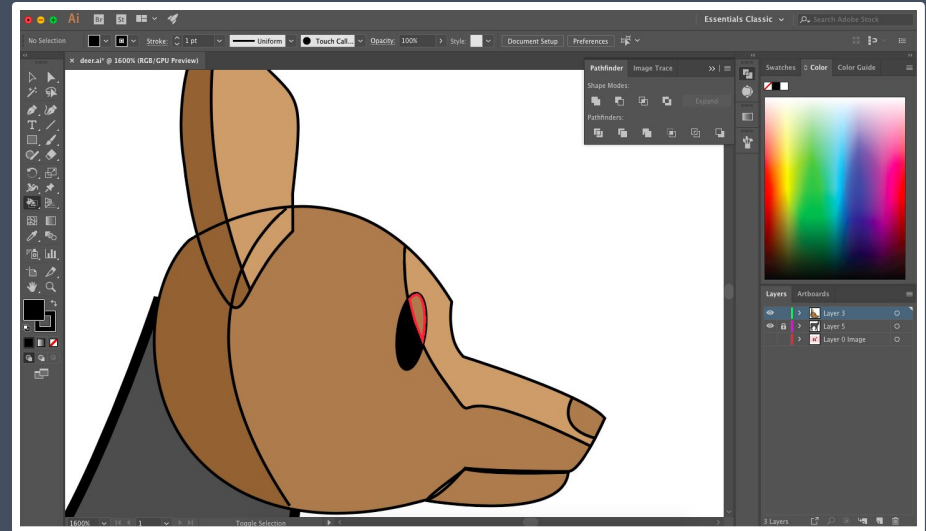
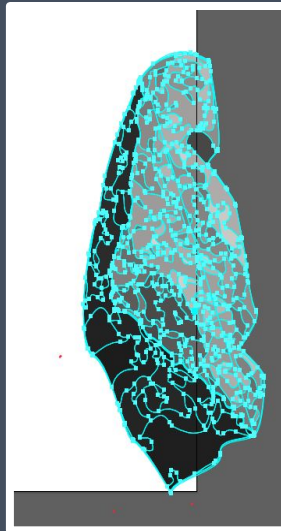
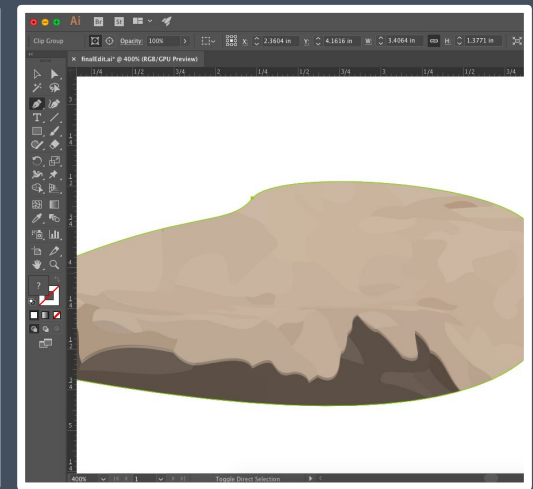
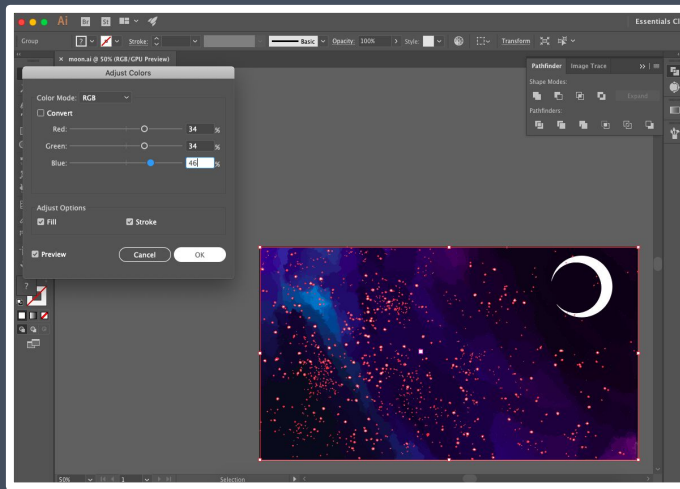
3 Managing expectations

making youre expectations of your self, your partners, and your equipment, clear in the begining of your project makes it easier to move forward. this makes sure everyone does their part and no one is given too much work, it also keeps your goals within reach.



Process

Cc: Me and my partner got started right away on the art for this project because I knew the hardest part would be getting the code done on time. We worked in Illustrator for the most part so we could separate things into pieces the computer could later understand, and so the art could be rescaled easily for each computer screen the program might run on. During the coding we had to work in a new program that read code differently than we were used to so we quickly had to learn how to use it, luckily one of our friends knew what he was doing and could help us get set up!



Finished product

Cc: I really hope I can take this project further in the future and make it closer to my original idea. I think this project could become something really interesting if I put more time into it. It was a lot of fun to work on and I feel like I learned a lot about working with others.

