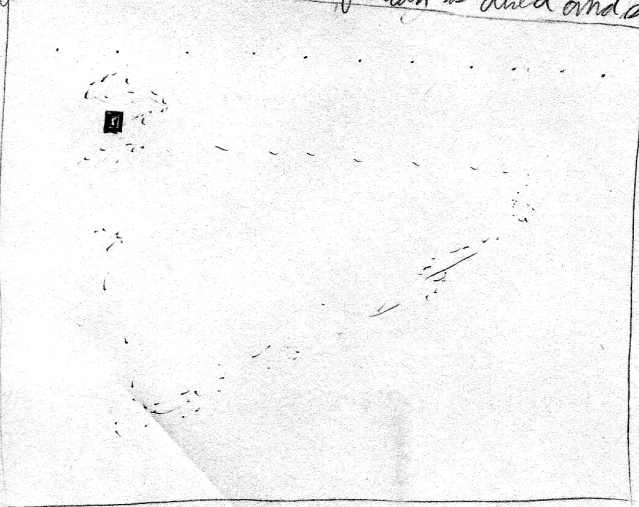


Eye Music Piece by Anthony Hornof

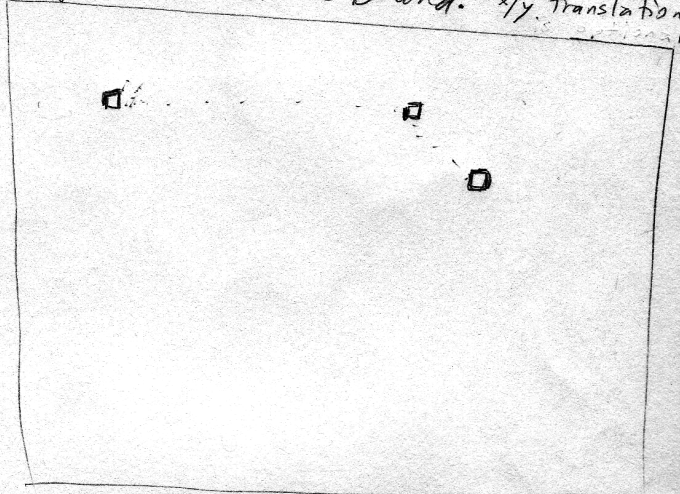
7-13-05

- ① Initially, the gaze (always shown, and as a red square) moves around a white space; every sample is sonified; gaze jitter is sonified. a coarse grid of white dots may be on the screen to help fixations. Sonification is direct and simple

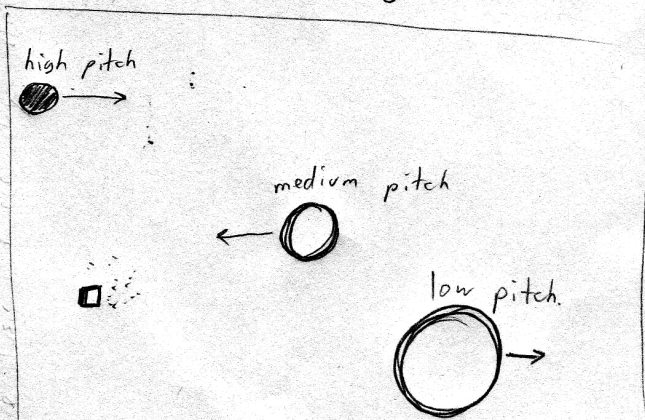


- ② Each transition in the piece is caused by (a) looking at the camera, (b) blinking, or (c) a time-out, (d) a certain musical sequence being selected (risky).

②a option - same as ① but new fixations are ^{ALSO} sonified, loudly and abruptly, with a loud, sudden, soft mechanical sound. ^{No} ^{x/y} translation.

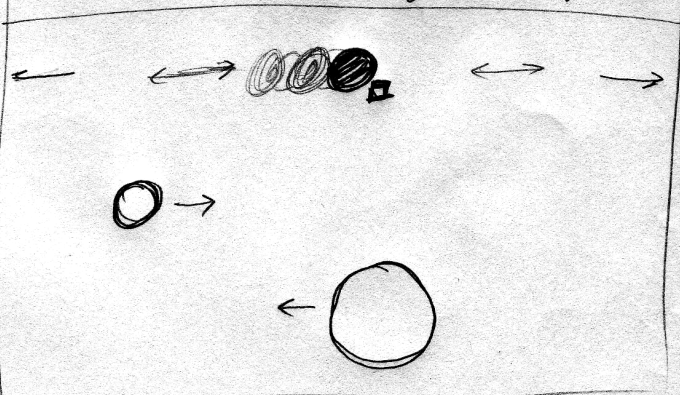


- ③ Large balls appear, and move slowly, steadily left and right, bouncing against the edges of the screen, emitting a "boop" with each bounce. Sounds from ① continue. The piece is slowly building visually & sonically.



Entire piece is black and white and gray except for the gaze square. all lines are thick. NO TEXTURES OR PATTERNS.

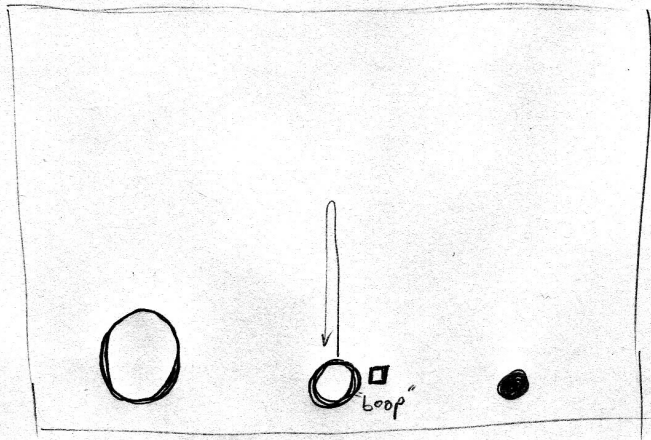
- ③ When the gaze (a fixation?) hits a ball, the ball gets instantly and dramatically accelerated, "booping" or "bopping" much more quickly, gradually slowing. There are many possible subtle sonic and visual interaction possibilities, such as playing one ball by staying in its path.



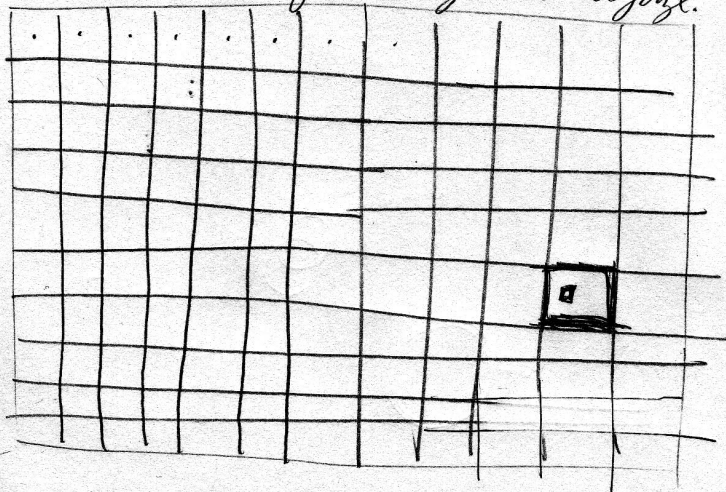
Bouncing sounds are entirely L & R channels.

2/3
alternative
ADH 7-13-05 (cont.)

As an alternative, the "natural" state of the balls could be sitting on the "floor" and the eyes start them bouncing.

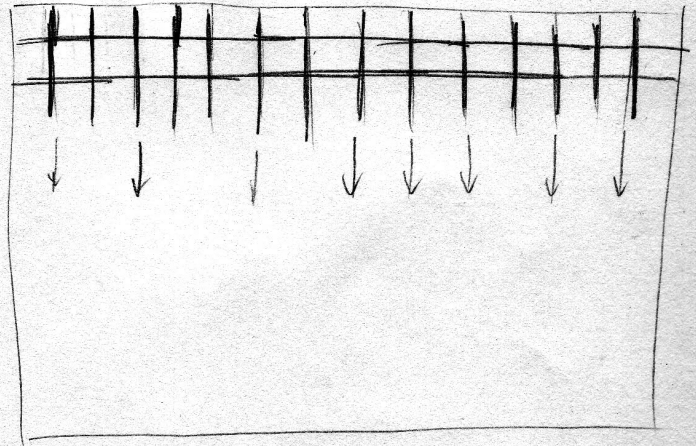


⑤ The eyes play the grid.
The sounds from ① continue.
The gazed-upon square is darkened/thickened. Each square plays a ding or dong sound, somewhat musical, mechanical, rigid whimsical. The x/y mapping from ②③ should be roughly continued.
Dots in each square might assist gaze.

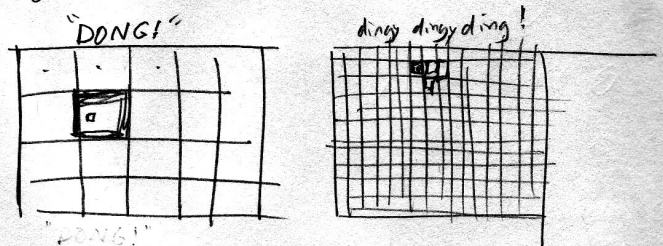


④ Transition to grid.

A course, thickly-drawn, grid comes sliding, sweeping down, stopping with a resonant, mechanical, dramatic thud. The balls disappear.



⑥ The grid changes density. Broader densities play lower notes. Finer densities play higher notes.



Transitions might be triggered by a certain region of squares (i.e. the middle squares) which are also slightly emphasized visually.

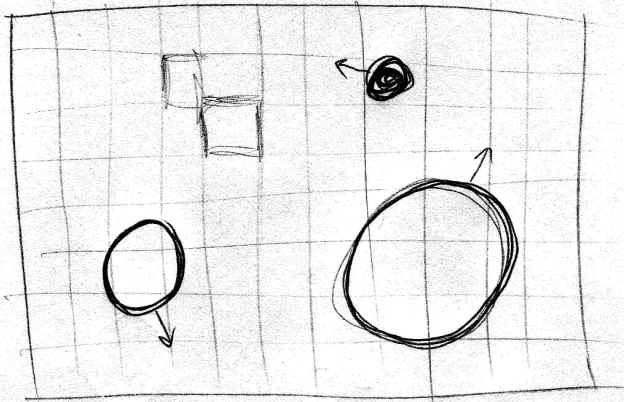
Perhaps 2 grids superimposed sonically and visually:



ADX 7-13-05 (cont.)

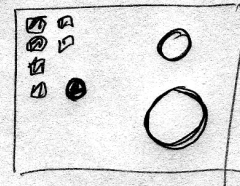
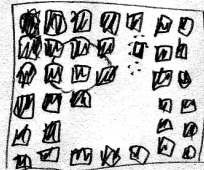
⑦ Transition to roving circles (Troy's piece) (or "intersecting circles")

Grids continue to play and transition in density, but over the course of ~ 30 sec. fade in volume and visual intensity to reveal interactive roving circles.



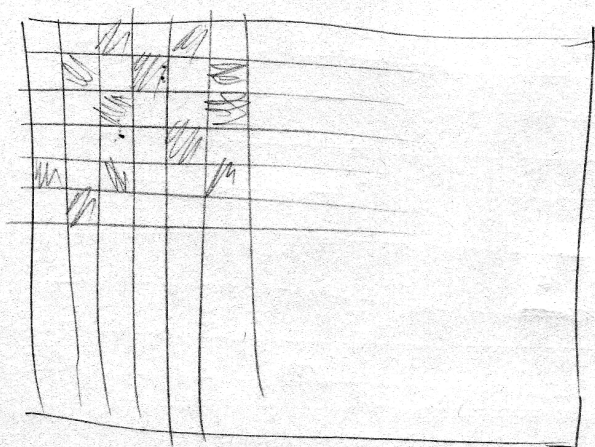
7 alternative

The grids start to alternate between black on white, and white on black. They end white on black, at which point each gaze-square gets filled-in solid white. When 90% of the squares are filled in, the screen is ^{almost} solid white, and the roving circles appear and the remaining black squares disappear.



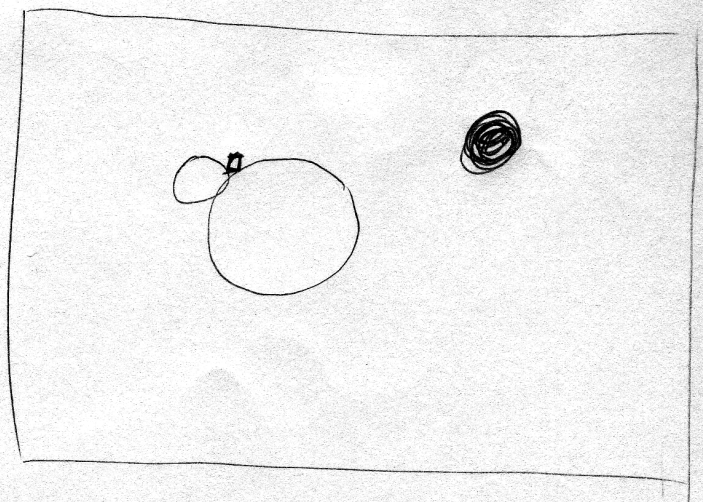
⑥ alternative in a later version of the piece.

Eventually the squares could be filled with color as they are played, and the grid could end completely filled with colored tiles.

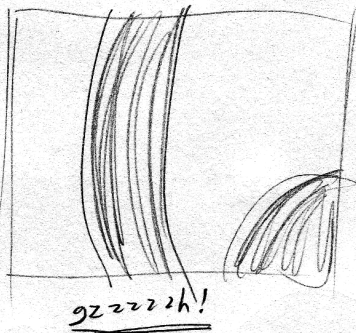


⑧ Roving circles

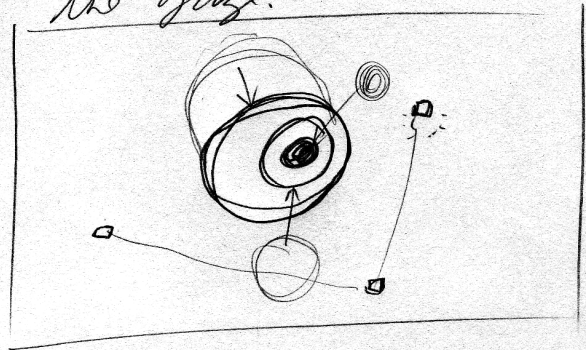
Circles make sounds on their own. Every intersection (including with gaze) causes altered motion and new sounds. Sounds from ① are there but quietly. Perhaps geiger-counter-like sounds.



- ⑨ Moving circles change in size and dimension, sonically and visually, some times ~~locking~~ cutting across the screen with an electrocution sound.



- ⑩ The circle eventually converge in the center, making an eye, following the gaze.



- ⑪ at higher speed, the entire piece is repeated for a grand finale. Each piece appears in front of the previous, and in front of the eye. Blinks ^{and clear the screen.} stop everything. The piece swells and swells sonically and visually, with sudden blink stops, until the piece ends abruptly.

Then, the final jittery gaze appears on the same white screen as the start, and fades out.

Other ideas:

- 1) Blinks could halt sound at all times (from the camera)
- 2) An eye image might appear in the middle of the screen at the start and periodically.

