

The theme of our Rube Goldberg Machine was video game music. We wanted to use various different music from video games. The recurring music mostly came the 8 bit Atari music. The 8 bit music kicks off the Rube Goldberg Machine and was also synthesized. The music already has a similar sound to the synthetic sounds that we implemented into the project. We wanted to work with these similar sounds and try to make a smooth composition throughout the Rube Goldberg Machine. The patcher has some comments as to help detail the machine. It begins with a few synthesized sounds, and incorporates random playing of wav files.

The three files that are included in the random function are from video games, Donkey Kong, Ms. Pacman, and Q-bert. In between each of the triggers there is a synthesized sound that plays, that makes smooth transitions between the wav files. We used a rectangular wave since it blended well with the 8 bit music, and random function to incorporate the stochastic requirement. Additionally, we used spatialization to give the piece reverberation.

We all agreed that the sound to this should be video game themed. Michaela and Francisco worked with the compiling of and making of the patcher. Carolina in charge of doing the write up for the assignment.