

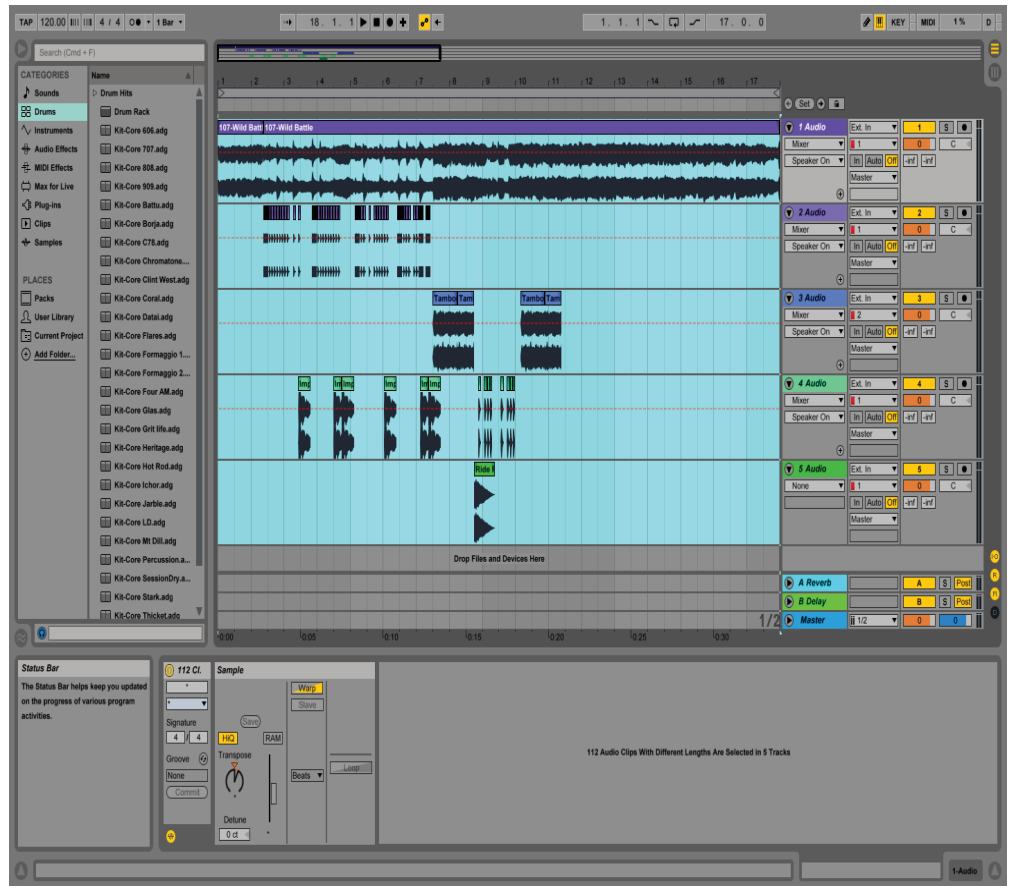
# Growing Pains

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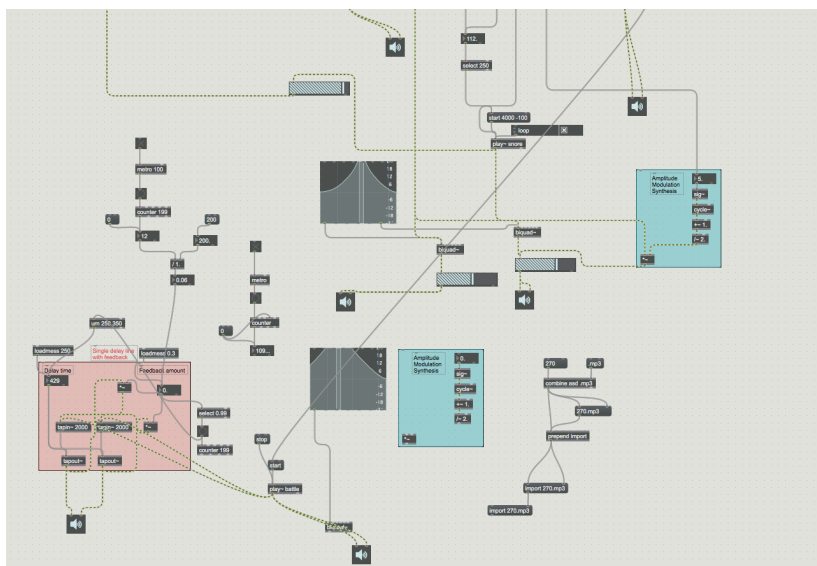
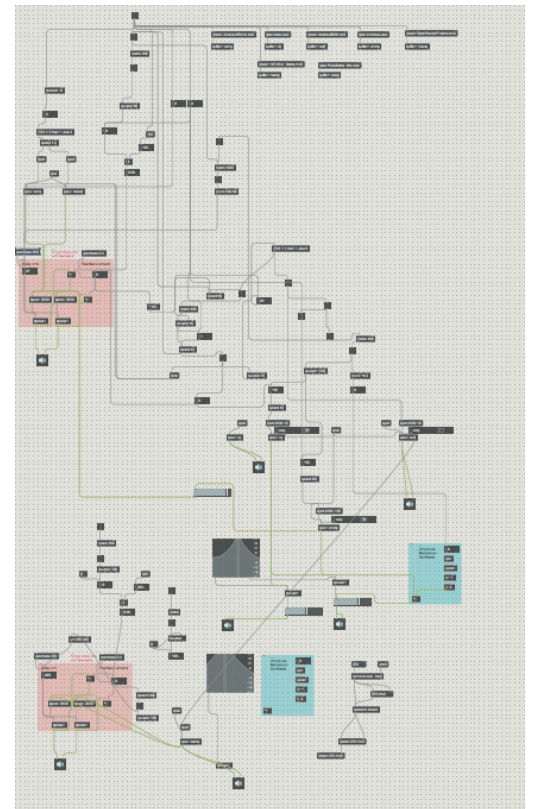
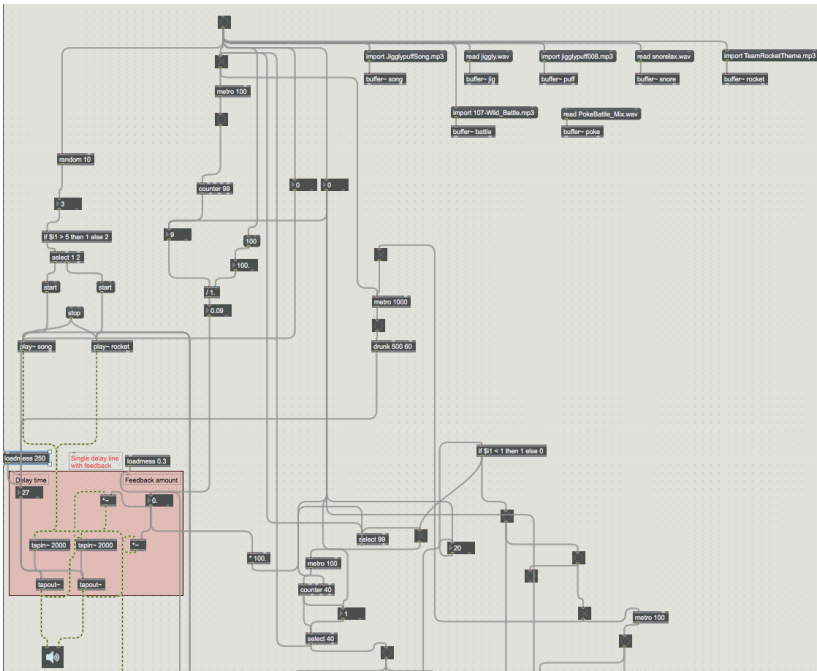
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Our group uses Pokemon music as raw material with various recognizable audio files such as crowd favorites, Jiggly Puff to Team Rocket. This disorderly composition mimics a childhood memory while transforming into an emotional piece. The theme of this project explains how as time goes on, people gain the true concept of life and enduring its ups and downs. We want to use these tracks to explore a dysmorphic reality that contradicts purity and to get our audience to question their growing pains into adulthood.

Everything starts in our composition pure and clean as if you were reliving your childhood. The Pokemon musical piece is only a metaphor that symbolizes the nostalgia that transforms and distorts as we grow apart from our reality that once was innocent. Initially we started off the onset of the sequence was the voice command of Pokemon randomization at which point the Pokemon sound sample plays and begins. Over random intervals, the audio begins to distort just as the sequence becomes unrecognizable. Over the randomization of tracks is a on-going soundtrack that



The Pokemon sounds were selected by Beiruo He. Kyle Almryde developed the Max structure to manipulate sounds using the randomize and drunk function. Ronnie Voss manipulated the theme songs and sounds in ableton. Elizabeth Villarreal designed the formal report of the project and collaborated to find Pokemon sounds.