CS491 DES400
Creative Coding
2036 ERF/2400C ADS

Spring 2016
Tuesday 4:00–6:40 pm
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Project 3

Creative Coding, Audio Module Project

For the final audio programming project, each group is expected to design a Sonic Rube Goldberg Machine. (https://en.wikipedia.org/wiki/Rube_Goldberg_machine).
These sonic contraptions will consist of interconnected processes that trigger or affect each other in a way that furthers the unfolding of your piece.
Each machine should:
– run for at least two minutes,
– have both serial and parallel processes,
– have both recorded and synthesized sounds,
– rely on stochastic processes to a certain extent (i.e. every time it's run, it should sound different).

With your Rube Goldberg Machines, you should try to combine various synthesis and signal processing techniques we have gone over, but you can also make use of other Max objects that we didn't get to explore in class. Your machines should be well-commented, with annotations next to each part of the machine.

During the presentations next week, each group will plug their computer to the A/V system, fire up their patch, and hit a single button object to initiate their patch. Once the machine completes its run, the group will describe their implementation.

Submission
All files relating to your Rube Goldberg Machines should be submitted as a single zip file containing the patch and the audio files in one place.