SYNESTHESIA

🔊 GOOD IDEA AT THE TIME

THIS WEEK

In week 3 we brainstormed 3 distinct ideas to be pitched to the client. Our three concepts display a wide range of interactions and performance styles ranging from a very physical music synthesis machine to a high tech image processing system. Over the next week we plan on narrowing our concepts down to a single idea based on feedback from the band. With a concept on the table, we'll be able to break down into tasks, knuckle down and dive into a semester of creating a truly awesome product.

PROGRAMMERS' CORNER

We're hoping to make use of the openframeworks multimedia library for sound visualization and image processing. Depending on the concept we go with we've been researching the possibility of working with anything from Arduino, to infrared imaging to a high-def camera and projector combination to map images in real time onto props.

NEWS FROM ARTLANDIA

We chose the name Synesthesia to evoke a multi-sense experience, perhaps one in which the human senses interacted with each other and responded to stimuli - music, lights, story - in unexpected ways. So it was exciting that, during the first Skype meeting with OKGo frontman Damian Kalash when we discussed tech and concepts, the one word he used to describe a potential aesthetic for the project was "Psychedelic." It seemed undeniable that this perfect mind meld - our name and his reference, and all on our "first date"! - represented one of those intuitive, cosmic coincidences and was point-ing us toward a visual style that would seem at once psychedelic and extrasensory. We found inspiration for style and color in vintage psychedelic graphics from the late 1960s and 1970s by artists such as Peter Max, Seymour Schwast, Milton Glaser, and Graham Percy. However, the actual look of the onstage project artwork, like the specifics of the project itself, remains to be determined once the band's vision and the technical production elements are further developed. Meanwhile, picture yourself on a boat on a river....

SYNESTHESIA

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