# Milestone | Project: Featured Artist
## Music 356 / CS 470 "Music and AI" | Winter 2023
Tuesday 2024.2.1

Name
URL
(optional image)

Afnaan Hashmi
https://ccrma.stanford.edu/~afnaan/470/etude2phase2/



- Danny: Crazy amount of songs which makes it really cool – So much going on that makes it really interesting
- Andrew: are you blowing raspberries hahah. The mapping between your mic input and the musical output sound very coherent,
- Grant: This reminds me of Everything Everywhere all at Once, the chaos is insane and awesome – what if you added contrast between that chaos and something super still and calming?
- Kiran: The old timey vibe is cool
- Kangrui: cool variety of songs, I like the chaos
- Mollie - i like the variety of sounds. It feels like I am moving through a world of some sort…maybe im playing mario cart?
- Guinness: Cool sounds! Sounds like a city street
- Priya: It sort of sounded like a circus in a good way

- Shreya: Good variety of sounds and I like how they are percussive and timed so that they're you're always "moving forward". I think maybe adding a visual aspect could add to the "chaos", especially because you're using several sources.
- Tiange: The matching of sounds is perfect and the change between different sounds is various, showing the robustness of the system.
- Samantha: the similarity retrieval seems to work pretty well. Maybe you could have some mechanism of looping the samples and keep them going even if you're not making a sound?
- Hannah: Mapping sounds good!
- Mayshu: powerful
- Julia: The fragmentation of the percussive sounds makes for a very interesting soundscape! Liked hearing a little bit of human speech in there too.
- Yiheng: Love the choices of sounds
- James: I like how specific sounds you make match up pretty well with clips from your audio mosaic (such as the swells when you say "bow wow")
- Michelle: Love the variety and the mapping
- Calvin: I think I can hear Whiplash in there? That's super cool, and I like the mix of what songs you chose. Excited to see where you go with it
- Cole: I liked the library of sounds, lots of mapping potential.


Tiange Xiang

https://ccrma.stanford.edu/~xtiange/470/hw2/
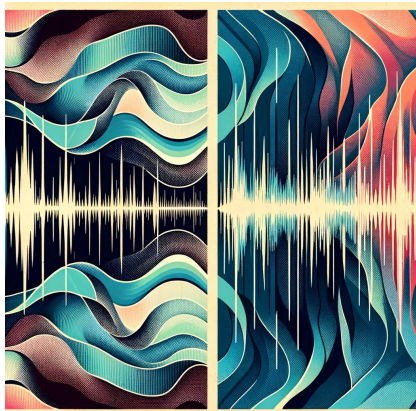
(credit to DALLE3)

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- Kiran: Never could have imagined this idea
- Andrew: great job getting processing + chuck working! would be nice to hear both audio and video together. The current experience feels a little static, wonder how this can be made more dynamic/musical. Fascinating game idea

- Kangrui: how did you think of this haha, this is super fun and quirky. I love the game aspect
- Yiheng: Really creative ideas!!!
- James: Interesting combination of Gangnam style and Steve Jobs graduation speech
- Guinness: I like the interactivity and the game-ness. It makes it more engaging to play and to watch.
- Shreya: User engagement!! So impressive that you've already incorporated that into the milestone.
- Ethan: The work to learn video processing is so worth it! The UI looks great.
- Priya: Wow awesome job! Really cool that you made an entire UI and game :)
- Hannah: creative!! And cute!! Would also like to learn processing
- Julia: Oooo shoutout to WebChuck(?)!! Very interesting interaction indeed! I do hear the similarities haha.
- Grant: I like the interactive nature of this with the UI
- Samantha: it's really cool how you incorporated this into a game. Maybe you could try to play the snippets more efficiently without moving the characters?
- Mollie: I wish the gangnam style sound continued even as you started opening the doors. I would think about how you want to design the sound experience during the whole interaction. Also what if there was a sound that indicated the right or wrong answer. That could be cool. Or a sound for opening each door.
- Cole: This is such a cool take, I like the interaction being framed as a game.
- Danny: Lovee the idea of a game, never woulf have thought to do that! Super creative and cool
- Calvin: What a fascinating idea, it never even popped in my head that we could gamify audio similarity retrieval. Excited to see what you come up with next, and I think Ge's idea of making the game more musical would be awesome (navigating feature space through the game)
- Afnaan: I loved the juxtaposition between the inspirational seriousness of Steve Jobs' delivery and the catchy tunes of Gangnam Style.
- Michelle: Cool concept to make it interactive

Kiran Bhat

https://ccrma.stanford.edu/~kvbhat/470/etude2/
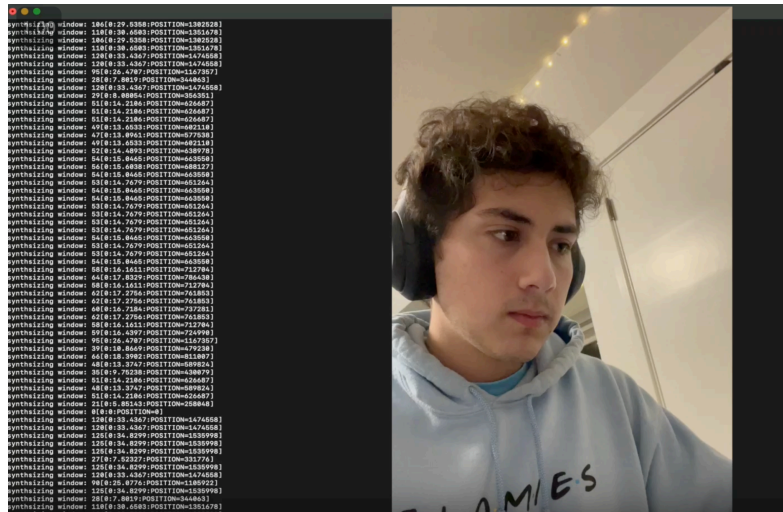


- Andrew: woah layering the whistling / sustained tone vocals was kind of haunting and awesome. Mapping yourself to yourself is baller. One-man band vibes. Bad idea: write a loop pedal in ChucK and perform/compose an entire piece live with your system
- Kangrui: the whistling is really cool in itself. Can't wait to see the final product with the instruments
- Guinness: I like how the sounds you made were played back later and how the sounds interacted with each other.
- Murtaza: Insane how the instrument mapping sounds so good!
- Samantha: Honestly, you are doing a really good job with your voice! What if you map instrumental recordings to your voice instead (like an acapella?)
- Yiheng: Love the mapping loop from your voice to your voice
- Grant: I love the idea of mapping your voice to your own voice
- James: awesome! Voice maps very well to sounds
- Afnaan:
- Calvin: It actually sounds quite nice, especially the whistling. I know this is not the direction you're taking it in, but it would be cool if you could make a whole orchestra of your own voice instead of the instruments
- Hannah: mapping is crazy good
- Priya: The mapping is amazing! Good job
- Danny: Duuuuudeee this is sick, can't believe how good the instrument mapping is, can see so many cool ways to go with this
- Cole: It feels like a band of one with how the audio snippets synchronize with your voice.
- Tiange: great mapping between inputs and audios! The integration of instruments sound effects is great!

- Mollie: The sounds being output are quite nice. I wonder how it works when the input sound is super chaotic. I think adding some sort of abstract visual would make it feel alien / less human. Seeing the video of your input sounds takes away the magic a little, that's just my opinion tho.
- Shreya: So ambient. The direction you talked about going in sounds really interesting, can't wait to see how it turns out!
- Julia: Wow I love the clicking sounds contrasted with your ethereal whistling! The humming is also very atmospheric; quite meditative indeed.
- Love it!! Pretty accurate
- Afnaan: You did a fantastic job demonstrating the similarities between the noises you yourself can make and what the actual instruments sound like.

Mollie Redman
https://ccrma.stanford.edu/~mollier/356/hw2/



- Andrew: this feels like a rapid descent into bravo tv madness. Can we get video too?? Appreciate seeing how many different iterations you experimented with
- MZ: love this mixture~
- Samantha: the dramatic orchestral pieces match the video really well. Great idea!
- Danny: So creative!! Such a good idea to mix reality TV with classical music, so funny and dramatic
- Tiange: This is actually a very well polished video. Dramatical mixture of classic music and an interesting video!
- Grant: This is awesome. It's like a film score made for specific audio.
- Afnaan: This is a hilarious idea! It's such a cool way to demonstrate the power of Chuck.
- Murtaza: I love how dramatic the classical music sounds contrasted with the dialogue—so creative!
- James: love juxtaposition between classical music and modern reality TV
- Yiheng: The contrast between the dialogues and classicals is soooo sick

- Guinness: The juxtaposition of the classical music on the left side and the heated argument on the right side makes the argument seem much more dramatic.
- Cole: I'm so impressed how cohesive the input is synthesized with the output.
- Shreya: This is so creative and the final output sounds polished.
- Hannah: creative!!
- Calvin: very unique combination, I loved to see how different pieces affected the perception of the audio clips.
- Kangrui: sounds really polished already. I honestly think the classical music fits very well, like it could be some dramatic TV soundtrack
- Julia: Ah yesss…. Reality TV with some sad violin… and Beethoven!!!! This is too funny. Guess life sometimes be like that lol. I resonated with this on a personal level.
- Kiran: This is really cool it's like an automatic soundtrack but reverse


Grant Bishko
https://ccrma.stanford.edu/~gbishko/470/assignment2/
- Andrew: cool to see you perform but not hear your side. Are there other nature sounds in your db like running water, birds chirping, etc? Would be cool to hear more diversity in output
- Murtaza:I really liked the audio you recorded—what would be cool is if you add a visual element or a synthesizer to represent the industrial nature of the audio.
- Kiran: Nice sound effects very calming
- Guinness: I love the idea of contrasting nature and machine sounds!
- Afnaan: I loved the constant switching back and forth between the sounds of the natural world and the industrial world. You have the ingredients for a great statement piece.
- Danny: Super cool idea, I feel l like this would be such a nice white noise/sound to fall asleep to
- Hannah: mapping is great here too, would be cool to what machinery / nature ur voice is being mapped too
- Priya: It's really calming and I like the creative use of sounds with the book / wine glass!
- Calvin: I love the idea of using environmental sounds rather than instruments. Really hits home the idea of audio mosaicing, turning a collection of sounds into a musical piece.
- Mayshu: feel calm and comfortable
- Cole: I'm surprised at how well these two thematically contrasting sounds works together. This could be a cool start for an instrument.
- Yiheng: The sound is really relaxing and enjoyable

- Shreya: Really interesting concept of balancing nature with machines. It's cool how it alternates between them but still sounds so cohesive in sound.
- James: absence of input audio makes this really cool - I can still tell that the sounds you are making are similar to the ones being produced; also love the nature vs. machines idea
- Samantha: I love this idea! I think it would be cool if you overlaid your own voices too (what kind of human voices trigger the machines vs. nature?)
- Mollie: I love the smoothness of the sounds. It is interesting how the different sounds evoke different memories
- Julia: Wow, sounds like wind yet also water??? Such a liminal sound, while it's all from your voice or real-time sounds!!!! Oooo when you started tapping it reminded me of rain patter.
- Tiange: the combination of nature and machine's sounds is interesting!
- Kangrui: really interesting thematic contrast. I think having a larger contrast in the sounds would be cool (e.g., calm wind vs. crashing machinery)

Ethan Wu
https://ccrma.stanford.edu/~yxethanw/356/hw2/



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- Tiange: the sounds are so chill and relaxing. I like the idea of combining different input sources and interactions with the keyboard.
- Murtaza: I really liked the constant melody in the background.
- Danny: Very comforting sounds - Would love to see if there was a way to transition between the sounds so new sounds have a longer attack
- Mayshu: Sound is very diverse~
- Samantha: It sounds really nice! I noticed that the closest is zero a lot of the time. Is there a way to trigger more varying sounds with your driver?
- Hannah: oooh the audio is musical! Sounds like a movie soundtrack

- Calvin: masterful sound choice, everything fits together very well, and I love the idea of the mix rate. Adding a visual component to this would be epic
- Afnaan: The keyboard input was a really cool part of this project! I found it to be a unique way to help control what sounds you wanted played at what time.
- Kangrui: very hypnotic piano riff and pitter patter
- Guinness: The cow moo that came out of nowhere was awesome
- Yiheng: I love the soundscape design, especially the farm!
- Shreya: The consistent beat in the back really pushes the sound along, and the choice of sounds blended well together
- Cole: The ebbing and flowing of sound is very enjoyable. There were a bunch of new sounds being played throughout which made it feel more like a narrative.
- Julia: Wow, I love the gain(?) modulation throughout, gives it much more phrasing. I think the song / sounds you chose are also quite pleasant, and so to hear it in a scrambled format while still retaining it's core pleasantness is really cool! A mosaic indeed.
- Mollie: i really like when the street sounds / everyday life sounds overlap with the more musical sounds, those are my favorite bits
- Grant: I love the textures this is creating, with the moving parts interweaving it's super calming and a great piece of music
- James: very soothing mix of sounds
- Kiran: Sounds pretty


Yiheng Dong
https://ccrma.stanford.edu/~dongyh/356/hw2/
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- Tiange: wow, it is so cool to connect image and audio! The sound is so smooth and comfortable to hear.
- Shreya: Image input is such a creative idea, and I like how certain sounds repeat throughout to add more consistency.
- Guinness: I love this mashup. Such a great combination of song and visual. Also super creative way to get input from the visual
- Murtaza: The translation between Starry Night and Vincent is super cool—would never have thought to go from visual to audio.
- Danny: This is such a cool idea, seeing this on different paintings too would be sooooo cool, so awesome!
- James: curious about the axes…would be cool if user can control them and thus control the audio

- Afnaan: Was that American Pie?? I think the synthesis of visual and auditory art was such a brilliant idea. Channeling multiple mediums to convey your artistic message was a nice touch.
- Priya: This sounds sooo pretty :)
- Hannah: WHAA i love the idea, i can see this in museums
- Cavin: image input is wild, and it actually fits quite well. Great song choice for the painting too
- Cole: This is beautiful. I almost felt a tear fall down my cheek.
- Kangrui: Seeing this on different paintings would be cool! If there's a way to show how the sounds vary with color, position, etc.
- Samantha: very cool how you mapped the visuals to the audio! Maybe you could find an audio sample with more contrasting sounds (like Bohemian Rhapsody) so the pixel features can have more variability?
- Mollie: i love the reverb-y feel of the audio. It really matches the vibe of the painting. I wonder what would happen if you varied the NUM_FRAMES variable so that the clips of audio being played would be more varied and less repetitive.
- Grant: This is so calming! The song layers work so well together and I like how it is mapped from the painting

Danny Mottesi
https://ccrma.stanford.edu/~mottesid/470/hw2.html



- Andrew: like the rhythmic aspect, maybe try hard coding different quantizations for the kicks/snares/etc so that samples can only play in-time
- Murtaza: I thought the mapping from audio to beat was pretty effective! Also you seemed as if you were able to control the sounds nicely.
- Afnaan: I was a massive fan of how much control you had over the different types of snares + beats. It seemed to work quite well, for example the cymbals sounds would always come on command.
- Tiange: I like the periodical sound effect with interesting beat-like sounds!

- James: It was cool how you were able to make specific percussion sounds came out depending on the sound you made
- Kangrui:
- Samantha: This seems like it's working pretty well!! Is there a way to consolidate the looping more? And maybe you could have measures, instead of individual sounds, and time each window of extraction, so everything fits into a time signature?
- Hannah: mapping is cool, sometimes ur voice / audio outputs sounds similar so it's hard to differentiate them (a good problem to have haha)
- Grant: this is so fun I want to try it
- Shreya: I especially liked the drum sounds at the beginning, great job on being able to use voice to control this. The way you were able to really synchronize the output with your voice is impressive. I think you could layer sounds to create a new type of beat.
- Cole: The idea of recreating instrument sounds with your voice is a sick idea. I'm interested to see where this goes.
- Mollie: Very interesting way to beatbox. The delay between your audio and the mic audio helps to understand how it is working. I wonder how adding keyboard inputs might add more control / controlled variability
- Kiran: Nice idea beatboxing to real drums
- Guinness: It sounded like a loop pedal kind of. I thought that effect was very cool.
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- Kangrui: I like duet aspect of it. Even though the playback / lookup sounds didn't necessarily match, I think they still add a lot to the beat


Guinness
https://medium.com/@guinness.chen/etude-2-featured-artist-3b0319e12151
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- James: bringing Kanye and Taylor Swift together thru AI and music
- Afnaan: Kanye and Taylor together is such a great idea! Definitely a statement to be made!
- Andrew: lines up surprisingly well in areas, wonder how you can make this more interactive/performative. Maybe a toggle between who is driving who, other DJ controls like crossfade, setting break points…would be cool to turn this into a mosaic dj system
- Priya: Hahah love the Kanye x Taylor combo; the mashup is actually so good
- Cole: It sounds so cohesive! Once the beat is aligned this could be built up with a keyboard or other interactive component to be a sick instrument.

- Grant: this is so fun omg – is there a way you could align beats more so it seamlessly transitions between songs? This has such a cool soundscape and mood created from this mashup
- Mollie: Love how you are hinting at the drama between Taylor and Kanye. It is interesting when there are switches between which one is more highlighted. There is something powerful in the moments where both of the tracks play on top of each other in harmony. I wonder how this works for other Kanye / Taylor songs.
- Kangrui: I like how long the clips are. Very coherent. Like an auto mashup machine. Good job curating songs in the same key.
- Samantha: it's working pretty well! Good job on aligning the beats! It makes me kinda emotional too
- Hannah: mashup vibes
- Calvin: when you line up the tempo this is gonna sound epic. Also funny you chose kanye and taylor (who made who famous?)
- Yiheng: The transition between each clip is really smooth
- Shreya: hmmm taylor and kanye haha. It works ! You could almost play off the tension between them through visuals
- Ethan: AI to forge unity!!!!!
- Danny: Dammnnnn this is so cool, Love how the songs are actually transitioning really well, a visual component would be superrr cool too
- Tiange: Bringing Kanye and Taylor together is WILD! CS470 project #2 makes this happen haha.
- Mayshu: very musical
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- Kiran: The songs you chose are clever and work well together
- Murtaza: The song choice was immaculate and they all harmonized really well together!

Priya
https://ccrma.stanford.edu/~priyasun/470/featured_artist_milestone/
- Murtaza: I really enjoyed how the guitar and chuck audio harmonized! Was so coherent. I couldn't tell where your audio ended and where chuck's audio started
- Andrew: sounds great, you play beautifully. Agree with Ge's comment, the feature extraction is "better" for timbre than pitch, also would be cool to train on other sound samples
- Samantha: it's cool how you have this echo effect with chuck. I feel like your playing and chuck don't necessarily need to play together, even a call and response could be really cool. What if the playback has a different effect?
- Guinness: That sounded super coherent! It's like an intelligent loop pedal.

- James: I'm interested in how it felt playing together with Chuck - did you feel like you were leading more or were you trying to follow/match Chuck?
- Kangrui: This is really cool! Were the guitar clips in Chuck pre-recorded / hard-coded to this tune?
- Afnaan: Right away, I love the audio input being live guitar. The performance being a duet between you and the mosaic is actually a brilliant idea and executed so well.
- Danny: Awesome idea, love how its actually responding to your playing! I think something cool could be to give chuck a bunch of singular chords, and then seeing what it does based on the pitches you're playing.
- Hannah: so talented!! I feel like it's working really well!! Love the idea, i want to use it
- Tiange: This is so musical. The form of interaction is so cool, it makes the program like a dual play.
- Mz: so coherent and musical!!!!
- Calvin: even without the program you are incredibly talented, and having an AI playing partner elevates it so much. Well done
- Yiheng: The mapped output aligns so well with your inputs
- Cole: The input / output are seamless, it's honestly hard to tell when your or the mosaic is playing.
- Mollie: Love how it feels like a duet between you and the code. How might it change when you add a whole band
- Shreya: This is so cool!!! I think experimenting with chords/hitting the guitar for percussive sounds could be an interesting addition.
- Kiran: Really cool makes me wish I could play guitar

Shreya
https://medium.com/@shreyadsouza/battle-of-the-vectors-5516ab53fe06



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- Andrew: lol this is awesome, appreciate the video editing
- Samantha: It's really fun and hilarious! Maybe it would be cool to have slightly longer segments and a little more structure, but I agree that the "broken record" gives it an absurdist feeling

- Mz: really creative, love the idea of "merging"
- James: amazing editing, especially cutting the Chuck audio right before the "we out"
- Calvin: Incredible idea, so funny, and it works so well. Super creative idea and I loved watching it–Ge said it best, it's so absurd and great
- Priya: The mapping is so good and I love the audio clips you used LOL
- Afnaan: The movie scene being the input is great! The various dialogues and other songs in the movie make for great and diverse inputs. The visual elements also appeal to me considering how much my attention span has been fried. It's nice to be able to watch something.
- Cole: I love the random beats mapped to the video input, so entertaining.
- Danny: This is heat; actually so funny, and can't believe how well the audio is mapping to the output
- Kangrui: the video is so dramatic, it really matches the unexpected and wide range of sounds. Great reimagining of the original scene
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- Hannah: throw back, love the idea,
- Grant: This is such a creative way to use this model, LOVE
- Mollie: Love the set up into the video. It was hilarious when the clip from Chalamet's SNL skit started playing and then contrasted with the next set of sounds. Wow, and Anna Kendrick's singing, so good! Really feels like a story that flows with your audio choices.
- Yiheng: Love the mixing of mapped sound and original sound
- 
- Murtaza: really fun idea and i liked how the audio matched up with the appropriate scenes in the video!
- Kiran: Genius idea and editing
- Tiange: This is the key concept of mosaic! Really good try!
- Guinness: The visuals were essential and awesome.


Hannah
https://medium.com/@hkim24/featured-artist-e66cb13a33bb

- Andrew: unhinged in the best way. I wanted to hear longer snippets! Can we bring back meow sounds too
- Kiran: Nice video editing, good idea to take advantage of the variety of sounds a cello can make
- Guinness: I liked how there was a very big variety of sounds
- Tiange: The image is very relevant to the topic! I like the way to make sounds by using an instrument but not actually playing the instrument. It is very cool.
- Danny: This video editing is peak, really love it
- Cole: the way a cello was meant to be played, very nice.
- Samantha: nice playing and nice AI'ing! I think having more contrast for the samples in your model or having more randomness in the synthesis would be cool!
- Yiheng: Love the variety of sounds your cello makes!
- Afnaan: Using an actual instrument in the wrong way to generate different Chuck sounds was so refreshing!
- Grant: Love seeing how cello sounds can take you so far and seeing the connections in sound from acoustic instruments to other sounds
- Kangrui: cello ASMR. I like how the tapping is so synchronized with the beat
- James: wow! Love the editing and comparison between cello and Chuck audio
- Murtaza: I really liked the wide range of sounds you were able to produce with just one instrument/by playing around!

- Shreya: I liked how innovative you were in the ways you played the cello. The video aspect was so entertaining!
- Mollie: I like how you are "playing" the instrument. In some ways it doesn't matter what you are playing. What if you are playing something random….like a pile of leaves? (imagining some crazed stomping)
- Calvin: great way of bringing the instrument into the composition, and it was funny to see how the model responded. And great video!
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James
https://ccrma.stanford.edu/~jameszhe/470/etude2/
- Danny: MII CHANNEL THEME **FOREVER**. Just when I thought it couldn't get better the Kahoot theme comes in. art in its purest form. A visual component would be super cool. Would be so funny to see a mix of this similar to the pitch perfect one where in tv show everytime someone talks its just mii music or the kahoot theme.
- Andrew: it's comical how unresponsive the wii music is, like it's mocking from the background… if you're sticking with video game music maybe consider adding SFX as well which have a huge timbral diversity, much more so than you'd get within a single song
- Guinness: My favorite part was the clapping at the end. Idk, something about the monotonous clapping and the mii music made me feel
- Tiange: Good matching between voice inputs and the sound.
- Murtaza: I loved the MII channel theme, has potential to be really surreal.
- Calvin: mii channel perfect choice
- Samantha: nice choice of music lol. Would it be possible to play both of them at the same time?
- Afnaan: The wii theme being the backing CCRMACORE vocals was a nice touch. Really cool to see different parts of this once recognizable song ushered along by your voice input.
- Shreya: Creative use of the Mii theme!! I think adding a visual element would be great.
- Kangrui: would love to see a webcam video blending in and out with clips of Mii's
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- Priya: What a throwback, love it
- Cole: I love the sounds. Classic. It would be sick to see the video being played from the kahoot / mii output.
- Hannah: looking forward to phase 3
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- Kiran: People in the 1800s would be so confused, great job
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- Mollie: Very nostalgic. Each of the wii sports games have such iconic sounds. I wonder how many iconic childhood sounds you can feed into your model. What if the pace of the original sounds changed, that could also transform it


Murtaza Hassan
https://medium.com/@murtazahassan/cs-470-project-2-milestone-1-b327cada12e5
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- Andrew: what's the starting audio clip from? Like the concept behind this
- Kangrui: really cool use of dialogue as opposed to musical sounds. Blends together well, like an onslaught of words
- Kiran: Really great idea, I liked how overwhelming the layering of ads was
- Afnaan: I was a massive fan of the direct delivery of words. Made the piece very commanding. In addition, the visual elements keeps the viewer's attention hooked and makes the piece more impactful.
- Calvin: interesting idea of gathering all the advertisements into a statement. Cool next step could be to, instead of scrolling the message, add it into processing and have the ads playing in the background
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- Danny: Very cool idea to make it so much of a statement, very cool to see this in a museum
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- Shreya: The audios blend together so seamlessly and I like that the visual aspect of it is the centerpiece.
- Grant: It's like we are channel surfing!
- Guinness: I really liked the audio choices and the way it switched from audio to audio. It reminded me of bumblebee from transformers,
- Cole: The sound fragments paired well with the dialogue. It felt very cohesive
- Samantha: I like the simplicity and power of the background visuals. I think it would be fine just sticking with those and having more recognizable sounds in the background
- Mollie: love this! It is giving modern sound art installation. Actually it really reminds me of an installation i saw in LACMA (la museum art) a few years ago.
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- Tiange: The integration of audios is so smooth. I do agree with Ge that trying something with more contrast will be even cooler!

- James: Love the incorporation of speech into Chuck output
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Mayshu Zhan

https://medium.com/@mxzhan/assignment-2-de84f8df53d1

**First one preferred**

- Andrew: the recorder elevates
- Mollie: It is giving me titanic with the recorder on top of it. The sounds in the background are so meditative. Oo the transition to the strings is cool, wish there was more.
- Danny: Love the sounds, would love to see a vid of how you're making the sounds alongside the output
- Afnaan: I can't reinforce how much I love the contrast between the majestic background song and the goofiness of the noises you are making at the computer.
- James: Awesome! Would be cool to incorporate more variety into the audio so that it can reflect the diversity of inputs being given (if that matches your creative vision, ofc)
- Calvin: i know you werent going for this but your screensaver matches the feeling of the sound perfectly for some reason. Also i have no idea how you're making those sounds but they're quite interesting
- Tiange: Good try of picking the sound, would be even better to show some visual effects with a matching theme!
- Guinness: The meme-ey clipping recorder audio was a great contrast against the peaceful background music.
- Murtaza: It sounds like how one would picture looking out at the world from the summit of a mountain—really nice!
- Shreya: The percussive sounds added are so interesting. The recorder really stands out from the rest of the more "ambient" sounds.
- Grant: This is so peaceful and feels like a composition of its own
- Kangrui: sounds like it could be a duet. Contrast of calm harmonic sounds in chuck vs the rhythmic mic sounds
- Cole: The chaotic sounds pair so nicely with the melodious output noise.
- Samantha: the lengths of your sounds are chosen very nicely. I like the contrast between the sounds you are making and the samples. The idea of merging western orchestra vs. chinese instruments is cool!
- Kiran: Loved the background instrumentals, curious how the sounds you make are affecting it

Samantha
https://szl118709.wordpress.com/2024/01/31/cs470-project-2-featured-artist/

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- Andrew: the pentuple meter is smoooth. So curious what's going on here, are you controlling the additive rhythms?
- Danny: Very cool mixing polyphia with the other song - It turned out super well!
- Shreya: Vibey as heck, love how all the beats are so well-timed. It's so impressive how the input and output blend together so seamlessly and a solid theme.
- Murtaza: So funky! I like the visual aspect as well.
- Afnaan: The funk aesthetic is a breath of fresh air! The keyboard elements also add a lot to the piece. They present an underrated design aspect.
- James: interesting incorporation of printing numbers that match with the beats
- Cole: Visually very pleasing. It's cool to see the synchronization between numbers and audio.
- Mayshu: the beat is really cool, making my head nod all the time
- Calvin: vibes. And i like that you're printing 1-10 to the terminal, gives a good thing for my eyes to attach to
- Kangrui: This is awesome! So groovy. I love how structured it is.
- Yiheng: Love the numbering feedback
- Mollie: I feel like im 200 years into the future on my way to get groceries. Sounds flow so well! Great beat synchronization
- Grant: I love how playful this is!
- Guinness: The visuals are awesome. The time signature changes were suepr cool too.
- Tiange: the form of interaction is so cool! The beat is also super catching.
- Kiran: Whoa that was awesome wonder how it works

Cole Sprout
"House_cube" - video link
https://medium.com/@csprout3/featured-artist-programming-assignment-50161c8feb82

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- Guinness: Woah, these visuals are awesome. The mouse -> sine input is very creative too.
- Andrew: lol youre wild for doing this in ChuGL. Respect for figuring this out all on your own. Are you using mouse position to scrub the mosaic? Please feel free to ask me or Ge anything chugl related
- Tiange: the visuals are so cool! Cool usage of ChuGL!
- Afnaan: The usage of ChuGL was so sick! The incorporation of 3D elements into this performance really augmented this techno-underground-house vibe you had.
- 
- James: awesome incorporation of mouse input to control audio
- Calvin: yeah this is f*ckn epic
- Murtaza: The cube is so mesmerizing. Also the choice for house music just first really nicely here.
- Shreya: The visuals add such a cool element, and the music sounds exactly like you were going for. It's already great, I wonder if you could add a consistent drum beat or something to blend and align the snippets even more!
- Tiange:
- 
- Danny: Damn this visualization is absolutely awesome
- Samantha: it took me a second to figure out what the visual component means but it looks really well! Is there a way to represent the different samples more clearly on the cubes?
- Mollie: oh yeah, love the mix of sounds and lyrical singing. My head really wants to bop. The visuals are abstract, but somehow I still understand it and they make sense with how the music changes.
- Yiheng: The visuals are really coooool
- Mayshu: The visual and the audio match is perfect!!!!
- Hannah: wowwww i can see this performing in a concert, so cool
- Kangrui: I love house cube. Really cool control.
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- Kiran: Wow cool visuals, this looks like a final project instead of a milestone
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Kangrui Xue

https://ccrma.stanford.edu/~kangruix/356/etude2/



- Murtaza: it was really musical and everything meshed together really nicely
- Afnaan: The keyboard control gave this piece a high level of customizability that I really appreciated. It felt like you were up on stage, with an instrument in front of you, giving a hyper-tailored performance.
- Grant: This is so musical and expressive, excited to see what visual components you add!
- Guinness: Woah, these sounds blended together very very well. This was extremely tasteful. Great job.
- Tiange: cool combinations of different sound pieces together! Really musical!
- Cole: This sounds like a legitamate music piece. Very well synchronized and flowy.
- James: sounds like Godfather, interested in which areas you were in for each piece of audio playing
- Hannah: love the music choices, they all blend well, i feel like i can hear this in a music video
- Shreya: Lovely ambient sounds (wouldn't expect this from city sounds!), it's so impressive how they run into each other. The varying speed adds such a cool dimension to this.
- Samantha: it's cool when the broken pieces came together and the sounds cleared up
- Mollie: ooo i like when the sounds start to layer and get chaotic. It is suspenseful. I think it can get even crazier and less directly related to the original sounds!
- Calvin: very pretty. And i love the user control and the ability to move between sounds
- Danny: The sounds/song increasing and decreasing in strength throughout the piece creates a really interesting mosaic - It really felt like walking through a city and its different environments
- Mayshu: very musical; the background noise thing somehow very coherent with the whole

- Kiran: Cool idea to compile environmental sounds of hong kong, loved the crosswalk and talking sounds in the background. Would be cool if you added sounds of the MTR / ocean

Calvin Laughlin

https://ccrma.stanford.edu/~calvin3/356/project2



- Andrew: sublime. I love seeing how much fun you had making this, This is already a complete performance, and the controls feel so expressive from synthesis to video playback to color filters… insane work we need you to perform at the next ccrma rave
- Murtaza: The audio and music elements are really cool and the shifts between things are so immaculate
- Danny: Dude this is actually so fire, the contrast between the music and the original music is soooo goood, can't believe how good this turned out. I want this to be a feature on spotify where whatever song you're playing it will show dancing scenes like this
- Shreya: I love this hahaha. Don't know how this is a milestone; can't think of anything else to make it cooler!!!
- Tiange: this is so cool. This is a very well developed program with very artful demonstrations.
- Priya: This is incredible
- Hannah: WOW its perfect
- Grant: This is awesome!! And literally a performance in itself. Love the color changes too???
- Yiheng: OMGGGGG I can watch this for whole day

- Afnaan: This was an amazing idea! I was watching it in awe the whole time. The syncing of bpm to dtermine which dancing clips to show was such a great touch!
- Cole: Iconic.
- Kangrui: Epic dancing. Very addicting. The beat drop is so good, you can really see the variability in the system.
- James: awesome. I feel like this is a perfect way of utilizing an audio mosaic
- Guinness: this is hard af. Wow. Having the audio drive dance clips as opposed to audio clips is a really thoughtful and creative way to keep the final output extremely musical and tasteful while still being super engaging to watch and using the feature vectors. Amazing work.
- Mayshu: the dancing part is really surrealistic and artistic!!
- Mollie: LOL. It is so successful.  Such a well composed story. Very artistic. The length of the cuts works really well for the song you chose.
- Samantha: This is awesome! Love how you made the visuals match up with the beats of the song so it looks like a nice kind of dance to the song. The philosophy behind it is cool too
- Kiran: So fun, great idea and system for user interaction