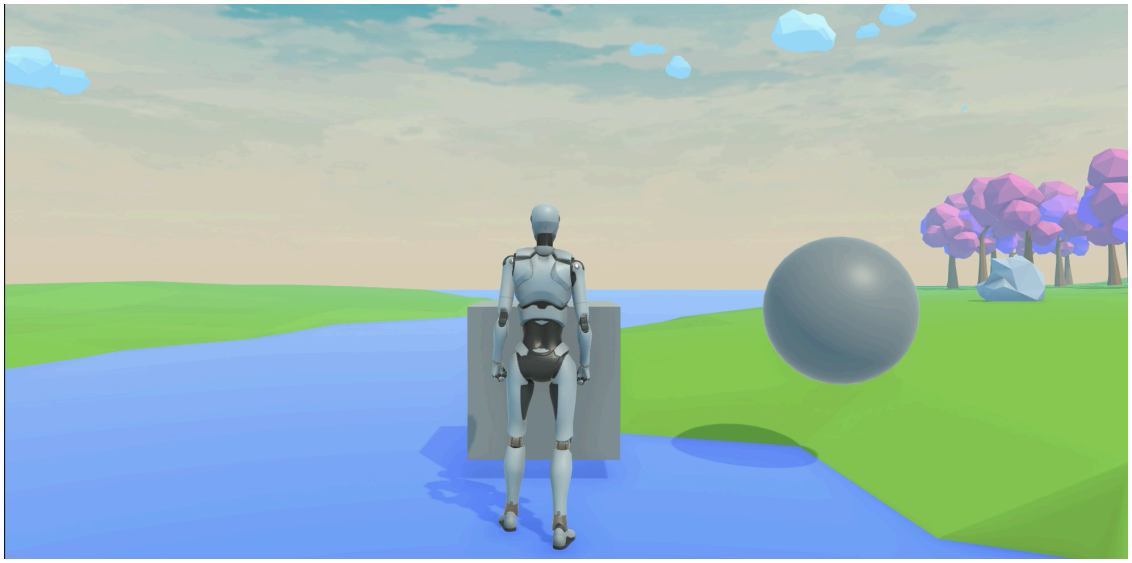
MUSIC 256A / CS 476A (Fall 2022)
Final Project Milestone 2 Presentation
In-class Peer Critique (11/28/2022)

Please create an entry for your visualizer below with screenshot + URL

Annie

https://ccrma.stanford.edu/~annien23/256A/finalproj/milestone.html



Angela: Your environment looks interesting, can't wait to see how the audio and visuals are interacting, seems like you have a good idea so far to implement
Nick: Looks great! The visuals are looking really polished already. Excited to see how this comes together!
Anthony: woah the environment and the aesthetic already looks so pretty and the character animation looks really nice! I'm curious to see how the player interactions affect the audio / interact with each other!
Cole: Super pretty visuals and the animation is solid!! It feels like a first person exploratory game already.
Terry: Wow the colors and the world look soo good. Curious to see what the trees will do!
Aaron: Your character's movements are so fluid and I want to know how you got the interact button to pop up, trying to do something similar myself. The environment is also beautiful, I could imagine interacting with the different objects and changing the environment as a result too. Also walk on water could be dope, you could add some animations to show you're on the water
Taylor:
Frankie: This looks so good. Can you please help me make a big environment like this!!! The walking is amazing, and the environment looks great.

Sami: Looks so cool! Would love to know more about the sound interactions. Ooooh your explanation sounds super cool. I'm excited to hear it. Also would love the two characters to interact and maybe their distance from each other can change the frequency of a sound or something so it's dissonant until they come together.
Leyth: Wow the world looks so nice! The movement came out really cleanly and I think it's going to be able to tell the story very well. Bump on Ge's feedback on interacting with the objects. You may also be able to make objects highlight a different color when they're selectable instead of having the pop up.
Celeste: Cool assets and great plan. Looking forward to see where this goes.
Jack: The colors and scene design look really great! Honestly whenever i have trouble with updating variables i just give up and make everything public and that at least usually gets things working lol
Alex: ok i see you Idle animation! Awesome looking environment/map, it looks like an actual game already! I'm curious about this being a narrative–that sounds like a cool idea and takes it beyond just the basic exploring-the-world gameplay.
Yiheng: The physical control looks smooth and the environment setting is beautiful!
Dani: Wowww this already has so much functionality to it, and it looks so polished! I could totally see where this is headed - everything from the animations to the way pop ups only come up when you get closer all feel refined. Looking forward to seeing all the different types of interactions there will be!
Sasha: The scene, movement, and camera are all perfect, I remember that took a while from when I tried, excited to see the story the players unfold, maybe like a scary story and there's a shift to night time at some point.
Laura: I would love to see how maybe even walking on different terrain makes different sounds. Maybe moving objects or carrying objects makes sound.
Victoria: The environment looks so good! Nice job with the movements and camera stuff! Im excited to see how the interaction and music will add in!
Eito: I look forward to seeing how interaction will produce sounds in this game!
Alyssa: The environment is so beautiful! Excited to see how the narrative comes together :)

Celeste

https://ccrma.stanford.edu/~celeste/256a/hw4.html



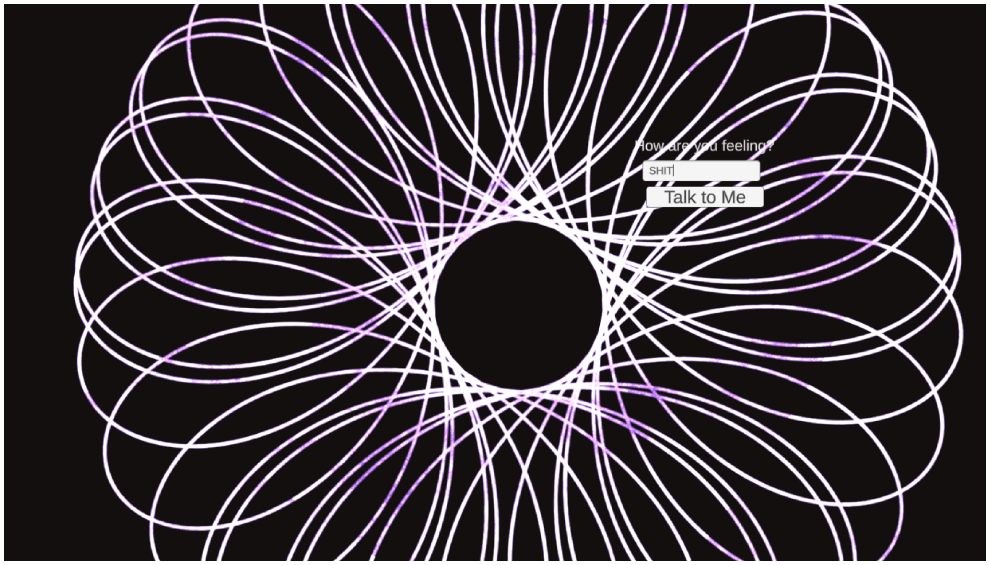
Angela: Love these sounds you're using, really interesting to include ChucK code within. I think additionally you could maybe feature some abstraction of code that novice users could navigate with more easily or a fun visual way of learning chucK code
Annie: I love how this simple sound already creates an atmosphere. I can't quite tell how all these pieces sync together (i.e. what does it mean to have "blocks available?", how do i add more? How does the visual change with the code?). A really cool start though! I'm imagining that you could tell the story of a growing/dying star perhaps?
Alex: Stunning as always. I really love how a lot of your work involves live-coding and the creation of these interfaces that make the under-the-hood stuff a feature of gameplay and aesthetic experience. And your sound design is always so on point! I'm so intrigued about what

kind of interaction you will add onto this. I agree with Ge that some visual feedback to the live coding would elevate this a lot.
Anthony: this feels so meta-level with being able to write chuck, i love the atmosphere that already exists here with the void and the simple blocked shapes – really excited to see how the visuals and sound end up evolving!
Cole: Super beautiful sounds and visuals already, I wonder what the labels mean though so better readability could make it even more awesome.
Aaron: Love the sounds and the use of ADSR. I think it would be helpful to be able to change the chucK code through toggles or parameters in the game to have a clearer view of the visual. Oh I see didn't realize you were trying to show a live coding aspect, like Ge was saying I think it would help to have some visual interaction between the code and what's going on screen.
Sami: Looks and sounds super exciting. I would love more visual feedback to tell the viewer what is being clicked because I can't tell what the create/look-at/# buttons do or how you are adding available blocks. I love when the camera movement shows all the different blocks and the end. I would love it if we could see all the available blocks floating in the back and see which ones are playing/how to turn them on and off.
Terry: I would love to see more of how the code affects the spinning block!
Yiheng: The live coding experience is so cool! The sound you make really fits the visual aesthetics.
Frankie: I absolutely love the sounds you have been able to make in this software. I am a little bit disoriented in terms of how the interaction works but I am very intrigued.
Leyth: It may be a good idea to have some preset chuck blocks that people can choose from so that users don't need to know ChucK. (In addition to being able to use direct code blocks)
Jack: Very cool use of ChucK! Curious to know what the visual represents (the bright rotating block in the middle) and how that contributes to the live-coding experience.
Eito: I like that you're allowing a user to inspect and edit the Chuck code inside the game. I would love to see even more visual feedback:)
Nick: Live coding! I'm really curious how the visuals are going to be connected to the live coding. Is it physically separating different shreds?
Dani: It's so cool how you're bringing ChucK to the forefront! I'm not super well-versed in the music side of things so I'm not totally clear on what's happening but it creates a cool aesthetic! Haha maybe having some more non-technical representations of the code could be a way to make it more accessible to people who don't know ChucK
Taylor: Oh wow, adding chuck live while you play? Incredible. Maybe some sort of direction or increased audiovisual correspondence would be interesting? So impressed by the variability of this.
Laura: I really like how from the start of the quarter you have found your very own expression and aesthetics. I like that you input the chuck code in the game. Now I am wondering if you can make the code glow or something when it is parsed to make it seem like it truly is part of the interaction and the game. Give the user some more feedback on what happens once the code is inputted. Amazing what you can do! You have such skills.
Victoria: The sounds are really nice! And it looks great as well! I think finding ways to define the actions and meaning for the code and different changes could be something to do, so that it could be more accessible to all skill and knowledge levels.

Sasha: Such a cool live coding environment and the sounds you made are epic I want that code to play with and understand! Would be cool to see all of the blocks together floating in the background as you add them…
Alyssa: The live-coding is so cool! I wonder if it could be possible to code in a side panel (which you can pull in and out), and have the run button inside the panel? I think if I were playing with this I'd love to adjust a parameter, run it to see what it looks like, and then repeat that a bunch of times.

ANGELA

https://ccrma.stanford.edu/~angelacl/256A/Final_Milestone_2.html

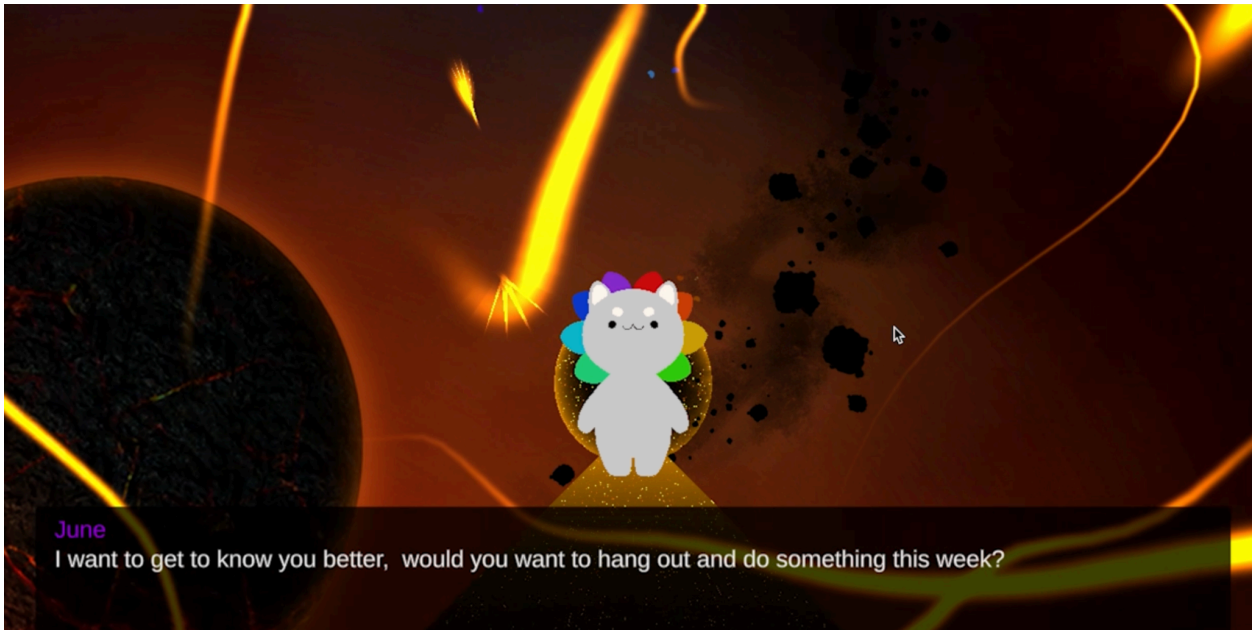


Eito: I love how dynamic the visuals and music are simultaneously. Really curious to find out how you're mapping the text input to your ouput.
Yiheng: Both the visuals and sounds are so beautiful!!!
Aaron: That was mesmerizing, I'm wondering how conflicting words being typed in would interact, do the words automatically override or do they slowly fade into another?
Cole: Amazing audio and visuals, I love the colour scheme and feeling of the experience.
Leyth: The sounds are so well crafted, it's a really cool take on Ge's idea of a "sad" toy in a more therapeutic way! Using multiple choice may make it easier to map to music, but the free response is definitely much cooler (I swear I put that before Ge). Maybe you give a graph with different axes of like joy vs sadness and use that position to map to the audio.
Sami: I love this idea!! I feel like the sounds matched the emotions more than the visuals. I would love to see how the visual feedback could get slower/calmer/change colors with happy/calm feelings.
Anthony: I really like how open-ended this is and I think the freedom to write in whatever you're feeling is really cool! I'm curious as to how exactly you go from text to the visuals – is it sentiment analysis of the text?

Alex: Beautiful! I really appreciate how your projects in this class consistently evoke certain emotions and have a visual and musical throughline. It seems that you have a strong aesthetic identity and values and it really comes through. The sounds and accompanying visuals are amazing. I assume you will be expanding on the variety of audiovisual modulation and maybe the complexity of the prompt-response interaction? I felt like I wanted to see more unexpected changes in the sights and sounds based on the changing prompts.
Frankie: This thing sounds absolutely insane. I love the sounds you were able to come up with. I have no idea how the sentiments work but I love the idea here.
Celeste: I really love your idea! I think it is a great way to pre build and send chuck code and also graphical response.
Victoria: Wow the music and visuals are instantly stunning. I love the idea and what you've made so far!
Terry: Great start! Perhaps you could do stuff like question mapped to parameters, color, speed, chaos/order, and combine the parameters for the visuals and sounds.
Dani: Woahhh I love this!! I really like how it's a textbox and makes for like more open-ended sorts of interactions. I'm so curious how the user inputs will map to the sounds and visualizations themselves
Jack: Super cool looking and definitely something that feels hypnotic. How do the words typed in affect the visuals and the sound?
Sasha: This is gorgeous, pot smokin, so curious how the words affect the visuals.
Annie: ooooooooh this is really cool. I have no clue how you defined keywords and tied them to different audio/visual feedback, but that would be really cool to see how you tell your story with how each word means something different.
Nick: Love the texture on the jiggly circles! I think you hit a really nice sweet spot with the rhythm of the animation, it's really satisfying.
Laura: It is beautiful! I love the music you created. I wish the input words would correspond to the visuals and the sound you are creating.
Taylor: Wooooooow. Really beautiful, I love the word/emotion-based input. What if it asked more questions in the course of the experience?
Daniel: The shapes are absolutely gorgeous! Would the words change the sound that's playing at the background?
Alyssa: I love the concept and the shapes you are generating!! I think it'd be neat to see at a really slow pace for some of the more peaceful feelings.

COLE

https://medium.com/@catoverlord/date-of-june-564cfe80ea10



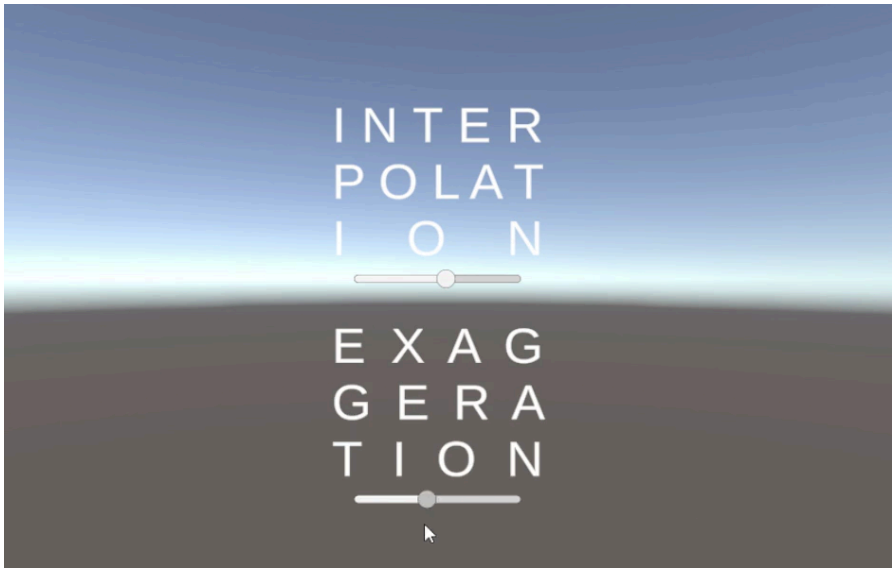
Sami: Very cute aesthetic/sound. Would love to see both creatures that are interacting. Also are you typing in this text or is it always the same? Would love to see options given to the user so that their response can trigger different emotions.

Victoria: Thats a really cute character! I love the story you have so far and the visuals are so well done! I do think having more of an interactive component could take this to the next level.
Aaron: Captivating and already very relatable story, will there be a role playing element to this? And are there multiple endings that can happen?
Leyth: Really cool! The music really well captures the emotions of each beat. I think the writing was really good so far, it feels very true to life. Branching dialogues like almost a choose-your-own-adventure would be super cool!
Celeste: IT is beautiful! I didn't understand what was going on but the aesthetic dimension of your piece is amazing. How is the interaction affecting the rest?
Yiheng: I love how the music progresses along with the story!
Terry: I love the visuals and the firefly particles. Curious to see how you program different paths/choices that the user gets to make!
Dani: This is a journey!!! I thought the narrative was so relatable lol and told in a cute and non-cliche way :) I didn't know that you were moving backwards and forwards, so I think thinking through different kinds of interactions maybe with clicks / typing / etc could surface some potentially bad ideas
Anthony: Again, love the aesthetics that you have with the little creatures that you have – how are those visuals generated and how does it tie in with the dialogue options?
Jack: Visually very engaging, how does the text/narrative influence affect the visuals/is it interactive or a pre-written story?
Taylor: The evolving visuals and audio are great, amazing storytelling. This could be a really compelling story, excited to see where you go!

Alex: There's so much emotion and aesthetic vibe already! It reminded me of the game we read about in Artful Design (I think it was called Save the Date?). Your handmade sprites are so cute as always, I love your consistent artistic style. I'm curious about the kind of interactions you will implement here–are there going to be dialogue trees? How does sound/music come into play? Right now it seems sort of just like a soundtrack, but it would be cool if it were reactive in some way. Maybe different dialogue choices affect the music?
Eito: I like the curvy lines floating in the background!! I thought the change of tone in music as you are communicating was effective.
Angela: The environment you created is beautiful! Very cute and sophisticated. I really like how you are planning a narrative.
Frankie: I love the way the text displays!!! Also the animations in the back are super cool and engaging.
Nick: The transition was really cool! This is a lot of interesting ideas, can't wait to see how it develops!
Annie: I like the visual novel approach! It's a nice way to make it feel personal, though I felt like it was sort of strange to talk to June directly while also hearing June's personal thoughts? If we are going to relate to June, it might be better to have another character interact with June? I like how you visually illustrated the mood with your background effects, definitely keep that up going forward!
Sasha: would be so cool to put a chatbot into unity, wonder if they have some tutorials on that.
Laura: What if June is also moving or walking while the conversation happens? I really like the way you modify the background based on the emotions.
Daniel: LOL This really got me into the story. I wonder what will happen next. I would love to see how the interactive elements work.
Alyssa: Omg what happened?? Poor June. Really like your concept, and the swirly orange comets! It would be nice to have some kind of clarification at the beginning that the cat is June, and then to have June's thoughts in a different color/format from what they say

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Sami: Hard to tell right now what the sliders do. Would love it if there can be more difference in sound with the sliding. Really cool music. Also would be great if there could be some visual to go with this to show how the sound is changing. Ooooh also would love it if it was clearer off the jump that you're generating this with AI, that's super cool & I didn't know.
Cole: I love the concept!! The mechanics are really interesting, this is some advanced DJing.
Anthony: this mechanic is absolutely insane, even if it's a little hard to hear the differences right now, i can't wait to see how the music you create evolves!!
Alex: wtf how did you do this!? Such a cool and unique mechanic. Where is this processing happening and will users be able to control/create the sound samples to be interpolated/exaggerated? This reminds me of the magenta interpolation VAE stuff. I'm curious what exactly exaggeration means in this context. Nvm you just explained it. So goddamn cool.
Leyth: It sounds super great! It really fluidly transitions between different spots on the sliders. (Now that I know how it's doing that I'm blown away wtf)
Dani: I'm loving this beat! Very vibey - I'm not super well-versed in the music side of things, but it wasn't totally clear to me what was happening / how the sliders were affecting the sound? Could definitely see future directions for this with interesting viualizations that reflect the parameters
Terry: Would love to see you possibly be able to screw up the audio by pushing a slider too far! Distortion in the latent space ;) Everything feels a bit subtle and safe right now haha
Aaron: It reminds me of a DJ scratch table, I think it would be super cool to throw a reverse in there too. I like to two different parameters you have and cool to hear about the backend work you're doing
Jack: Kinda hard to see exactly how the sliders affect the music, but it's really cool how the sounds are all AI-trained and generated!
Annie: very nice beat!!! Its a bit hard to tell right now how the sliders affect the sound, but i think i got it after a bit. If possible, it might be good to fine tune the balance between your sounds so the effect is more audible? I can imagine a really cool interface to make your DJ come to life, excited to see what you make!

Victoria: This looks really interesting and AI makes it even more so. I think right now context is needed to understand it but its an early milestone so that makes sense. It is such a cool concept though and I am super excited to see how it develops!!
Yiheng: The controls look easy to use but a little bit hard to tell how they affect the background music.
Angela: Nice tunes and font and sliders. Good bye mixing skillz!! Get that Chugin chuggin
Celeste: Please help us understand graphically what is going on because it is awesome!!
Frankie: I am intrigued by how the sliders exactly affect the sound created. The sliders are super intuitive to use but I would love to see visually what's going on under the hood
Eito: Mixing two tracks by breaking them down into latent values is a cool idea. I look forward to seeing visual feedback being added to this!
Taylor: The simplicity of the controls makes this so focused, but there's still so much variation in just two sliders. The interpolation slider was a little hard to track, so maybe emphasizing the interpolation factors would be good?
Daniel: I think it looks really interesting and a great concept! I'd love to see what this develops into!
Laura: I really like the music you create using AI. What if on top of the sliders you also add some visual feedback that makes me understand the latency for example. Will it blow up an element in size? Will it elongate a line?
Alyssa: This is so cool!! I wonder how you could really tie it into a DJ aesthetic - maybe those black vertical sliders and some additional ones for overall pitch, gain, etc?

Leyth

https://ccrma.stanford.edu/~leytht/256A/hw4/

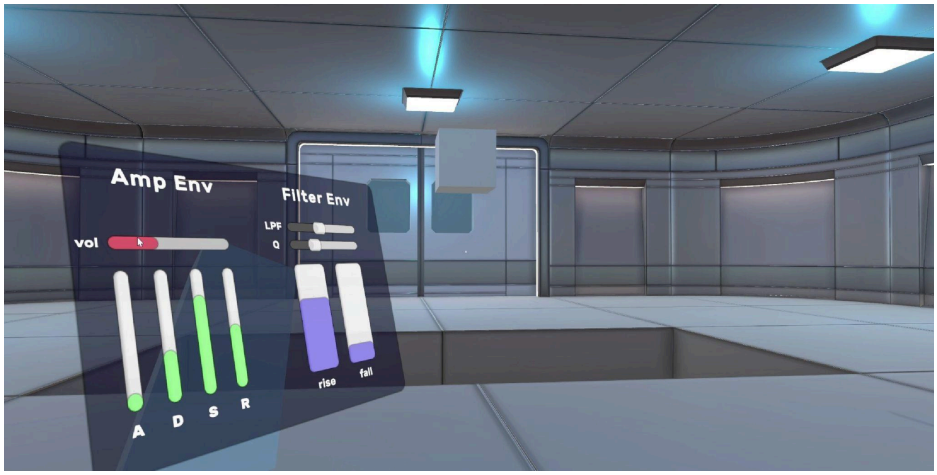


Annie: I like the inspo of DDR! It would be really cool to see your rhythm game rpg, how do you plan to tell a story? Does the boss change/attack in any sort of way? I think with the rhythm mechanic down, having some dialogue to tell the story would work great :)
Yiheng: It looks really fun to play with! I can see how the potential attacks will look and sound interesting!
Anthony: Love the rhythm game elements – we gotta talk about how you're doing your accuracy measurements haha, i've been struggling with my own stuff for a while now. I was thinking maybe 'bosses' could change the visuals of the mechanic, similar to something like in undertale?
Sami: Love the extension of this project! Graphics still look so cool and fun to play with friends.
Eito: I like the concept of turn-based rhythm & RPG game! Playing this with friends as we control different sounds sounds like a cool idea.
Cole: Super cool idea and I love how the mechanics look already!
Alex: I'm so happy the axolotls are back! This looks like such a cool game that would be really fun to play. Even though this demo is simple, I can totally imagine how this could look and behave. It would be really cool if this could get really chaotic, almost bullet-hell-ish. I sort of want to see a swarm of objects taking different paths and making different noises.
Aaron: The sprites are back! I can imagine this becoming a boss battle or galaga kind of play style. For levelig up, I think a good example is the 2021 project
Terry: Great concept and I love the continuation of the sprites! Would love to see how this plays out musically. Does it infinitely loop until you kill the boss? Can you die?
Jack: Concept sounds really awesome! I think if you can get the play interface down the music will probably be easier to write. I feel like naturally if it plays well it'll sound good.

Frankie: Big fan of these sprites again. Also the RPG is gonna be so sick. The health bar is super intuitive and I love the idea of playing this with other people.
Victoria: I like what you have so far! I thinking adding more gaming components would make this really fun!
Dani: Yay the axolotl sprites! :) I definitely see the DDR inspiration and the rhythm part of the game coming through. +1 to Ge's idea of the music becoming more sophisticated as you keep leveling up! I definitely see how that could create a fun narrative… I want to see what the "boss level" of these rhythmic axolotls looks like lol
Celeste: +1 Ge, you should made 4(??) codes, and trigger each one depending on the progress.
Angela: Prototype looks great so far! Love the sprites and sounds like you have an interesting game concept, can't wait to see how it goes!
Daniel: Yay to DDR! Maybe defending from all four sounds using arrow keys or wasd would be great!
Alyssa: This looks like it'll be so much fun to play! Translating DDR to a keyboard is interesting - I wonder if it'd feel more natural to use WASD or something like DFKL (left and right hands)

Alex

https://ccrma.stanford.edu/~alexhan/256a/final/milestone2/



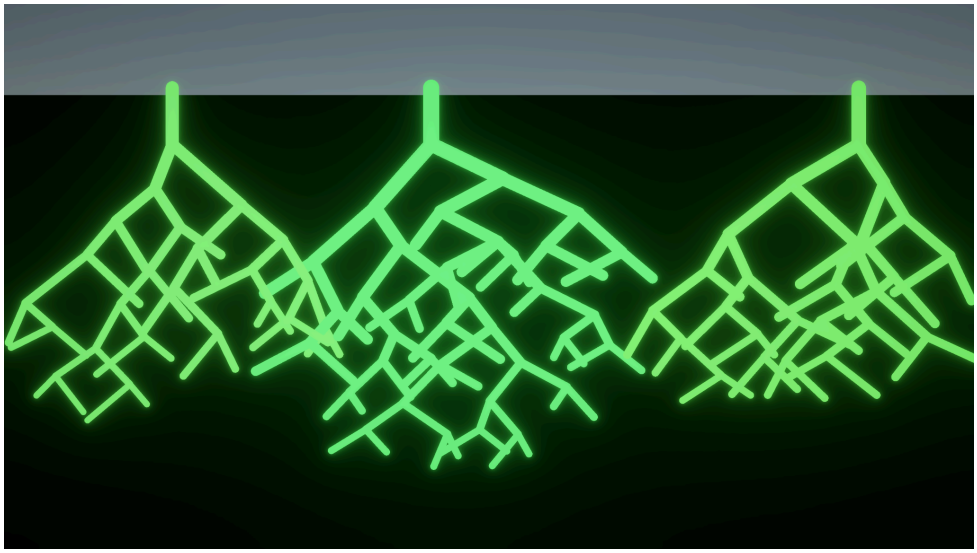
Annie: haha i recognize this asset, glad you made really good use of it! I am very intrigued by your design of the synth module, its super cool that you allowed live changes. Really interested to see how the gradual increase of your puzzle difficulty goes! If you are worried about puzzle difficulty, maybe it can be more sandbox-like? You can unlock rooms with unique pieces/objects/lore in them, and you can unlock them with your synth maybe?
Cole: This is amazing!! I love how understandable the game is and how readable the interaction between visuals and audio is.

Anthony: the polish on this is just incredible – the UI and environment visuals fit together really well and i can already think of so many cool puzzles and uses for the mechanic!
Eito: I love your UI design! The way the menu panel appears from the left side of screen for example looks very satisfying to interact with. Incorporating rhythmic components in the scene might be something to look into.
Sami: Woah. This looks super cool/reminds me of the game fantasy star if uk that lol. The sounds with the laser beam are awesome! And I love the visual set up where you change the laser's sound properties. I wonder if there could be aliens or something outside the door that opens that you need to shoot with the laser to make it more interactive/different enemies that need to be hit with different sounds. Overall super cool :)
Angela: Wow this looks so pro, a different level of music making. Looking forward to see where you go with it! I wonder if you could curate the whole experience with a specific game goal
Leyth: Wow! It's giving me portal vibes with the puzzle-y laboratory environment! This seems like it'll be super awesome. Some kind of movement abilities tied to sound would be super cool instead of just the rays. Everything is remarkably clean, it looks like a finished product not a prototype!
Frankie: This game looks incredible! I am amazed by the design and the implementation of the synth wave control. I cannot wait to see where this goes as you are able to investigate new areas of the ship and open new doors.
Aaron: Wow you really nailed the interaction and I love the environment sci-fi vibes. Making music into laser beams is sick, I can imagine the beams themselves changing in color and shape. Giving me Portal 2 vibes. Ohhhh bad idea, you could make this a survival game where you have to fend off waves and waves of enemies
Yiheng: The controls look really intuitive and I love how you can use sound beams to interact with the environment.
Sasha: I like the puzzles to match sound and can see it as a learning tool, maybe it could give hints if you're stuck.
Celeste: Cool! Now it's time to add action to this, As a puzzle game you should rethink your fight/battle scenario.
Terry: I love the puzzle theme :) I would love to see more immersion of the sandbox, puzzle, or game. Maybe when you hit the cube with your sin osc, it'll play some dope beats, change a ugen, plays a diff beat.
Jack: Gameplay looks super smooth and clean! Great scene design and concept. When matching sounds, will the user get to hear what the sound they're supposed to match is?
Victoria: This is really cool! There is already so much there! I think having ways to visualize the changes, like having the laser or the objects you are effecting change according to the different values for the sound wave! If you wanted you could have it be match the sound of the object you are aiming at and then that activates it or something!
Dani: WHAT this is a full game already! The interactions and camera movements are so smooth and the visuals feel super cohesive! A potential bad idea could be playing with different kinds of sounds / instruments for different kinds of tools - like the laser beam is more of a humming noise but a flashlight is like softer or something like that
Taylor: This is so great, reminds me of Portal. The beams of different waves are genius, this is giong to be super fun to play! Super super impressed, well done.

Daniel: I love the UI for the panel! I'm also doing something like a Sci-Fi music puzzle and I really like the idea that yours have an interactive element within the game! I think this already looks really great, but I think if the sound is more diverse, it would be even more magnificent!
Laura: I really like the idea of finding the right sound to unlock a door and progress in a game. How do I know when I have reached the right sound? Or will multiple solutions be correct? Do I get feedback on in which direction I should go in adjusting the sound to hit the right synth?
Alyssa: This is such a unique and interesting idea! Gameplay looks super clean - love the little mixing board that comes up and how the sound is a laser. Will there be any kind of introduction to what all the elements mean? Hehe I want to play but don't know what they are!

Eito

https://ccrma.stanford.edu/~eitom/256A/HW4/



Disclaimer: I plan to work on aboveground content this week:)

Nick: Intense! I think it would be really nice to have some sort of timbral distinction between the different roots, so that the build up is more than just harmonics. Maybe different registers or using different oscillators/synthesis? Or rhythms! Maybe having a plinko-style rhythm where there's rhythms that trigger by moving down the roots and then randomly picking a direction?
Sami: I love the sounds and the visuals independently, but I can't hear the different sounds that branches are making. I would love to see a more diverse frequency range/soundscape to make what you're doing more clear to viewers. I love the idea/aesthetic!
Cole: super beautiful and i love the patterns this creates! I think you could do something like a deep note?
Aaron: Okay Robert Frost, giving me flashback to recursion haha, this is so cool and ominous. I like the idea of having a these paths as "roots" and having a plants on top, maybe the number of branching affect the growth of the plant

Anthony: it's so pretty! i think after a certain point the audio gets a bit cluttered and its hard to tell how the splitting really changes the soundscape, but i think adding in the 'aboveground' elements might resolve that?
Annie: ooooooooo very interesting. I thought i got it at the start, but how are you "splitting pitches" at every node? How do the pitches drift from each new node? I wonder if there is an ultimate goal with making these trees? What would it mean in a larger scope?
Jack: Very ominous sounding (and looking)! Would be cool if there was a way to start/stop playing and add some more texture to the sound.
Frankie: EXCELLENT NAMEEEEE. I would love to see these streams interact with other things in the environment–maybe water or rocks in the ground? Maybe the streams touch things that light up.
Leyth: It's so aesthetically pleasing. I'm not sure where to go next honestly, it's an awesome concept. Maybe you could put some stuff in the "dirt" that changes the sound if roots hit it.
Dani: Wowww for something that starts so calmly, I love how the roots become super eerie at the end! I'm so curious how the forking maps to different sounds. What if the roots could grow in different directions or if you could put "obstacles" in the way of certain endpoints to affect the directions in which they grow
Angela: fractals. So satisfying to watch them diverge. It gets pretty intense, I wonder if you could layer different sounds (if that's something you would go for, for user engagement)
Alex: This is so elegant and sleek! Your intention and core mechanic is super clear and perfectly executed. I am curious to see where you go from here. I basically would echo Ge's question of "what do you want this to be?" at a fundamental level–are we, as players, just here to create these soundscapes in a sandbox way? I also agree that I would like to see more kinds of interactions like removing nodes/branches, diverting/affecting angle of growth, other elements (aboveground?). I also think it would be cool to have more control of pitch or harmony–maybe not necessarily in a strongly-controlled way, maybe in a semi-constrained way to make the overall soundscape sound more harmonious? Beautiful work as always!!!
Victoria: This is such a simple but brilliant concept. It moves forwards and grows really well. Maybe the plant above it could control the tones and effects etc.
Daniel: I really like the luminous material at the back! I always love the dissonant sounds that you produce. I think you have great ideas and I think it would be great if it's a bit more obvious how the sounds differ according to the positions.
Yiheng: I really enjoy the visual and audio feedback! Maybe the volume can be adjusted a little bit as more trees appear.
Terry: Maybe a bad idea. What if there was only 1 tree, but it was growing down 3d, still splitting on the xy plane. Perhaps rotate camera. Maybe would be a cool dimension for sound.
Celeste: Simple and elegant again!!! I really like how you resolve the aesthetic dimension in all your projects.
Taylor: Wow, I was transfixed just by that short clip. Could the "roots" or whatever they are eventually make it into a reservoir of some sort, like a pocket of water deep in the ground? And interacting with the reservoir would trigger a different set of sounds.
Laura: Like always I am astonished by your work. I really like the idea you have created or making more sounds by adding branches. What if now this a root network instead of a tree?

And what if the root connect in the bottom like read tree roots do? Or what if it's a mushroom network and as the roots are big enough the mushrooms pop out at the top of the ground?
Alyssa: This is so cool. I love how such minimal interaction can produce both beautiful visuals and a complex soundscape. I do feel like it sounds the most beautiful after the first couple splits - I wonder if some notes should fade out after a while (maybe when the root stops growing?)

Dani

https://ccrma.stanford.edu/~dcruz21/256a/final/

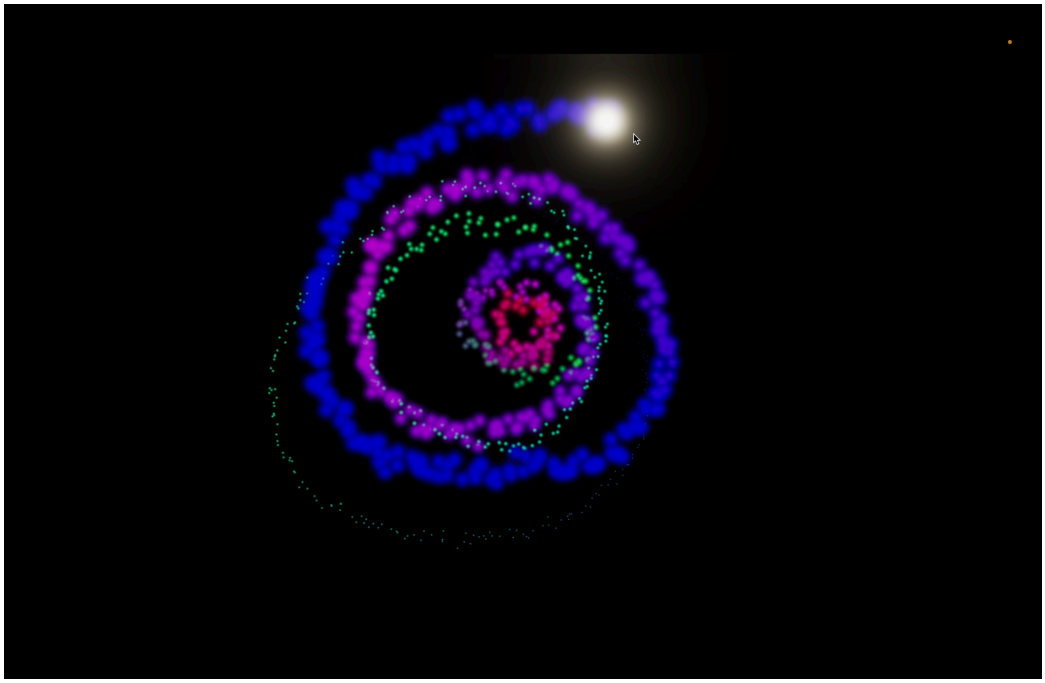


Annie: love the minigames!!! I love how personal and interactive the state of your milestone is right now. I wonder how the overall tone of the minigames will be, will it be very warm/close to home? Will it be playful? Is there something larger to all of them?
Laura: I really like the mini games. They are so specific to the culture and I think it's a wonderful way to make us experience such a party that I know nothing about. What if the minigames are located around a room and I can walk from one group of people to another and experience the games that way? All set together in one room or house.
Jack: Very awesome concept! Karaoke minigame sounds really cool. Interested to see how the full narrative will tie everything together.
Anthony: This feels really personal and I love the narrative that's being put together here – i actually feel like the slightly less polished look here contributes to particular nostalgic feeling and i don't mind it at all!
Celeste: I think you have a very narrative idea here. Cool!

Frankie: I love the TV asset and the aesthetics you have captured here. I think the narrative is an amazing idea and I am super excited to see where you go from here.
Leyth: Wow that's such an impactful idea! I love that you're using the project as a way to share culture with others.
Aaron: Amazing premise, how do each of the mini games connect with one another? Do you have to go about them a certain way or collect certain amount of points, which changes the results to your experience when finally making it to the Philippines?
Sami: I love this idea!! The hands look super cool/realistic. I like the idea of minigames and the graphics with the karaoke. Feels very fun and welcoming.
Alex: This is such an awesome concept–very unique and I love that you are incorporating culture/personal experience. Both of the minigames you presented here are also more creative than the average arcade-style minigame. The karaoke minigame seems really cool and potentially difficult to execute–I also agree with Ge that maybe a way to both elevate the aesthetics of this game and maybe allow some leeway with timing etc. is to make it more abstract. Same goes with the hands–defamiliarizing could add another dimension (maybe it starts familiar and sort of decomposes/becomes more impressionistic?)
Victoria: I really like the karaoke idea! The narrative is a nice idea as well! I like the level of interaction that is involved there.
Cole: Love the tie to culture and the beautiful visuals.
Yiheng: Really love the karaoke part! Maybe there could be more visual feedback on the television.
Angela:
Nick: Drag and drop karaoke! The old-style tv is a really nice framing of the karaoke section.
Taylor: Love the story behind this. The games seem fun – the transition between the games is probably going to mean a lot. Are there recurring actions/sounds that could provide bridges between the games? Or maybe one long game that's broken up into chapters in-between the mini-games?
Eito: Breaking down a song into a re-sequenceable structure sounds like a really cool idea. I think it can be easily fun to play and perform music with.
Daniel: I love the retro TV obejct and this is something that I could definitely dig into and enjoy. I think if they looked like the subtitles in Karaoke, it would be even cooler. Maybeit would be great if you have to run through the entire song, and if you need to quickly press 1234 and determine the order of the next lyrics and then that's how the song is going to be played?
Angela: Strong start to your ideas so far. The minigames idea sounds great, with the timing I think it'd be good to simplify a few things in order to execute your intentions. Looking forward to see what you do with this!
Alyssa: I love the overall narrative arc and omg the karaoke!!! Not sure if you're already planning this, but would love to hear little spoken sound bites (or background chatter) for the party mood

Laura

https://ccrma.stanford.edu/~lauramcs/256a/final/

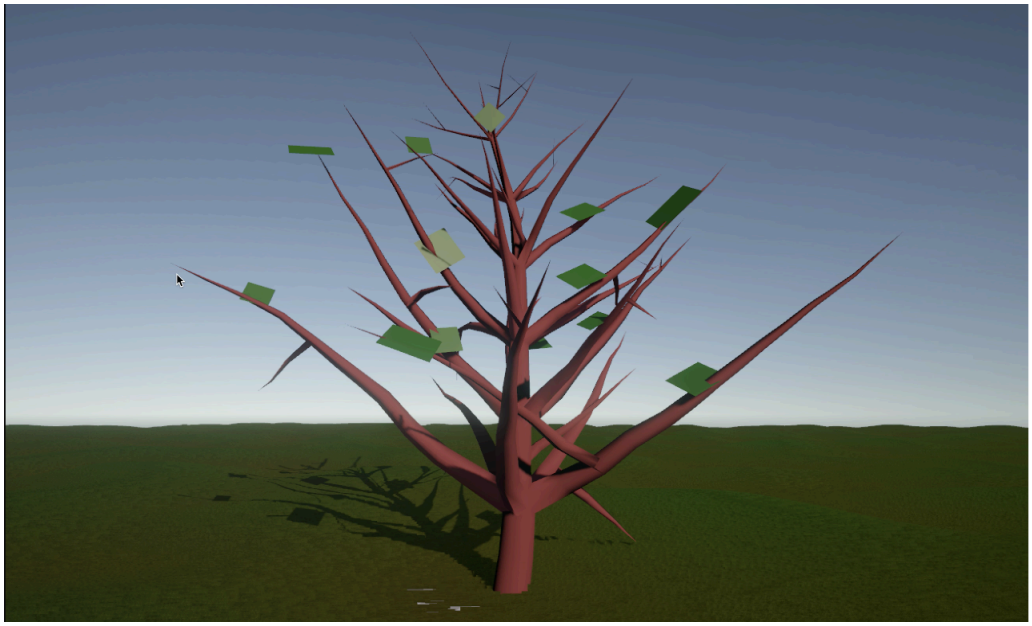


Sami: I love this!! Not sure if the color changes are happening on a keypress or just randomly? Would be cool if we could more clearly see how it works. I wonder how the sound can change with the colors too. It's so beautiful and fun.
Celeste: So beautiful!!! Thank you for this. I don't know how the pencil is related to the audio but I just don't need it.
Anthony: Really pretty to watch – was wondering if maybe there could be ways to freeze lines that you draw in place to prevent them from fading away so that different sounds and effects could be layered? That way you could have like full on audio pieces with a single drawing?
Cole: absolutely mesmerising!! I wonder how you created these effects, they are entrancing to watch.
Terry: I love the colors and the drawings! Are you able to like click to draw and then drag around? Perhaps ever new brush stroke changes a tone.
Leyth: The concept is super cool! It would be cool if the lines being played were more clearly highlighted so one can see what part of the line is playing.
Aaron: That was lovely, the colors with the sound added with the cursor movement is elegant. Is there a way to control how fast the particles dissipate? You're such a great drawer too, so cool to see some of the images you could draw
Frankie: I absolutely love watching the little spheres fade away. I find this so beautiful and would love to play with it myself. Definitely interested to see how the interface lets people decide what colors they are drawing with and what sounds those correlate to.
Victoria: The visuals are so nice! I love the variety of color, and particles, and the music does fit really well!

Annie: that's impressive if you did that cursive using your mouse haha. Visually your concept looks stunning, i can see a lot of potential with this start. I couldn't quite tell how the movement affected the sound at the moment, but i think that'll be clearer as you progress :)
Yiheng: I love how the strokes fade away. The sounds you choose really fit the visual aesthetics.
Jack: So artistic and engaging to look at! The camera input sounds like it would be very applicable.
Nick: This is some of the best mouse-penmanship I've ever seen. I love the sound's textures, they are so satisfying.
Dani: Wow!! The mouse tracking is so smooth on this! I love how you can actually create different pictures and write different words! I'm so curious how the colors or maybe even the size of the brush affect the sounds of your drawings! Overall, everything was so visually and sonically pleasing
Alex: really cool visuals! I'm having a little trouble identifying the audio-visual connection though, maybe you could use more auditory feedback to the visual changes? I like this idea a lot though, it's minimalistic but very beautiful and evocative.
Angela: Wow so nice how the strokes go from out of focus to in focus, can't wait to see how you develop more ideas with the audio, but your idea seems pretty solid so far! Maybe your narrative could be a letter to someone, or drawings or both!
Daniel: This is really gorgeous! I love the fact that they disappear after a few seconds, like how ephemeral everything is in real life. I think the sound matches the visuals really well!\
Eito: The use of color to represent different strokes of text looks really cool. The interaction between visuals and audio was very clear as well!
Taylor: Absolutely beautiful, amazing visual depth. Couldn't quite determine the audiovisual correspondence, but so excited to see this develop.
Alyssa: This is beautiful. I love how the drawings fade out - it's so calming and peaceful. So excited to see how this develops!! And lol I'm not sure if this is useful at all, but it reminded me a bit of this video :p

Taylor

https://ccrma.stanford.edu/~tgoss1/256A/final_project



Sami: Wow! This looks super sharp/great. I love how the leaves light up when the sound is on. Awesome that you can change the roots too. Can you shut them off once they're on too? Can you add leaves? Can you change leaf size with pitch or something like that?

Leyth: It reminds me a bit of the sounds that can be read from mushrooms via the electric signals they use to communicate which feels like it fits super well! Maybe there could be seasons where the leaves change and fall (I literally wrote this down maybe two seconds before you said it out loud haha, I think it's a great idea)

Cole: Super cool graphics and unique concept!! I wonder what could happen if you had multiple trees as different instruments that interacted with one another?

Celeste: The most cool interface for granular synth ever! Now you need to add some movement to the leaves? Bugs? Also animate the sun/shadows would be a great detail to the poetry.

Frankie: I don't know what granular synthesis is but this program sure looks like it could teach me!!! I think a super simple way to increase the visual interest is just to add some other stuff in the scene. Maybe a rock and the sun and some clouds etc just to add to the ambiance of the scene.

Anthony: love how it sounds right now and how simple yet wonderful the interface is!!

Aaron: Very clear direction and love the sounds with gran syn. I think you could also add percussive sounds to work with and reversing position creates cool sounds. Maybe you can experiment with external interactions like with water or maybe the tree can transform into fire as leaves and still stand tall and burn bright.

Annie: hmmm i like how you get to explore and see how you can change the sound with the tree. I agree with your visual feedback note; personally i can see the color of the sky/time of day change with the sound. The idea of leaves falling sounds cool too! Maybe there would be different sample sets with each season/state of the leaves?

Jack: Tree concept is very artistic and the scene design is great! Definitely some room to add some different colors and shapes for more visual elements.
Yiheng: The perspective change to the root system really surprises me!
Victoria: The idea is great and so far its been so well done! The image really fits well with the functions you have chosen to effect and change.
Alex: so dope I can't wait to see how shifting parameters affects the sound and visuals. This seems like it could become so many different things! I think it would be cool to figure out a way to make a larger-scale evolution/narrative. I liked your idea about seasons changing–this could be a great way to make a global throughline that could also allow for variation in how the audio/visuals react to the user's input.
Eito: Great example of how you can use trees to build an interactive instrument!
Angela: Beautiful Tree!! Seems like you had a pretty clear idea from milestone 1, and here it is! Great job, really excited to see where you take this–perhaps some visual feedback (glowing, etc)
Nick: Awesome! I really like the aesthetic framing of the granular synths. I wonder if instead of going back to the roots, you could move the stems around instead. Its point in 3d space so it could affect the different parameters of the grains with its coordinates (length, position, rate, etc). Oooo you could have wind that subtly moves around the section of the audio file that gets sampled.
Dani: Yes! A living, breathing instrument!! There's truly so much to work with with a tree, and I love how you're making use of so many of them like the leaves and the roots - I'm excited to see what other sorts of interactions you explore with the tree and what sorts of directions they might take you in… maybe some fruits / flowers / animals hehe
Terry: Spiky tree. Would love to see movement or visual feedback tree in response to the sound
Alyssa: I love this concept, and the two leaves together already sound very cool! I think it'd be neat to have some general movement in the background, so you can sit back and enjoy the music. Maybe each activated leaf could spawn out some pretty shapes? Or the background could slowly fade from day to night?

Yiheng

https://ccrma.stanford.edu/~dongyh/256a/final/



Sami: Love this idea and the main character. Would like if the whole thing was a maze so that there's no silence (or less silence). Also would be cool if the walls are different colors based on the different sounds they make.

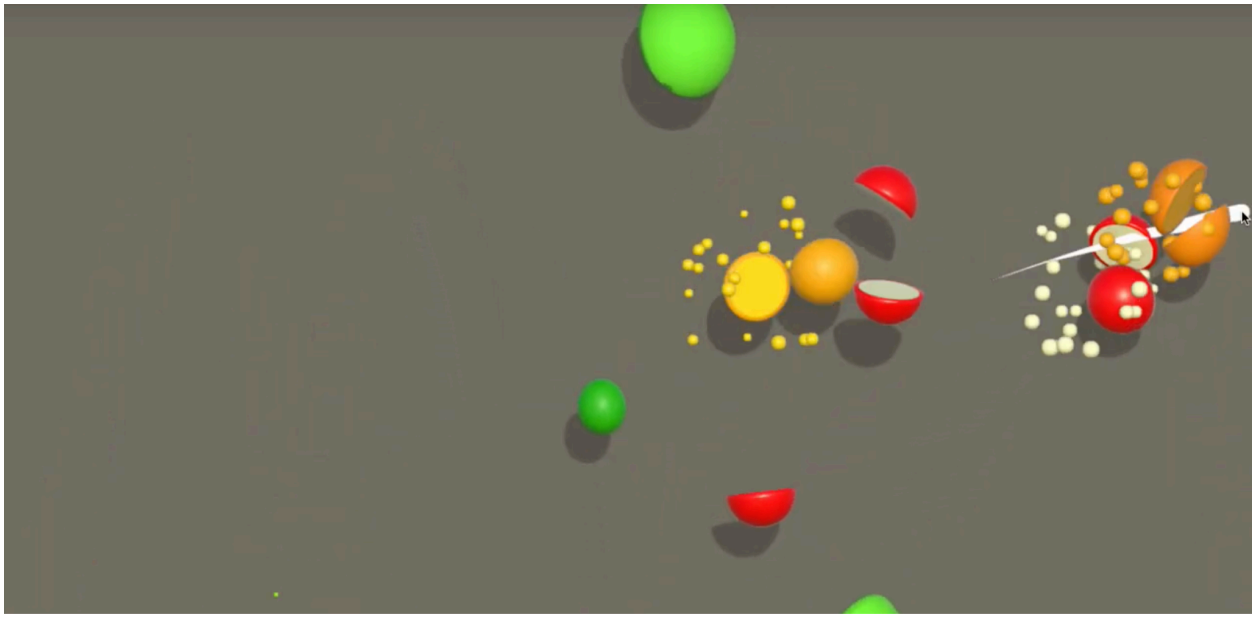
Celeste: Please, (bad idea) you should add a more dramatic sound to this, and also a dark ambient! Like trapped in a maze and the cute main character suffering while he walks through the maze.
Cole: Very interesting concept! I wonder if using different kinds of shapes could enable more than 3 sounds?
Anthony: i think there's so many different ways you could go here!! Maybe making it more puzzle based with a maze-like structure that the player can break through to evolve the soundscape?
Annie: i'm really happy to see that understanding how it works felt really easy! It is simple, but intuitive. I am also struggling with a similar audio problem as you, where I'm not sure how to sync my music sources. I think it'll make more sense once you craft a larger story for this!
Aaron: Very cute, is this a maze? Oh spatialized blocks will be really cool and adding to the music, I like the build up. Bad idea, maybe you can do left channel vs right channel, where the left channel are the sounds your looking for and the right channel is the interpolation. Or the interpolation can be above like the sun
Terry: I love the wooden figure, you should make him dance when he finds a wall with sound.
Frankie: I love this little guy!!! He is so cute. I also think that its so fun that you can go around the space and explore what sounds exist. I am excited to see how you build out this aesthetic by changing what's on the blocks :)
Angela: Bad idea: Make the head turn 360 degrees slowly, mapped to a pitch shifter. Great job so far! Look forward to the development in audio

Leyth: I can't tell based on the speakers, but localized audio may be really cool. Smoothing out the movement and rotation would help a lot I think, you also may want to bring the camera out a bit and add some tilt so you can see in front of you more easily. Fortnite has a really cool off centered third person camera, worth checking out for some inspiration! Being able to place pitches back our would also be a super cool feature.
Nick: It reminds me of a maze! Though if it were completely a maze that would be a little claustrophobic.
Jack: Would be a cool maze-navigation game if you add a bunch of different sounds and different kinds of blocks, and we navigate the maze based on both visual and sound!
Alex: interesting concept, i'm a little confused at the exact mechanics here–what is the "objective" so to speak? What other kinds of interactions with objects can the player do? I think that the skeleton of your game is totally there, but I was missing a bit of the aesthetic/artistic development that was so awesome in your other projects like the bookshelf and weather concepts.
Victoria: This is so fun, it almost feels like musical echolocation. It could be kind of fun to have the player make noises, or have waves of sound show where the blocks are. It looks like there is a lot of fun to be had here.
Eito: The audiovisual interaction is simple but clear. I would love to hear perhaps rhythmic components in the scene.
Taylor: Really want to know what this little guy is thinking.
Dani: Who is this little guy!! :) I like how we're exploring the world through this perspective hehe, I definitely get maze / spacialized vibes. I wonder if you could play with how fast the person moves or with the levels that he can climb?
Laura: What if on top of playing sound when you stand next to a block you also make sound when your character moves or even flies between the blocks / objects?

Daniel: Is this the chillest and dopest mazerunner haha. I would like to see it remain abstracted mostly, but I would also love to see diversity of sound coming from the maze interaction. How is the guy moving by the way?
Alyssa: This is so neat!! It's a bit hard to get a sense of the overall maze and what direction the character is moving in - maybe a little map in the corner could help? And hmmm I wonder how else the character could interact with the blocks? Maybe jumping on them? What happens if you stay in front of a block? Will it repeat the same note/pattern?

Jack

https://ccrma.stanford.edu/~jack/256A/fp/

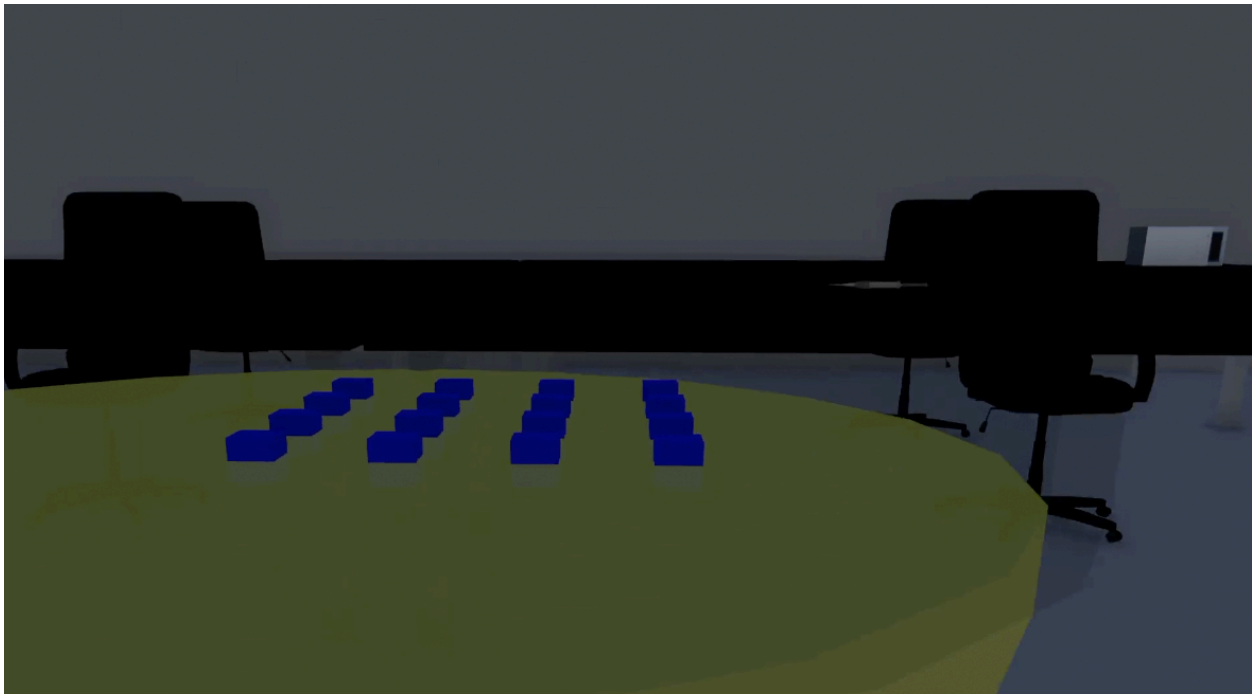


Sami: I LOVE THIS. Honestly no notes. So satisfying I love the different sounds with the different fruits. I guess maybe you could add functionality so that you can lose so that it's more competitive but also it's fun to play without worrying about dying.
Annie: LOVE how smooth this is! Now that the main mechanic is working, i wonder how this all fits into a larger narrative? Maybe your head chef will give you food-chopping tasks??? And you gradually spice it up by adding certain fruits for each level/prompt? Just an idea, but excited to see where this goes!
Celeste: I really enjoyed the sound design. How could you add a wider narrative or a more expressive interaction? You could add more gestures by mixing pointer with kew combinations…
Cole: LOVE the fruit ninja similarity but with the musical twist!!
Leyth: WTF you literally made fruit ninja as the milestone. It would be cool if getting a combo made a special noise. Some kind of power ups like the ones in Fruit Ninja arcade would be super cool. (You ended up saying all those things already haha, I think you're on the right track at least!)
Terry: Clean, so cool to see the fruit flying and making a sound when cut. Curious to see where the sound goes.
Aaron: Sonic fruit ninja, this looks so good already. Maybe there is a setting where you can ride the fruit or have multiple blades
Frankie: holy shit this is so clean and sexy. You could literally turn this in as your final project and it will certainly be exponentially better than anything I could make in my lifetime. Looks soooooo good. Great job.
Alex:
Yiheng: I've never thought about how this game can be combined with sounds so well!
Taylor:
Nick: This is awesome! Honestly this feels like it's practically done. But I would love to see more variation in density, going crazy in terms of rhythms would add a lot of dynamism to everything.

Victoria: The mechanics look so good! I think the camera addition is a really cool idea as well! maybe you could have the combos happen or something that creates a unique musical event or change a setting or something like that!
Anthony: woah this already looks so polished and smooth!! There's definitely so much room for exploration here, especially with additional gameplay elements/sounds and i'm so excited to see how this develops
Dani: Stop this is literally Fruit Ninja like it's so smooth and models Fruit Ninja literally exactly lol. Like the timing and the objects and everything feel so familiar. How did you do this in 1-2 weeks?? I was also gonna say the idea you said about being able to control when what sorts of fruit come up - like you could create chords or something! +1 to Ge's idea too about adding a second character who's throwing these fruits at you
Laura: What if now on top of the instant sounds it makes you create lasting sounds when for example two of the same fruit are sliced at the same time?
Alex: lmao you literally made a smoother looking fruit ninja! This is so awesome–the concept, mechanics, and aesthetic are so clear, and it totally makes sense how the audio is integrated into this game. However, since you've already got this much, I think you could go even further. SInce the gameplay/look is so familiar already, maybe you can subvert the player's expectations–make it go crazy or add weird unexpected mechanics (gravity change? Fruits with a mind of their own?)
Angela: Wow that's crazy!! Pretty solid idea here and definitely reads. I wonder if there's a way for you to curate a narrative as the game goes on, like maybe each pitched fruit that's slashed cycles through an array of notes that somehow sound good together with any combo of other pitched fruit sliced, your percussion stuff sounds cool too.
Daniel: Great work!! I think this already looks amazing and kinda complete, but I think you can definitely add a lot of interesting aspects to this! Also, I absolutely love the title LOL
Taylor: hahaha love this. Such a simple addition to the Fruit Ninja game, but it works really well. Could there be a compositional elements to this? Prompts to slice certain fruits to make certain notes/rhythms?
Eito: To echo Ge's comment on adding rhythmic elements, I wonder if adding rhythmic fruit launchers + laser/knives that automatically cut the fruits in grid would be interesting to have.
Alyssa: Wow I love this. Everything is so smooth, and the sounds are really satisfying! I wonder what different levels might look like - or if you could trigger some kind-of bonus mode (maybe where the background color becomes black and everything glows and the sounds change or something)

Aaron

https://ccrma.stanford.edu/~athodges/256A/Final/



Celeste: Why are you always running??? Hahahaha
Sami: I love this soundscape and how you can go around and encounter everyday sounds. Very entertaining also. Captures the inner chaos of working in an office.
Anthony:
Leyth: You may want the camera to be a bit higher unless the low POV is a design choice. Very hectic and stressful! (I hope that was the intended vibe haha). With the added context it totally reads as an agar dish, but I don't think I'd have figured that out without you saying something.
Annie: it could be something with the lighting and the space, but i feel like this is a mild horror/escape room vibe ESPECIALLY WITH THE SOUND AHAHA it captures the panic of hearing a loud af microwave at 2am and worrying that you woke someone up. This is so crazy but fun, i really can't wait to see what comes next.
Frankie: STRESSFUL KITCHEN MOMENT. I love this. I really love the first person POV and I love the microwave. I feel like it has it's own agenda that I would love to see explored haha.
Taylor: Yeahhhh close quarters first-person exploration. Whoa why were you microwaving playdough. Hahaha this is a trip, amazing. Man, you have the most psychedelic, uncomfortable milestones, it's so great.
Terry: Microwave sounds dope.
Yiheng: I've never imagined the microwave sound could be so creepy.
Alex: this was stressful af lol that microwave beep was really scary ! So creative, I'm a little confused at the interaction system here–did you place those yellow and blue discs? Did their positions matter? Can you interact with the microwave buttons? I love the setting and aggressively mundane context. I think you can play a lot with juxtaposing that with the surreal and impossible
Eito: This is really trippy and I am not exactly following what is going on… but can't deny that it's really cool.
Jack: So fun! Definitely perfectly models the insanity and stress of a mundane lab/office job.

Victoria: I have never been so afraid and so entertained haha. I liked the day to day idea and the false sense of calm before being attacked by the menacing circle.
Dani: Stop this is so trippy!! Why is our microwave haunting us!!! Lol I love how this started so calm and then I slowly started losing my mind LMAO. I love the aesthetic / narrative behind this - you def created a world and took us there haha, so excited to see where you take this next
Nick: is that our microwave??
Angela: Cool!! This office is creepy and well done with your visual environment! The audio is also enhancing the creepiness in aaaa clowny??? way?. A vibe for sure. There's a je-ne-sais-quois that makes it so you.
Anthony: the soundscape here is so stressful and chaotic here for sure! I think the way the objects correlate to the sound is a little hard to follow but i really like how it feels right now combined with the other diagetic sounds of the microwave and also the first person element!
Laura: I love the microwave. I really like that you make music from everyday things. It could be an everyday object musical game. And it is humorous as always. Thanks for making us laugh every time!
Daniel: LOOOOOOOL I definitely don't want that microwave in my house. I loooove it and I love how you always have an absurd element in your creations.
Alyssa: This is such a vibe. I feel very much sucked in and a little scared about what will happen next! What are the blue squares?

Sami

https://ccrma.stanford.edu/~samiwurm/256A/Final/



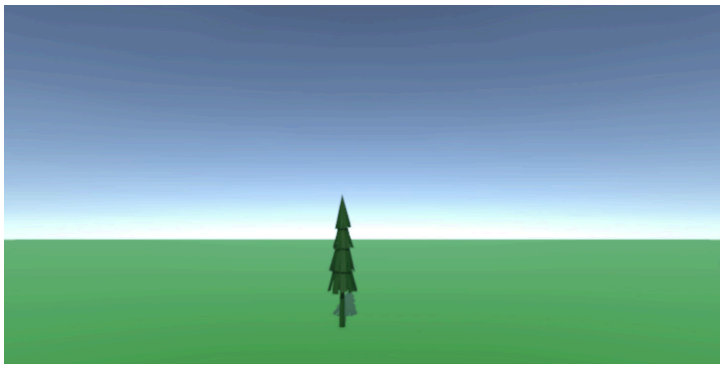
Annie: love how the interface is simple! I can see this project really taking off once you sync up the heartbeats and their loops to some visual part (i.e. maybe the heart beats + changes color accordingly). If there were some background color pulses as well, that would really look cool!
Celeste: Please finish this project and then play with this live. We should design a full album/liveSet/artist brand for this aesthetic. I really enjoy how you make powerful things with simple ideas, that is so hard to do and you are very good doing it.
Anthony: really excited to see this in action, the functionality that's already here seems so good and i love the simplistic aesthetic of the heart and everything!
Cole: Love the simple readable interface and the Y2K aesthetic!!
Victoria: The UI and heart is so cute! And the idea seems really helpful, I think having it to be something you could use that is helpful, nice to look at and can be taken anywhere as compared to using an analog machine, its thoughtful and on the go!
Alex: whoa this is so cool! This is like a beefed up sequencer–so cool to add the ability to record and save loops. I like that you have a variety of FX available–are there other kinds of global parameters that players can change? I also think it would be cool to have more motion or visual feedback to incoming/outgoing sound! Obvi you gotta make the heart beat visibly but maybe even more stuff like in the background.
Aaron: I would love to play with this, the fact that you can record and automatically get a wav file is dope in itself. One of the beats could be an actual sound of the heart beat. Also you can add an EKG signals too that matches the beats
Leyth: The ability to record is a super awesome idea! I really like this kind of abstraction of a tape recorder you made! It totally sounds like it has every feature that an old analog tape recorder you'd use in a studio would have. I think the digital environment lends really well to the idea of having some animations that potentially react to the audio a la audio visualizer.
Yiheng: The minimal visual design is cute!
Dani: Stop this is a whole tool!! So cool how you're incorporating recording into this project - I feel like our past projects have been mostly about outputs, but I like how you're including inputs too. The idea of a heart with a constant beat, a loop of life, is also really artful - I'm excited to see what kinds of loops you'll make with this!
Jack: Really great concept! Would be awesome if you could add some more visual elements to visualize the recorded sound along with playing it back in sequence (basically combining an audiovisualizer and sequencer lol)
Terry: Oh it's a pun! I think the digital domain is great cause I don't own any of the analog tools. Would love to see the theming/pun pushed to the extreme. Impractical heart beats.
Frankie: you always have the coolest ideas. I love the idea of a loop machine and I love the aesthetics of a heart. I think the answer to your question about the difference between a digital and analog looper is in the visuals! There is so much you could do here with visual feedback.
Angela: O dang you seem to have gotten pretty far with functionality – great job! Nice color pallette as well. I think the pink buttons on the heart is a little hard to read for me personally but other than that it looks like a really useful tool for users to understand how looping works.
Eito: Being able to record and export wav files inside the Unity game/software is a really cool idea! Maybe visual feedback (amplitude/frequency?) of audio input would be interesting to have:)

Taylor: very very cool, i like the recording angle, especially with multiple layers. Going to be very fun to perform.
Daniel: I think the fact that you were able to create an internal recording system within the Unity system really demonstrates your mastery of Unity and Chuck systems, and I'm really envious! I would love to see where this takes next. Amazing job :)
Alyssa: Wow this is such a cool idea, and I'm so impressed by the ability to record and export audio. Very excited to see what this becomes!!

Alyssa:

https://ccrma.stanford.edu/~alyssali/256A/final/

So sorry I can't make class, but would really love your ideas!



Annie: i like this idea! You have a strong structure narratively, definitely stick to that. Maybe the core thing can be about these elements that counteract each other, and the story can go from realistic (these trees + fire) to abstract? Or if you are going the "end of life" route, maybe having the trees instantiate + add to a wall of sound, and then suddenly stop/burn/end of world? Just throwing ideas out there, excited to see where you'll go!
Leyth: The narrative is really there! I love the idea of balancing, having too much of either be bad is a really cool touch. I think the idea of fire versus trees is a really cool one or even just industrialization versus nature.
Sami: I love the tree and the idea behind the project! So powerful and interactive. Excited to see where it goes.
Frankie: This origin story is so interesting. I love the statement you are making with this piece. Super interested to see how users interact with this piece in terms of putting fire on trees–is there a menu where people are able to drop fire onto the trees? Is there a place for users to grab that fire? Maybe it would be cool to see the trees start on fire when they get too big as a statement of excess etc.
Celeste: A good story, looking forward to seeing how this goes :)
Terry: Would love to see trees interacting with fire? Not sure what you're going for yet but perhaps this idea of adding more or taking away more.
Aaron: You have a great story to go off of, I think you should incorporate the fire maybe transition from trees, to ashes, to flooding, to freezing over

Jack: Nice inspiration and concept, really interested to see how the narrative will get tied together. What aesthetic are you going for visually?
Alex: Very interesting concept! It seems like youve put a lot of thought into the narrative and conceptual design. It's hard to evaluate or give feedback because I don't know what the gameplay looks like or what sort of player interaction is involved. You could really go a lot of directions from here. It sounds like you want a narrative-driven experience, which you have a good plan for. However, the interaction is a bit mysterious to me–how can you take this further from an audiovisual story?
Victoria: The ideas you have are really deep and interesting, I am curious how you want to make that into sound and interaction. Maybe you would do a bunch of sounds? Or more delay and reverb the more that things happen'
Eito: Having a strong theme is a great way to start a project. Good luck!
Anthony: i think the concept/story here is really powerful – how each action creates some irreversible impact and how one might play the balancing game to keep everything together, really excited to see how this ends up!
Nick: I like the idea of complex systems interacting in a way that you have to break things!
Daniel: I like the idea of the end of the world. I would love to see more of the ideas visualised!
Angela: Maybe you can have a ton of trees grow at different speeds based on amount of sun or rain, and the growth height can be mapped to some musical parameter or effect
Dani: Woah I love how you're drawing inspiration from this conversation you had! I definitely think you could take this narrative in a lot of directions, prompting feelings of doom or stress or peace with this end of the world? I wonder what sort of aesthetic you'll go for with it!
Taylor: If you're using objects growing as the main mechanic, what if the player is led along a pathway, meeting objects along the way? As the player progresses more and more objects (maybe ones indicative of the apocalypse, lol) appear more frequently, until the chaos you mentioned. I think a gradual development approach like this one could be interesting!

Victoria:

https://www.youtube.com/watch?v=tBz47MFU60Y

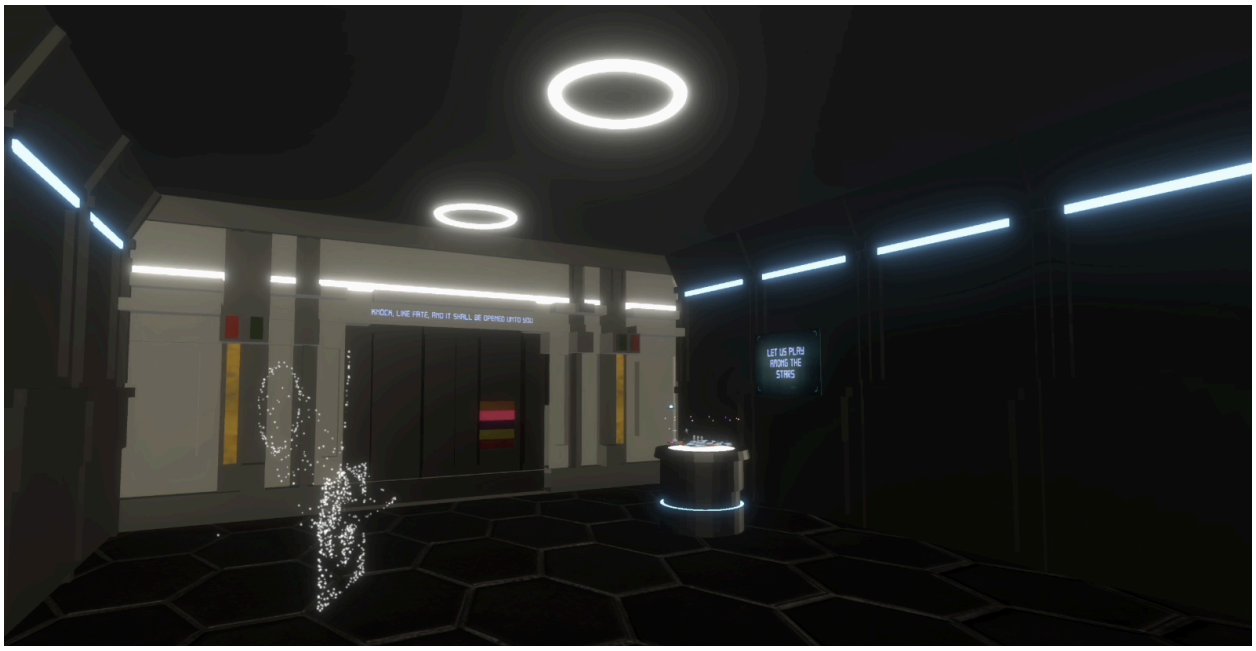


Nick: Whales! I like how the keyboard sounds fit into everything, it sort of adds to how everything feels disconnected from each of the other elements but come together in this really nice sparse way.
Leyth: The atmosphere is amazing! I love how the whales blend into the darkness. The story at the top is really impactful, I really think you should make it bigger and more of the screen. The story is SO meaningful and I think it came across pretty well. Something like dialogue boxes coming from the whales themselves. To make the motion read more try putting particles in the world so that you can really tell that you're moving around. Adding particles really helped for my visualizer to read as moving and I think you could use it really effectively here. It was very moving.
Aaron: Oooooo love me some whales floating, daammnnn the story got dark and sad quick. Sheeesh the intention of your story is so deep, I think the darkness is very compelling especially being in the water
Celeste: Whales and a dark environment! I love how you always add a poetic layer to your work. Let the whales swim around, softly…
Yiheng: I love the whale sounds! The visual aesthetics fit as well!
Eito: You have developed very beautiful visual and sonic aesthetics. I look forward to seeing how you would add more elements to the scene based on your story!
Jack: Really awesome aesthetic! Really feels like I'm in the depths of the ocean. Narrative got real deep and dark, would love to see how that plays out with the visual elements.
Frankie: At first I didn't know they were whales but I love that surprise. The whale noises are super satisfying and I love the drama of this single light in the dark with these whales. I also didn't notice the text right away but I think you could up the contrast and draw the user to the words–the whale and the sun stand out so much.
Alex: Wow, this already has so much emotional depth and clearly narrative-driven. I love the aesthetic of these astral whales. I think the main area I wanted to see more of was the interaction and/or audiovisual coupling. It seems like the player can move the whales? How else can the user drive the progression of this narrative? Maybe this doesn't necessarily need to be a

“game” but it would be cool to have some way for the user to feel more immersed in this world through their own participation.
Sami: Omg. These whales are so beautiful!!! Aw no the whales are sad :’(I like that they talk to us. Would love a full story arch with the whales/maybe see them finding their family in the end! Also I think the light in the middle of the screen distracts from the whales. Maybe the light can shine down on them but not be on screen at the same time as them. Camera moves from moon to whales in beginning?
Terry: Pretty story and pretty sounds. Great aesthetic! Perhaps you could make the text emanate from the whales or the light.
Dani: This is SO beautiful!!! The minimal text and the glow and dim lighting and everything work really well together - I can’t quite put my finger on exactly why, but it’s making me feel really emotional! I felt a sense of isolation but also calm with this
Annie: I love how you give the player the space to experience the text, and visual space. I wonder if you can have the ball of light trigger the text/audio via proximity rather than controls? There are definitely tutorials out there to help you do that! I like how sandbox-y this feels, it gives the player the space to experience these stories on their own.
Anthony: the narrative combined w/ the aesthetic here is really strong – the whale sounds give a feeling of this vast empty space which i think goes really well together with the idea of comforting souls in the afterlife. i think some of the elements of which whale corresponds to what text and how stuff moves around could be clearer but i love what’s here already!
Daniel: OMG this is so ominous… but then the later sounds are really beautiful and calming? I would love to see the continuity of the calming whale plus its interaction with the environments? The visuals are very beautiful!
Angela: I love the whale animation and sounds, looking forward to see how you develop this idea. Interesting background intentions with this–have you looked into whale lore from different tribes?
Laura: I like that you created such a specific atmosphere. It is beautiful. Now I wonder how the music can be even more dynamic on top pf just every whale having a different sound. What if there are different ocean animals and they have different sounds as well? What if I can see the water rushing by as I swim with the whale? What if you incorporated whale sounds as well in the background?
Taylor: whoa the whale-soul-entity is compelling. Why a whale? Is it a soul? The narrative you mentioned sounds strong!
Alyssa: this is so beautiful, and i love hearing the stories of each whale <3 i’m wondering if it’d be easier to activate each whale via proximity? and then to have the music fade out when you leave

Daniel:

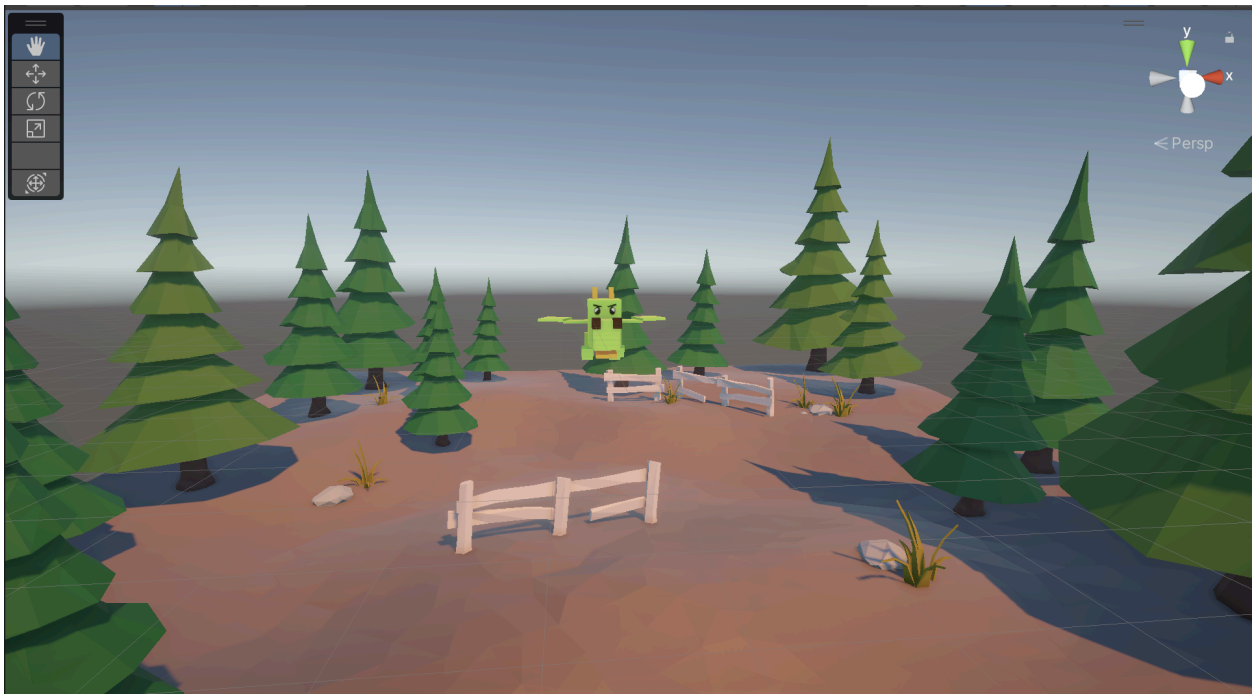
https://youtu.be/5cOWmuVuDPQ



Sami: I love this!! So beautiful. The music is awesome and I love the story it tells and the shoutouts to your past projects and our textbook/class this quarter!! Such a full world and a time capsule of the past few months. Truly awesome.
Celeste: Awesome and well executed to be the first milestone! You did a lot and the room feels very as an escape room as you wanted. Cool!
Aaron: loovveee the reference to interstellar and the idea of being a room escape
Frankie: already amazing aesthetics. This looks so so so so good. THE CHUCK CODE ON THE WALL I CAN'T. This is so delightful and fun to play. Having been in this class this is even better–all the inside jokes are great. I can’t believe how much you put in here. DAMN.
Annie: wowowwwwww i love the opening of this, it feels like a cool sandbox/puzzle/escape room environment, and i really appreciate it. Each puzzle feels like finding a gem :)
Jack: Great scene design! Very comprehensive and detailed. Nice Interstellar theme and other music references.
Terry: You should make this a game haha. UI, story, etc. Great vertical slice.
Alex: I love how many musical allusions you make in your projects, and how meta/self-referential elements there are! I also love escape games so this seems like a game I would love to play. You already made it so complex, aesthetically unified, and full of intrigue and detail. Are each of these “stations” going to function as a minigame that can be “entered”? I think it would be cool to have some of these more enclosed modules (like the chessboard) but also would be cool to have a bunch of small interactive objects throughout the scene–make it cluttered! If everything is interactable (even with no functional effect, like a red herring), the escape game could become more challenging and interesting to just explore.
Yiheng: A room full of this course!

Anthony: woahhhhhhhhhhh this is so sick, everything is so detailed and tells a wonderful story – all the other elements are incredibly well-executed as well, it sounds amazing, the text input feels so cool, everything is just awesome!
Leyth: Was that the music from interstellar?? Wow the whole thing is really awesome, it reminds me of my favorite flash game M.O.T.A.S. (Mystery of Time and Space) Which was one of the first escape room video games. I'm not sure if there's an archive somewhere but they give similar vibes.
Angela: Wow such a pro game environment! Love how playful the audio and visuals are by incorporating familiar stuff ;) AWESOME escape room with musical riddles
Dani: Pleaseeeeee this has me dead!! I have no idea what world I just entered, but it's fully so engaging and like awe-inspiring. Totally echo what Ge said I felt somewhat disoriented throughout, but I felt okay with that because I felt like I was exploring and figuring out the world by doing so! Also ChucKmate is amazing
Eito: I'm impressed that you created a whole environment featuring so many interactive objects in the scene. I love the text input system and how it produces sounds!
Nick: Wow this looked like so much work. Awesome job! I can't wait to see what comes out of this.
Taylor: So many little games and jokes, really enjoyed the world building.
Laura: I really like it. It is so explorative and surprising and funny. Such creativity! I am very excited to see the next milestone.
Victoria: I like the little easter eggs everywhere. And the idea of the escape room makes sense now that you said it, but it was really fun even without that context too which is really interesting!
Alyssa: Wow this is SO amazing. I feel like the chess board alone could be its own game. And hehe I love all the references and the chuck puns :)

FRANKIE :/



https://ccrma.stanford.edu/~fsperka/_256A/hw4/index.html

Angela: Beautiful environment! What a cool way to control movement with mic input. Interested to see how you can dynamically control different movement or actions with different musical parameters. Maybe you can curate the vocal input with the location of the collectible objects, maybe have a few objects close together for a melodic line

Annie: yay!!!!! Super glad you were able to build out your environment a lot more :) very cool that you get the dragon to move with sound. Will your collectibles/things floating in the space maybe contribute to a larger musical palette? This is very similar to what I'm thinking for my project, and I think it would help you best if you think about what is the larger narrative/story that you want to tell. If the objects/collectibles help form a larger musical picture, that can help you determine how you want players to feel/how you want them to be motivated. Is the dragon collecting candy to hoard? Then maybe whimsical sounds would build up, etc. I'd be happy to bounce ideas with you, since it looks like we're facing similar things musically.

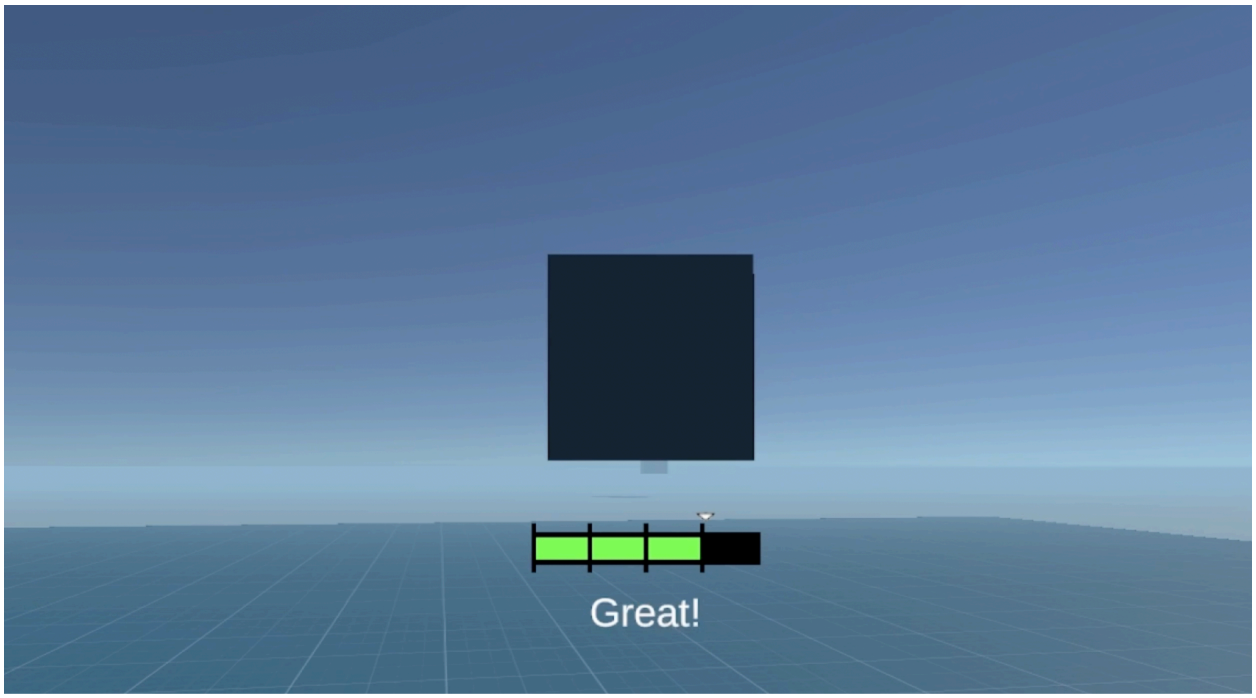
Celeste:

Leyth: The environment looks so great! Maybe have the dragon rotate a little bit when it's moving to the side to sell it a bit more. A first person camera mode or a mode where you feel like you're riding the dragon would be super cool! I think collectibles would be super cool, maybe you have to collect things to open some secret door to something. "Secrets" are always really cool and the open-ness of your world feels like it would lend well to it. Maybe scattering around some storytelling elements like a burnt down village or a dragon nest or smth idk. The ability to rotate around the Y axis is something you should probably keep in mind. This project looks super sick though, seems like it'll be really fun to play.

Anthony: I really love the idea of movement through sound – I wonder if the idea of collectible elements could add to the existing soundscape?
Celeste: It is a great idea to have a different way to interact with the game. I would suggest adding some extra audio in the game that could potentially sound good together with your interactions.
Eito: Looks like the environment has a lot of potential to be explored. The use of voice to control the bird sounds like a fun idea!
Yiheng: Love the little dragon! Maybe there could be more visual and audio interactions triggered by colliding with trees.
Jack: Really great scene design! So many elements and it really looks like a scene from a real game. Terrain is so realistic and the trees look nice as well.
Victoria: I love this idea! Its such a cool concept and the environment looks great! I think if you are going to have collectables having there be a sound component to it somehow would be a really helpful addition.
Nick: Really cool visuals! I bet there's lots of little things that could happen in the background that could be musically connected that could give the scene a lot of life.
Dani: Wow this scene is gorgeous!! I already want to explore everything I could fully see myself making noises at my computer and playing with this for so long trying to visit all of the corners of the environment haha. This is such a fun premise - I love it!! Re your idea - I think collecting would be cool as a way to get people to try new sounds, but still affording the freedom to just explore the world if the player prefers that
Aaron: Environment is great
Alyssa: I love the voice control mechanism!! And your dragon's flying and flapping is soooo adorable. It could be cool to try and get through a maze - and you can collect sound objects along the way? Maybe it's like a dragon trying to go through underground caverns and collecting gems.
Terry: Beautiful graphics and design with subtle animations too! I think it would be a really cool sonic game, kind of open world exploration, exploring sound effects and having nice visuals.
Anthony:
Daniel: Really cool environment! I think maybe increasing the number of birds depending on the gain might be interesting?

Anthony

https://ccrma.stanford.edu/~moonlime/256A/final/



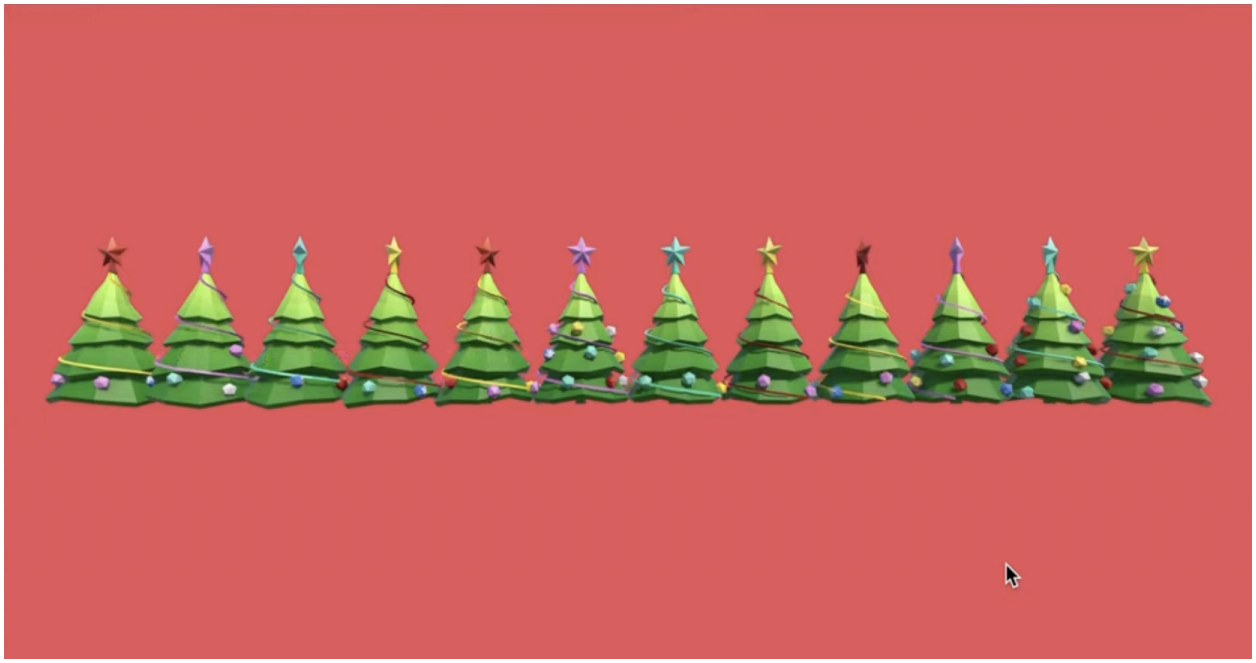
(unfortunately my signal is really awful since i'm on a plane so i can't attend but would appreciate ideas for how to make interesting enemies/spice up this mechanic!)

Aaron: The mechanics are solid and I can see this turning into either fight waves of enemies or turning on switches that can trigger sounds, maybe the objects have health pools as well
Angela: Interesting idea, eerie landscape. Excited to see how the sequencer-soundscape idea develops!
Annie: i like these mechanics!!!! Are you planning to have a rhythm game? A sort of first person rhythm shooter? Will you encounter bosses/enemies that help tell a larger story? I loved seeing how smoothly this went, I'm super excited to see more :)
Jack: Rhythmic FPS lol, really great concept and i think there's definitely a lot of room to add to this.
Yiheng: Maybe it's better if the player can shoot a variety of objects.
Terry: Are you planning on like attacking things?
Sami: Feels very chaotic but in a purposeful/cool way. Looks super fun to play. Excited to see where it goes!
Leyth: I've been wanting to make a rhythm game shooter where you need to shoot and move to the beat for years. It looks amazing and I'm really excited to see what you do with the concept (maybe I'll finally start working on mine haha). Something that I was going to put into the formula lends is having the beat represented on the crosshairs so you can see it without glancing away from the center of the screen.
Daniel: I really like the visuals of this and how clear this is! Given all the great game mechanics you showed before, I'm really excited about where this will go!

Eito: Encouraging activities on beat has a lot of potential for designing a game that produces musical output!
Celeste: I couldn't understand the interaction or the mechanics of what you want to do.
Frankie: This looks awesome! I love the ideas here. Excited to see what we are shooting at and why we are shooting at them. There is lots of narrative potential here.
Dani: Woah!! This is such a cool premise! The sounds and the visuals also feel like they're working really well, like it felt clear how the timing worked and how it affected what you were able to do in the scene. I wonder if there's ways to play with the tempo like if there are calmer activities you could do with a slower beat or more frenzied / stressful activities you could do with a faster one
Laura: I think it is a great idea to connect movements with being on beat or not. What if on top of the beat you create musicality by when on the progress bar you shoot or which object you are hitting? The dashing is very stark, maybe you can scale it down a little or turn it into a jump?
Victoria: The mechanics looked really fun! Im curious how you will implement the music and playabiliy in sequence etc and progression.
Alyssa: Very fun mechanics! Super satisfying to see the cubes fly out. Would be cool to be able to make multiple kinds of sounds, maybe the dash can have it's own sound - as well as each target?

Terry

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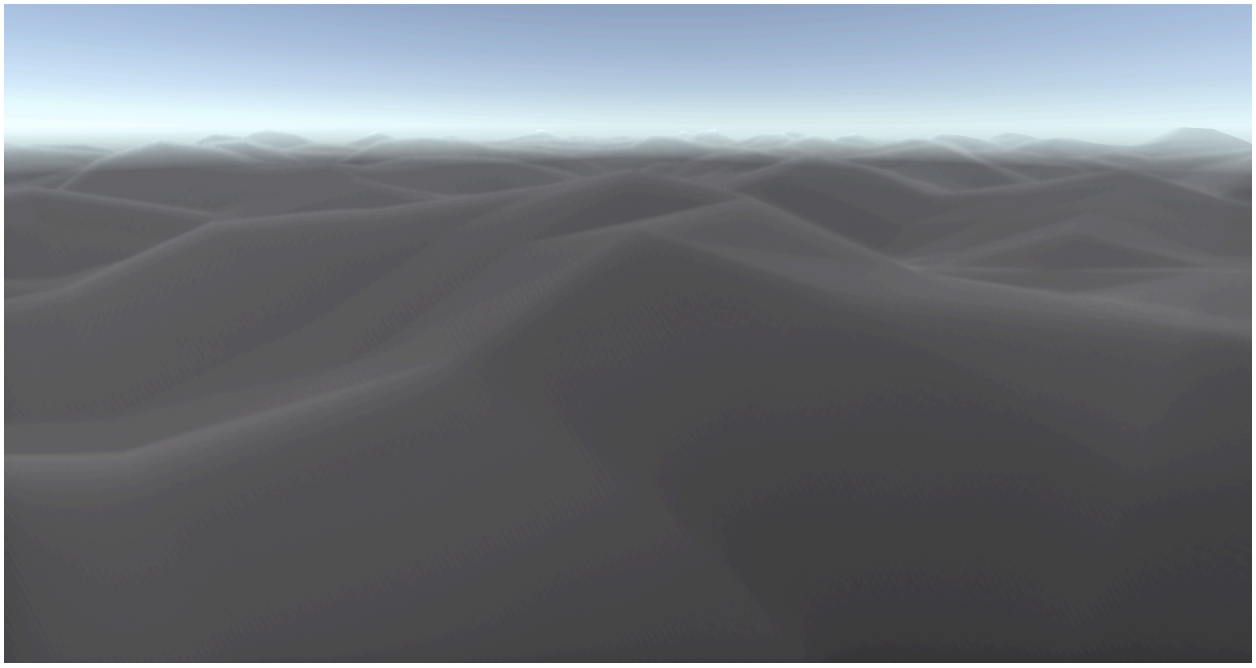


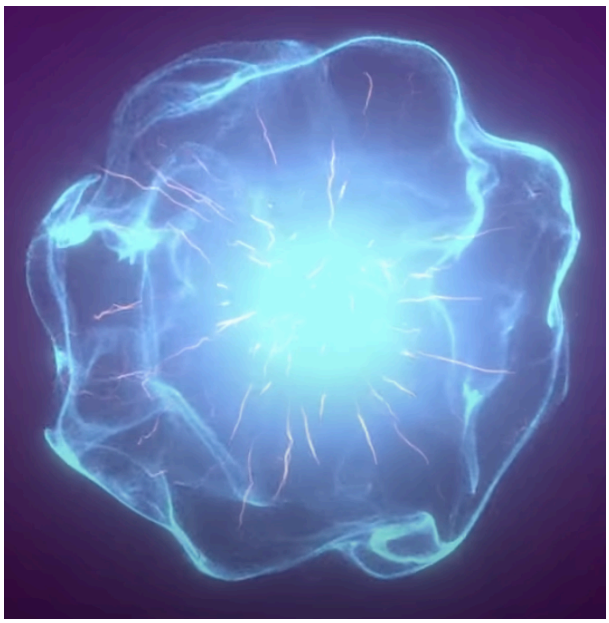
Angela: I think this is a playful and creative audio-visual idea for pitch tracking. Maybe you could incorporate some sort of goal or think about what could add to the "satisfying" factor (which is already

there). I think adding glowing feedback to it would be nice. For audio maybe curate the experience in a way to invite users to create something cool
Jack: So festive! I definitely like the idea of turning it into a game (to differentiate it more from an audiovisualizer), or maybe some more visual/audio elements to make it more like an instrument (i.e. play sounds that harmonize whatever sounds you input)
Sami: This is so beautiful and fun! Already looks so far along :) . Maybe you can make an option to pick different color lights/ornaments on the trees that add different effects or sounds to the input audio. Also +1 to Ge's idea about decorating the trees with sounds that sounds awesome too. Maybe also the trees can change size and stuff and affect the pitch/volume. Also also u should put whatever ur 12 days of christmas song is this year into this visualizer !! That would look so fun.
Anthony: i like the visuals you've got here! I think it does get a bit close to an audiovisualizer, so i'm excited to see how your idea continues to evolve!
Annie: veryyyyyy cool! I'd imagine that carol of the bells (i think that's what the song is called) would sound and look cool with this. It's kind of reminding me of the transiberian orchestra video with all the reactive lights: https://www.youtube.com/watch?v=GufRiBUZQPc maybe you can tell a cool story with building a reactive scene that depends on different components of the music + giving the user some control over it!
Cole: I lovee the simple yet effective aesthetics and I love the idea of having the different ornaments on the trees potentially being different sounds.
Alex: Awesome! The mechanics you've built so far are really smooth and well executed. I think the main question is, as you mentioned, what this thing will be in a broader sense–game, visualizer, etc. Personally I think going more towards visualizer/narrative would make more sense and could be more fun, especially since you've grounded this in the Christmas context. Lots of potential there!
Leyth: A christmas karaoke game would be really cool! Maybe you could add some sort of Santa's workshop type element. Maybe you could expand it into a navigable space which reacts to the microphone impact. By making a first person walking space you can really add to the immersion.
Celeste: I am not sure where to take this game… the pitch tracker is a good way to interact but then I am blocked… What is next? If you ask me, keep the tracker and try a new approach for the game/graphic part.
Yiheng: I love the assets and the lighting feedback!
Frankie: I love the Christmas vibe. One fun thing could be if each tree had a sound associated with it or if each tree at the top had a star that played a sound when it maxed out so you could compose a song with your own sound. I can totally see these trees composing a twinkle sounding composition!
Aaron: Love the aesthetic and you got the generations working really well, it's really clean
Victoria: Wow its really responsive! I like the idea of trying to sing the right pitch for a christmas carol. Having little lights could be fun. I think having the sounds be trapped in the environment could be cool.
Nick: The ornamentation popping in and out looks really good! Maybe on the game end, what about a ribbon or something more christmas-y could give the desired pitch.

Dani: So festive!!! I love the aesthetic of the trees and their decorations - it's already so responsive! I could totally see this as a game to sing some Christmas carols hehe. I like the idea of having loose guidelines too hehe less so important about sounding good, but actually singing
Alyssa: Aww I love this christmas tree concept! I like Ge's idea about recording… I feel like Christmas ornaments are about memory and family - and I like the idea of capturing something and coming back to it later. (Maybe each ornament holds a localized sound that you hear as you get closer?) Also think this would just be fun on its own with falling snow and glowing orbs :)
Eito: The visuals are really cool, and i think you can demonstrate the effect of pitch tracking better by perhaps guiding a user to follow a goal image of the decorations?
Daniel: Great visualiser for Christmas karaoke! So festive.
Laura: What if you made the trees dance to the music? Maybe they twist and turn. Or maybe you tell a story of a christmas tree's life: in the woods growing, in the house getting decorated, on christmas day and then when it loses all the needles and is thrown out. There is a wonderful short story by Hans Christian Andersen called "The Fir-Tree" that tells this story.

Noah





https://ccrma.stanford.edu/~noberrie/256a/final_project/final_project.html

Annie: hmm i love the idea! I certainly hope your computer has enough processing power, being able to infinitely generate the terrain is very taxing from my experience. I've struggled with objects falling through meshes before, I've usually messed around with different appropriate colliders with that but I can't give a direct answer. The mesh collider might not be updating properly with the generative terrain? I'm no expert, hoping that you find a solution to this! As an

idea, maybe it could be cool to just have the player/some player controller hover above the terrain? Kind of like some “god like” figure that is shaping the terrain with sound, and you can have the environment change accordingly. Looking forward to seeing this develop!
Leyth: It looks really nice! I think the idea is really strong but I’m wondering how the user will be interacting with the landscape. Will the user be able to control the balls somehow? I think that could be a really neat way of interacting, alternatively an explorable musical world would be really cool. Having different biomes or special structures to find would be super cool. Maybe instead of generating terrain to match input audio, maybe as terrain is rendered it uses the input audio as a sort of seed to affect generation which then stays fixed. Like maybe as you’re walking the noise you’re making shapes the world in front of you, yet if you go backwards the old terrain still exists there.
Frankie: I am also so into generative terrain. That shit is so hard so props to you for doing that! I would love to see some kind of sphere or spheres that are bouncing around on the terrain and where they fall creates a certain pitch! I think that would be a super cool way to see how terrain can generate sounds.
Sami: The waves look really calming and I love the idea of creating a simple sonic place to exist. Excited to see what you do with the audio and how it interacts with/affects the waves.
Eito: I think a game/software that generates sound based on the location/rotation relationship between the terrain and the sphere would be really cool to play with!
Aaron: I really like the terrain you have and you have the set up to build off of the initial scaffold you have, hit me up about the mesh collider that you have to put in the script to get things to not fall through. When I had the same problem, it was literally one line of code that made a difference of whether it did or not
Angela: Interesting generative idea! Landscape looks great so far, sounds like as you develop more ideas it could be a fun interaction. I think it would be cool to design unique areas that would elicit a different audio vibe from other unique areas. Excited to see what comes out of this!
Alex: As usual you are too self-deprecating! This looks really nice and although it is simple, the execution is great and what you do have looks smooth and sophisticated. I think the main question, as you and Ge both are mentioning, is what the broader purpose of this thing is–the nature of the interaction and bigger picture context and function. I am also interested in procedurally generated terrain so I would love to chat and learn from you!
Jack: Working with terrain is definitely pretty tough. Would love to see more of the visual elements aside from the terrain to get an idea of what the intended aesthetic is.
Alyssa: The glowy orb and generative terrain are super cool! I’m also wondering about player input - I’d really want to obviously see how my input affects the terrain
Yiheng: I’d like to see how the glowy orb is integrated into the world. It looks really cool!
Dani: This seems like such a cool idea! One that affords a lot of open-ended exploration that someone could play with for a long time. Also side note - I’m having a similar issue with meshes / some of my objects keep going through each other lol but I think it’s some sort of collider / rigid body thing, but haven’t figured it out either :/
Daniel: I’d love to master procedural terrain myself. It would be great to see the glowing orb executed!

Victoria: The glowy orb looks really cool! Having generative terrain is really cool, it looks a lot like ocean waves. I keep thinking about how it could be like a jet ski and your voice makes ramps for the jetski to jump off of.