

Music 220b | Winter 2022
Listening #1: Sound Logos

Names:

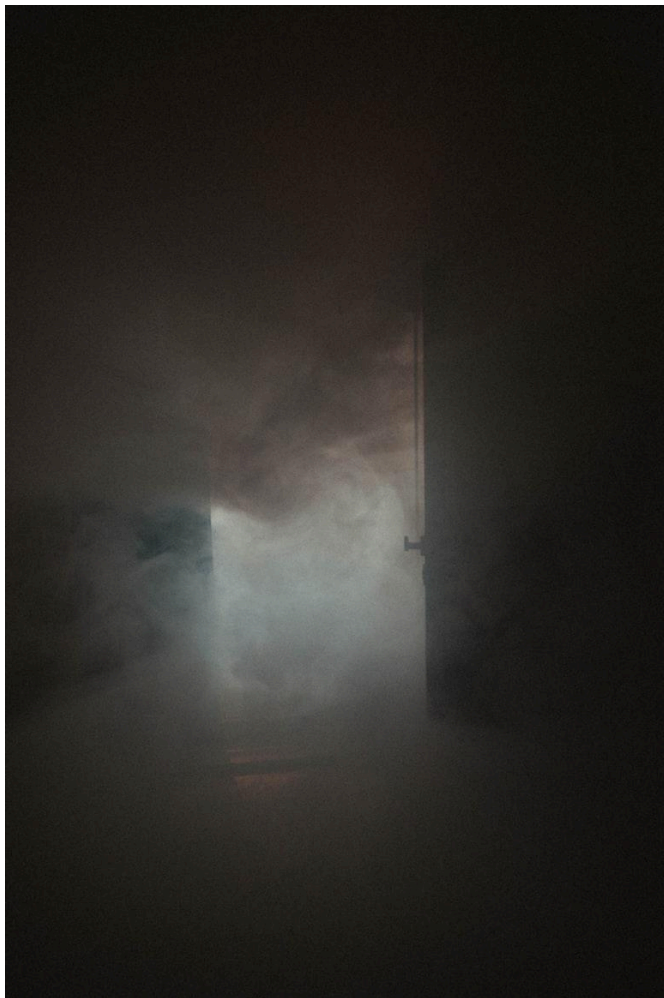
Kunwoo

Ge

Projects (include URL and optionally an image):

Joudi Nox - Smoke Room

<https://ccrma.stanford.edu/~joudiaa/220b/hw1/>



Kunwoo: Joudi is awesome // I feel like I'm running away from an incoming smoke, and entering a door that gives me a sanctuary! Nice clean sounds, and interesting narrative!

Ge: very expressive, goes to quite a few places sonically in a short time, i hear wind through a doorway?

Barbara: love the beginning and transition from noisy sounds to more discernable oscillators - feels mysterious and like a veil is lifted in a surprising moment!

Jack: The pops are an interesting choice, especially since it can be interpreted as part of the narrative or as a characteristic of the audio

Taylor: I'm hearing footsteps approaching through fog. I was *transported*, well done.

Daphne: Love the deep percussive elements, kind of claustrophobic in a good way. I'd try tapering each section into each other to have a smoother flow to the logo.

AJ: I really like how dynamic it is! It's really nice how you used so many sounds and played with the volume to make them blend

Nick: I like the pop and how it contrasts with the texture of the rest of the sounds. It could be fun to play around with the white noise to have it be more fluid to go with the smoke theme. Maybe apply more LFOs to a filter or something?

Ryan: The filtered noise at the beginning is soothing. Then, the burst of higher frequency noise is startling and gets the listener's attention. The same happens when the noise suddenly drops out, forcing us to listen closely to the ascending series of bleeps that happen. Nice use of rhythm to create forward motion.

Tamilore: It does a really good job of representing the image! I like that there was a lot of variation during the logo.

Tatiana: a synesthetic experience

Elena: Ooo I like it. At first I found it soothing, and thought it would be a gradual escalation, and then there was a loud volume shift that made my jump but in a good way. I like how abstract it is, the footsteps could be mic taps, or even just a beat.

Julia: I love how fuzzy it sounds, and the contrast between the beginning and the more popping sounds later

Nima: diverse and rich sounds. Different qualities of sound didn't help the unify nature of logo

Richard V: very cool ambient timbres - dynamics make it sound alive

Sebastian: Oh I like that ending. I am wondering if those base-like notes are intentional or artifacts of clipping? I really enjoyed the whooshing sounds.

Xiaomian: I like the wisps of wind, very figurative!

Ryan Wixen - Page Scroll

<https://ccrma.stanford.edu/~rwixen/220b/hw1/>

Kunwoo: Yeah. That sounds like quarantine to me, haha. I like the internal pressure and hastiness you get as the logo proceeds!

Nick: I like how the increase in intensity lines up in the different lines, but they're not totally in-sync. It feels like there's a little extra depth to the form when you did that. The rhythm is very cool.

Ge: effective narrative, love the crescendo and swell and the mounting tension

Daphne: Dark academia! One of the coolest aesthetics in the book (lol)

Jack: Can def feel the anxiety building as the intensity and tempo increases. Would be interesting to consider sounds in addition to page turning

Taylor: love the build in speed/intensity of page turning

Elena: Omg that is the most relatable noise... I saw a thumb moving in time with the page turning sound, and felt the mounting anxiety that I thought the saw(Or sqr?) osc sound represented. And then it fades to numbness/silence...

Barbara: What a nice progression! The background chord is really rich and eerie, and the buildup works really well to give a sense of anti-climactic nature of zoom/pandemic life - the writing sounds (pen on paper?) add a nice texture to balance the synth as well.

AJ: I like the build, the sense of loneliness, there's something very horror movie esque about it, but then again doom scrolling can feel like one lol

Nima: Your logo really reflected the idea or the title you choose for it

Tamilore: Sound like pages are turning endlessly, I like that sound a lot.

Sebastian: Sounds like footsteps in a horror movie. I really like the ominous nature of this and the way the oscillator fades in and out without becoming too loud or prominent.

Xiaomian: The page turns getting faster made me feel more and more anxious, and I think that expresses a quarantine mood very well.

Giana: Definitely building suspense and anxiety while giving the feeling like time is speeding up a little

Julia: it makes me feel anxious in a way that is very fitting, something about the little taps/footsteps speeding up

Tatiana: walking towards nowhere

Joudi: very subtle, it gave me a sense of "ah moment" you get when you're alone

Richard V: I like the silence at the beginning

JJM - Falafel & Veronica

<https://ccrma.stanford.edu/~jjmills/220b/hw1/index.html>



Kunwoo: I love how the two cats have two different auditory streamlines, but then they merge into one set of stream with as the chaotic narrative unfolds! I loved the spatialization and reverb!

Richard V: reminds me of themes for cartoon characters - lots of personality

Ge: great use of panning and reverb, really creating movements, perhaps of a cat darting from side to side

Sebastian: Gentle yet playful. I like the continuous contrast of movement both in the panning, speed, and gain.

Tatiana: time-space accumulations

Daphne: cuteness overload but like actually. I love the bassline so much it's like a cat learned Chuck

Barbara: love the texture that emerges as your synths speed up. The more delicate synth with reverb has a really nice timbre.

Elena: Love the watery sounding arpeggiations! So pretty. For some reason lily pads came ot mind

Taylor: definitely hear the slow, loping walk of the first cat, that's fantastic! Panning seemed like the cats play-fighting

Nick: Nice virtual tuba. I like the rhythm -> pitch flow of things. The really reverb-y tone is super nice.

Giana: Really cool development with the patterns, and I feel like I can definitely tell which sound represents the fat cat

Ryan: Awesome spatialization, very immersive. Nice how it starts slowly with the bass frequencies that ground us harmonically, but then as it gets faster and we approach the perception boundary, we enter a different more expansive space accented by the reverb. I like how the two ranges of frequencies represent the two characters the logo represents.

Tamilore: I enjoyed what you did rhythmically, with everything speeding up gradually throughout the piece.

Jack: Very cool contrast between increasing intensity/tempo and the smooth/rounded nature of the sounds themselves

Nima: Playful and fun! I wasn't a big fan of increasing the tempo but the overall result was good :)

Joudi: omg it sounded like I was playing with the cats. Is it from the perspective of the owner or the cats? Or both? It's so cool

AJ: This is so playful and fun! I really like how you played with sound perception and had it speed up into this almost singular sound

Xiaomian: It made me smile! Your sound logo is so lighthearted, which is not something I imagine one can be like.

Sebastian James: A Glitchy THX

<https://ccrma.stanford.edu/~sebaxj/220b/hw1/index.html>

Nick: Cool harmony halfway through. There was a hint at a difference tone before that and I really wanted to hear more of that. I like the form.

Richard V: I like the deep fried sound and the popping

Ryan: Awesome sci-fi opening that settles down into a sustained electronic tone. The unpredictable way that part putters out creates anticipation for what follows. Great contrast between first and second halves, first very harsh and mechanic, followed by a brass fanfare that feels very human and refined in comparison. Nice resolution in that regard.

Kunwoo: I feel like you dissected THX and then recontextualized to your own.

Giana: Really liked the harmonies that you built, also the vivid textures

Elena: Love the beginning, it reminds me of this time I was recording with some ppl and the electric guitar cable was weirdddd and we kept it anyways. Which it sounds like is kinda the vibe you are going for!

Daphne: This was really creative and held interest throughout because of the different timbres and gestures working together. Just mix the gain a bit quieter and I think it's really great!

Jack: Can definitely hear the THX influence but it's still very different and a completely different experience that sounds more ominous than the original

Barbara: the first gesture is great at capturing attention, and leads super well into the breakdown in the middle. I like the range of timbres (gritty to smooth).

Taylor: The end section almost sounds like a hurdy-gurdy, great texture! Would have loved for the blit section to be a bit louder and more percussive, especially with the reverb you have going on there.

AJ: I really like the nod to the THX logo but you really made it your own—I love the various sound elements and how they layer together

Tatiana: Glorious

Xiaomian: I like the jagged and out of tune timbre

Julia: lots going on in such a short time! You really packed in the gestures, nice job creating the different tiny chapters

Tamilore: Sounded a bit like vehicles, engine revving at one point. I enjoyed the journey that you went on during the logo.

Nima: Having different sections in this short piece was very cool, and the sounds were dynamic and well crafted

Joudi: very large brass sound, big and glorious

AJ Fan—Gloria

<https://ccrma.stanford.edu/~asfan/220b/hw1/>



Richard V: So many different sounds but they fit together very nicely!

Taylor: Absolutely love the representation of personality through sound. The contrast between the plucked strings and the “windy” noises almost sounds like your mom’s presence/personality controlling the instrument!

Jack: Sounds almost like a field recording of someone warming up on the instrument in either a windy field/place with cars driving by

Kunwoo: I felt the wind as like hardship, but then it felt like a calm ocean tide, I don’t know what gave it context, but I love the change of atmospheres and a central musical root.

Tatiana: nice textures

Nima: nice combination of sounds! Cool rhythmic texture and dynamics

Angel:

Julia: what ugen did you use for this? I love the plucky sound and how much personal meaning this has! It's a great blend of calming and chaotic

Daphne: I really like that accordion-y texture, how did you get that (is it a ugen)? I like the emotional dimension to the logo, it felt lovely and personal.

Nick: Cool mix of textures! I like how the plucked texture comes out of the noise. I think it might be fun to play around with the frequency or intensity of the amplitude lfo on the noise as things progress.

Giana: Nice! I really liked the peaceful background waves sound and how it fit differently with the noises/patterns/instruments that were layered on top.

Ryan: Lots of subtlety in the different sounds, slight perturbations and panning and development within and between them. Nice contrast between concrete and abstract sounds and melodies and blurring the distinction as the little theme speeds and shifts up. Awesome how the horn is a single line but then breaks into a bigger, richer chord. Last note all by itself is a great touch.

Barbara: Love the whooshing backdrop and maybe field recording(?) which situates us in a more familiar place.

Joudi: interesting percussive like plucks. It's somehow soothing

Sebastian: I love how simple yet complex this is. It is gentle but also encouraging.

Xiaomian: Really interesting add-on of notes with texture similar to Guzheng

Elena: I love this! I feel like you captured the chaos well.

Tamilore: Enjoyed this! I loved how you had the waves going in the background, with the guzheng too.

Richard Viso - My 2021

<https://ccrma.stanford.edu/~viso/220b/hw1/>

Kunwoo: Things escalated quite quickly. Feels like a 2021 for me as well. Losing the colorful tones, turning into monotones.

Joudi: it's like a video game adventure, maybe cz life feels like a video game sometimes

Nick: cool envelope on the notes at the beginning. I like the subtle little random things that are in the glissando. It might be interesting to attach some sort of envelope to those.

Taylor: Well that escalated quickly (Kunwoo stop stealing my phrases - "loool")! Nice "DANGER" signal at the end, haha.

Barbara: simple but effective! I feel impending doom with the rising tone!

Daphne: This made me so anxious thank you for that. I like the envelope you have on the first part and the rise is very nice, I wonder how you coded it in!

Tatiana: there is still hope in 2022.

AJ: There's something joyous yet upsetting about it, I like how you built the logo from this consistent tone but then played with them!

Giana: It sounds really cool, kind of empty and eerie. It reminds me of the kinds of sounds used on TikTok to back eerie and atmospheric videos

Elena: Oo I liked the thumps at the end a lot. The beginning part gave me midi vibes; I'm not sure if that's what you were going for or not. Was the rising tone a Shepard tone?

Jack: The transition into the rising siren-like noise definitely comes out of the blue and provides some sudden intensity. The ending sounds to me almost like a calm alarm, like it should be an emergency but the sound is gentle and rounded.

Ryan: Nice tone playing the melody, lots of complexity and intrigue along with the melody it plays. The two tones together produce an interesting texture. The rise increase anticipation before the three beeps sound like "Ready, set, go!"

Xiaomian: I like how the sweep ended abruptly with sound of heartbeat, and suddenly ending as if approaching the end of a person's life

Nima; I thought you captured and reflected the essence of your emotion

Sebastian: I feel like the first part is a dream, then the ending is the alarm going off waking us up. I really like the transition between each phrase – it is very clean.

Tamilore: I think it represents the simultaneous order and chaos of the year very well through the different sections of the piece.

Julia: wow, really liking all the different parts you have in here and how you transition between them. The rising tone with random frequencies in it (if you know what i mean) was very cool

Jack Xiao - Spindrift Sparkling Water

<https://ccrma.stanford.edu/~jack/220b/hw1/>

Kunwoo: I love it! Really crystal clear sound samples, and what a mix with generative audio, giving that sparkliness kick to the feel! It's really compact, succinct, and dense, yet very pleasant to hear!

Nima: Cool! Refreshing! The timbral texture and transformation of sounds were very interesting

Taylor: Wooooow, this is like an artsy advertisement for the water, fantastic. The end is like being led into a glorious sparkling water paradise.

Tatiana: really sparkling

Giana: This feels so immersive and satisfying. The melody at the ending really added to it too and it sounded almost like a jingle that you would hear in an advertisement.

Elena: Whoa this feels like ASMR that turns into a jingle... I can see the bubbles rise.. I think spindrift should hire you lol. Curious how you got the water sounds! Oh that's so cool.

Julia: wow, the asmr vibes here are off the charts. Phenomenal transition from the recorded sounds to the generated stuff. The ending is like little bubbles in my ears!

Daphne: so serene and sparkly i love the textures! I really wanna know how you did it I'll be lookin at your ChuckK code haha

Barbara: The music emerges from the bubbles! Is this what you can hear inside the glass? Very fun - I could see this being an ad!

Nick: That's the springiest water drop I've ever heard. The bright texture through the whole thing is really nice and the crescendo part was great.

Ryan: Great use of samples processed with reverb to be supernaturally appetizing and refreshing. You made the sparkling water sound big. Brilliant transition from the literal samples to the synthetic bubbles to the purely musical, triumphant rising line. Very successful.

Sebastian: The water sound contrasts nicely with the texture of the rest of the piece. The transitions are intentional which really adds to the piece.

AJ: I love that even if you didn't tell us what the sound logo was for, you made it super clear in the piece! I like that it plays with sounds but then becomes increasingly musical

Tamilore: I loved this, to me the rising section at the end reminds me of you drinking the water and it slowly decreases volume.

Richard V: love the bubbly texture

Joudi: interesting texture, I didn't know Chuck makes sounds like that. It's playing the harp under water

Xiaomian: This is so cool! I love the water dripping sounds evolving into a scale.

Daphne Skiff - Daph Logo

<https://ccrma.stanford.edu/~bskiff/220b/hw1/>

Kunwoo: Love it! The spatialization is so nice that I could visualize the sounds around me, with a great contrast with a central musical element that holds gravity to the whole piece. Really nice!

Richard V: ethereal but also kinda frightening! Def get the enemy encounter feeling. Also the panning was done really well would love to hear more

Taylor: Ahhh spooky scary skeletons! That panned and pitched percussion is great. Really created a fully formed atmosphere.

Julia: I love the story behind this, this would be so menacing to hear when someone walks in a room! Definitely reminds me of games like Metroid Dread, where you need to sneak around past big spooky enemies. The reverb is lovely too

Barbara: great use of panning and building suspense! The transitions are really smooth. I like how it feels ominous, but not too scary.

Elena: OMG that was AWESOME. The panningggg and also how did you get such a clear sounding reverb space? It sounds like you EQed it but it's in chuck so.. How?? Also I just love the concept of enemy encounter music for yourself ahahha

Giana: I really like the atmosphere the panning and reverb creates! Very spooky and smooth!

Joudi: This is amazing. Perfect horror track. It does make you feel like you're approaching danger of some sort

Nick: I really like the ending, it feels like it's leading somewhere. Kind of in a half cadence way. The percussive sounds are really good.

Ryan: Very spooky violins and reverbed, spacialized clicks. Nice sonic variety with the pulsing buzzy sound. Very eerie when the pitch gets higher towards the end. Nice job subtly conveying the tone you want to evoke.

Nima: quite expressive and spatialization. I liked your concept and approach

Tatiana: a wide and spooky space

Sebastian: Really cool spatialization and timbre effects. It almost sounds like an old kettle hissing in the background.

Jack: Very well spatialized, can definitely hear the sound moving around, which adds to the intensity and immersiveness

AJ: This is so entrancing, I like how spooky yet playful it is and I really like the quality of that percussive sound

Tamilore: I like the way you played with dynamics + rhythm throughout the logo

Xiaomian: I love the spatialization! It made me feel like the clock is ticking round and round. I'd love to learn how you did that.

Xiaomian Yang - Space Fantasy

<https://ccrma.stanford.edu/~xyang19/220b/hw1/>

Kunwoo: Ooh feels like a teleportation to somewhere, but I love that you didn't just let the sound disappear to the void, but held onto the note, with a return to the original clicking sound!

AJ: Woah that didn't go the way I expected lol. I love the build and the little weird drippy/crunchy sounds you had as a sort of home base that came back after the build

Joudi: very sharp intro, then it takes you away with the high sweep, the outro sounds like a meditation percussion

Elena: The little sounds at the beginning and end make me think of little crustacean aliens scuttling through a swamp and its great

Nick: I really like the high note and how there's a little wobble to it + how it's lead into. Cool use of disparate pitch ranges to have the little crinkly thing under that.

Barbara: The individual sounds are really detailed and work together super well. It draws the listener in and I'd love to hear his on the Stage!

Ryan: Nice little sonic details at the beginning that make you listen closely, so that when it gets really loud, you pay attention. Awesome stereo rise that unifies to mono at the top, very triumphant. Very successful to return to the beginning at the end.

Taylor: Oh I hear that bamboo shaker sound, nice. Space organ. I like how you let the high note hang out for a bit before reintroducing the shaker sound.

Tatiana: I like the way it evaporates in time

Nima: layered and mysterious, soft but deep

Sebastian: I really like how the ascending is subtle. The transitions are so clean!

Jack: Can definitely hear the sci-fi nature of the music, the use of volume is very effective

Daphne: This really reminds me of 2001 space odyssey for some reason, like the vastness and the ascendingness and the gentle infantile sounds at the end felt like the ending of that movie to me. Very narrative and expressive :)

Julia: Love the transitions between sounds. What is that little crinkling? Really satisfying

Tamilore: I like the contrast between the first and second section; it really draws you in and captures your attention.

Richard V: I like the squishy sound color - very fun and spacey

Nima Farzaneh

<https://ccrma.stanford.edu/~nfarzan/220b/hw1/>

Nick: I really like when the visual portion moves from the shadow to the building. It's a cool shift. Another idea is to have some sort of auditory shift when that transition happens. It'd also be cool to apply this idea to a 3D representation of the tower.

AJ: I love the pairing with the visuals and how the thicker lines/part of the building corresponded with the frequency and grandness of the sound! I also like the nod to your architecture background this is such a cool & fitting logo for you

Richard V: Absolutely stunning. The audio-visual pairing just makes sense

Tamilore: The visual part and the music patch up really well, it was a very cool experience watching it

Kunwoo: Awesome! It sounds like a 2D-printer that gives life to the building as it gets built on paper!

Elena: Whoa! Is that the empire state? That sounds so cool, and works so well with the visual. I had a feeling it would be a building after the first rectangle and a half, but the reveal was still satisfying

Tatiana: poignantv

Barbara: The visual is beautiful, and the correspondence with the sound makes me think of constructing the building with sounds, as if the sounds are driving the image.

Taylor: WOW. Nima, are you into architecture or something??? I loved it, it sounds like construction and expansion. Give this man an award.

Jack: Love how the pitch changes with the contour/levels of the building. Harsh sounds are reminiscent of construction noises, so it's almost like the fast-forwarded audio of constructing the building

Daphne: I'll be looking at your code and taking notes haha

Joudi: ohhh it's messy and all over the place as audio but then the visuals show how structured it is

Ryan: Great pairing with the visual, which produced lots of anticipation for what the image would be. Nice movement with the frequencies that evoked the busyness of a city where the building might be found. There is a contrast between how steady the building is and how frantic the sound is. Really interesting to hear how you used the different vertical blocks of the image to inform your audio.

Giana: The visual and auditory elements together were powerful and really complemented each other!

Julia: the visual element really adds to the sound! They would be great alone, but together work exponentially well

Xiaomian: This is SO creative! I really enjoyed seeing how the sound evolves with visual elements. I also like how the visual element wasn't revealed until the very end.

Sebastian: Super cool to see a sound logo paired with a visual element as well.

Elena Stalnaker - Robots Can Crochet 2!

<https://ccrma.stanford.edu/~elenamss/Music220B/hw1/>



Joudi: the texture is not far from what you first perceive when you listen to an orchestral piece to be honest, very mellow and pretty

Julia: really loving the timbres in here, reminds me of a big organ. The way the patterns weave around each other gave me Philip Glass vibes, very beautiful

Tatiana: warm sounds/fabrics

Taylor: Someone sample this, stat. Really beautiful, enveloping textures. Almost like interlocking strands of wool!

Xiaomian: Each round belltone voice sounds like a machine moving about, supporting submachines to knit. I like how mechanic it sounds despite how rounded each tone is!

Nick: I like the rhythmic development! It feels very warm. It kind of reminds me of the music of Jean-Jacques Perrey

AJ: I like the droning in the logo, I've never heard it used in such a charming piece! It feels like opening ceremony music to me

Daphne: these chords and the timbres make me feel like im curled up on the couch of some kind robot's cottage and they're crocheting in a rocking chair listening to music on a record player and there's a cat in my lap but maybe the cat is a robot too? I want to live in this logo

Kunwoo: Wow this sounds so amazing and beautiful. The human aspect of crochet can be felt from the "mechanical doing" side of the robots in a really nuanced and beautiful way. I really love it!

Barbara: Love the composition and rich timbres of your chords! The progression is really nice and I feel like you could easily expand this to a longer piece.

Jack: Opening sound reminds me of train horns, love that pitch is used throughout the piece, much more harmonically based than other logos

Sebastian: Such a clean mix and a beautiful timbre. I am wondering how this relates to the title? I really enjoyed this.

Richard V: Fantastic, warm harmonies. I do not know much about crocheting, but I imagine that's what robot crochet sounds like!

Ryan: Really like the music. Delightful tones. Nice microtonality and timbres that evoke the robot and the driving rhythm that suggests the action of crocheting. The robot also has personality, with its little toots. It happily chugs along.

Tamilore: I really like the harmony and chord progression you used. It takes us on a journey

Nima: I liked the continuity of the narrative throughout the entire work,

Barbara Nerness - *WvIn/WvOut* (a sound logo for a calming space)

<https://ccrma.stanford.edu/~bnerness/220b/hw1/>

Kunwoo: The sounds are so alive, clear, and immersive! I sense those sounds coming from behind me. I sort of synchronize with the heartbeats! (did you intentionally mix the low frequency and the high frequency of the heartbeats? It sounds so awesome!!).

AJ: I really like that flapping sound, I got a sense of movement and speed from it, it sounds very computer-music yet so natural at the same time!

Nick: It's an interesting transition for the more heart-beat-y sound to the ocean waves sound, especially with the transition between the two not being completely linear sounding.

Tatiana: soothing / meditative

Taylor: Nice title pun! It sounds calming, but also like I'm in a washing machine, in the best way.

Jack: Sounds are very well spatialized, definitely very immersive and calming.

Julia: really great use of filtering, the transitions from start to end are so smooth

Sebastian: This is so gentle and mysterious to me. This creates a physical landscape to me and it is very impressive and calming.

Daphne: I feel like I'm the rubber boots of a fisherman. A very calming space and I loved the field recordings (at least I think they are!)

Richard V: It's like I am outside in a nice place, folding the laundry. Super calm and rhythmic sounds.

Elena: Sounds like footsteps on wet sand, and then a wave comes and bubbles back into the sea. So calming! I needed that after having to present haha.

Joudi: ooohhh love the outside ambience feel, like walking on snow or something. Then i thin in the end it's kind of like rain and wet weather

Nima: Very calming! The sound texture was beautiful and the rhythmic diversity

Xiaomian: Calmest sound logo I listened to so far. I really enjoyed the evolution of sound from a "sieve" like tone to water flow and finally to nothingness.

Ryan: Nice development of the rhythm, speeding up and slowing down, creating a nice motion and flow. I really like how the single sound is stretched out at the end, a nice release from the pairs of sounds before. I also love how the gentle noise wash accompanies it and concludes the piece.

Tamilore: I liked the heartbeat type rhythm at the beginning; felt very calming and natural

Taylor Goss - Colliding Rivers

<https://ccrma.stanford.edu/~tgoss1/220b/hw1/>

Tamilore: I liked the rhythm created by the repeating phrases at the beginning



Kunwoo: I definitely had two different auditory streaming happening with the panning! I like the way it 'collides' with each other!

Richard V: Definitely hear the sound of water. Love how it speeds up

Joudi: definitely a collision right there! Computer music rivers colliding.

Nick: I really like the sound of the instruments you used! Reminds me a lot of the music of adventure time by channeling 8-bit-y sounds in a weirder way.

Jack: Reminds me of hw2 from 220A because of the panning lol. Very nice sounds and can definitely hear your intention.

Tatiana: holding / bumping / collapsing

Daphne: I feel like this would be a sick sample for a song haha but yeah loved the panning and it made sense with the imagery

Ryan: Nice use of panning to distinguish the two opposing forces. Also nice how the two notes complement but don't completely match each other, until the end when they both give up in a noisy burst.

Elena: Love the concept! I hear the stravinsky haha. My favorite part is the most chaotic section near the end, I think it would be very cool if you leaned into that.

Julia: the breakdown moment is really nice, shakes up the listeners' expectations

Nima: futuristic and at the same time nostalgic! Layered and fluid,

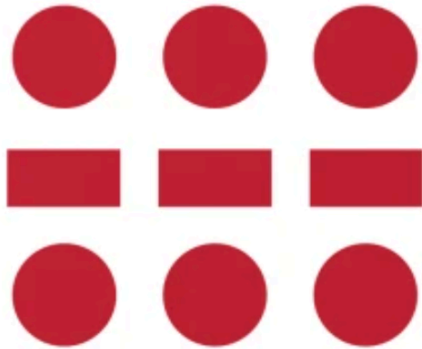
Barbara: A journey of small melodic elements interweaving throughout - very fun!

AJ: I like the 'bloops' that come together and seem to crash into each other and bounce around

Sebastian: Really cool concept and a really cool execution.

Xiaomian: I like your unique representation of water! Very cool to hear!

Tatiana Catanzaro
The SOS Logo



S. O. S.

https://drive.google.com/drive/folders/1_YDbSJ0btgf93RrhDPy2mbXZjwSh8ths?usp=sharing

Richard V: Intense and somewhat chaotic, but still remains very controlled. I like it
Nick: Remind me of tornado sirens. Great ending! It definitely doesn't overstay its welcome. The little bit of polyphony in it was nice too.

Daphne: this sounds like one of my favorite artists AG Cook. Look up his songs Illuminated Biker Gang and Mad Max, they sound very alike!

Kunwoo: I love the whole narrative aspect of the sos, the timbre of the sounds, and the way they all unfold throughout the logo!

Jack: Sounds like a glitched siren, which would definitely be a sound associate with SOS, along with the use of the SOS signal.

Sebastian: Feels like the sounds are hitting a barrier like a ceiling and bouncing back, only to attempt to break through the barrier again. This is really cool.

Joudi: yesss, remix of an S.O.S signal. I'd use that in my mixes. The textures hit right

Ryan: Very engaging initial blip and sudden quietness. Great use of changing volume throughout to make the listener feel unsteady. Nice stereo rises creates an overwhelming sense of chaos. There is lots of great energy in everything that is happening.

Julia: very dread inducing! Definitely feels like sirens going off all around, from within my own head. The timbres and pitches, everything lines up with your idea really well

Elena: Sounds like a computer having a nightmare in a really cool way! The end sounds like the feeling of waking in a cold sweat

Barbara: oooh this is epic and crunchy - I love the gestures, which really give me a sense of urgency, and the powerful nature of the timbres for your synths.

Nima: indeed felt the urgency and the emergency situation. The movement and dynamic helped to convey the message

Tamilore: sounds like sirens, really gives the vibes of an emergency. Great stuff!

AJ: Reminds me of 80s scifi movies, I like the sort of sudden conclusion after such a chaotic build

Xiaomian: The repeated swells of the sweep gave off an urgency feeling. This is really cool! I can imagine SOS

Taylor: Very siren-like sounds, awesome.

Nick Shaheed - Sound Logo for my Chapman Stick

<https://ccrma.stanford.edu/~nshaheed/220b/hw1/>

Kunwoo: Wow I love the slowly arising timbres throughout the logo! It feels like points in space, then at certain points it becomes more linear, giving the arising feels. The timbre is so interesting!

Taylor: Yeaaaah, all chapman stick, all the time. Can definitely hear how the building polyphony suggests a chapman stick. Very smooth development in this, I wanted it to keep going.

Joudi: I love it, the sound really works as a sound logo. It's very effective to the listener. So smooth and subtle all the way through

Elena: Whoaa that sounded really twisty and interesting. The chapman stick reminds me of an instrument I had to research earlier today for another class, the Theorbo.

Curious how you derived those sounds in chuck from the instrument.

Jack: The growing intensity combined with the panning/spatialization of the sounds is very immersive and effective. I can definitely see this sound logo being used for a lot of different things.

Daphne: it's so warm and fills the ear so well, I would love to see how you mixed and filtered this because it's extremely well-done.

Richard V: feel like you really embodied the polyphony

Nima: Using synthesized sound to describe another instrument is a cool idea! I loved the subtle similarity of the real instrument sound to the synthesize sound

Julia: so slinky and refined, especially compared to the funky example video we saw. What sound sources are these? Love the metallic tone

Ryan: Nice reversed effects that slowly get longer to develop energy, along with introducing other ranges of frequencies. It's cool how it grows while it gets slower. I like how everything cuts out all out once.

Barbara: Beautiful layering and textures that seem to emerge out of nowhere and

Sebastian: Really nice satialization. The layering and convergence is amplified by the spatialization and the granular building is powerful.

Tamilore: I really like how it grew and progressed throughout the piece.

Giana: Really nice build up, it was cool how there was a clear forward progression at the same time much of it sounded reversed

AJ: I like that you didn't go literal with this, it's kinda trippy and enticing and feels like sound is coming at you from all directions

Tatiana: Chapman Stick listened from another medium

Xiaomian: I like the "reverb" or "filter" effect I heard. It was really interesting!

Tamilore Awosile - [Black Head Students' Network](https://ccrma.stanford.edu/~tawosile/220b/hw1/) Sound Logo
<https://ccrma.stanford.edu/~tawosile/220b/hw1/>

Kunwoo: Love the tonal-centered randomness and how it comes together in a harmony in the beginning, and later it goes away into the pseudo-randomness. There is a sense of individuality and harmony at the same time!

Joudi: haha i love how it goes back to the random notes in the end. You would think it's gonna end big but it's back to the start. Cute.

Richard V:

Julia: these chords are so epic, I really like the meaning behind the different motifs

Jack: The organ chords are very nicely centralized, and combined with the rest of the piece kind of give it an improvisatory feel

Barbara: Very clear and effective - I love the progression and metaphor/concept for this - beautiful and transportative.

Daphne: It sounds very lighthearted and majestic, I'll read about your organization!

Nima: I liked the randomness of events and the unexpectedness of them,

Sebastian: Really cool sonification and voicing of the chords at the end.

Elena: Love the organ like chords in the middle! Very cool vibe. That's awesome that you founded this organization and that the logo reflects its story in music! I didn't know the IV-I cadence was called an amen cadence; I did get church vibes from the sound itself and now I know why (in addition to the organ quality ofc)

Giana :The organ chords coupled with the rounded synth sound were interesting together, especially with the textural differences.

Ryan: Nice reverb, produces a nice space. Great shift between random blips to the two organ chords that are so stable and regal in comparison. Awesome brief return to the blips at the end, that now sound more unified given the context of the chords.

Taylor: Oh that's a great moment when the organ enters. Enjoyed the contrast between sections.

Tatiana: very symbolic.

Nick: very cool very computery texture. The contrast between the sections is very interesting especially with how much momentum the rhythm of the opening gesture has.
AJ: I like the use of the pentatonic scale and the very futuristic quality of that contrasted with the organ
Xiaomian: I love the spontaneity of each note. Very symbolic!

Giana Gayles - "Sunday Morning"

<https://ccrma.stanford.edu/~gaylesg/220b/hw1/>

Tamilore: Gives me a very peaceful and idyllic feeling. I like the vacuum panning from l to r

Ryan: Very pleasant and calming atmosphere. I like how fast the vacuum moves around. It's a little uncanny, adding a nice digital surreality to this piece. I also like the motivic food sounds. The bell of the oven or the toaster mixed with the coffee sipping sound make a nice warm, tasty end to your piece.

Taylor: Very strong sense of place!

Xiaomian: I like the transitions, such as the morning bird chirps to steps. It illustrates your morning and I can imagine the wisps of morning breeze as you walk through the outdoors and get breakfast.

Nick: I like how things are blending together, the ending has a nice momentum to it.

Daphne: I like when spring cleaning feels like my brain is being vacuumed. The whole thing feels very satisfying and exactly the way I'd like my Sundays to go

Kunwoo: Cool sounds put together in a cinematic/narrative ways to depict a Sunday Morning that relates to a lot of people!

AJ: I like the use of sound and how unstructured it is, I found it really soothing

Sebastian: This sounds exactly like a Sunday morning. I really like the transitions between sections. I agree with Ge that this is more of a soundscape than a sound logo, but it personifies a Sunday morning very nicely.

Joudi: this is like the homebrew project actually. Very well structured and i like the resolution of the tang! In the end.

Jack: Very interesting vibe, there's so many things going on and i think it's a nice combination of sounds that I wouldn't usually expect to hear so densely packed

Richard V: Very Cinematic and I can hear the panning!

Barbara: Love the arranging of your home recordings, and the start with the birds. The ending with the ding! is a nice image, too.

Elena: Yass the panning!! Feels so bright and cozy, I can see the 10am sun right now.

Julia: Really sets the scene! I like how calm it felt, even with all the different noises. And the panning turned out great

Tatiana: a pleasant and calm walking scene.

Sammy: Makes me feel almost as if I had a healthy sleep schedule, I think the birds were very good at establishing the time+place for the logo

Sammy Park - "A Game of Go"

<https://ccrma.stanford.edu/~parksm/220b/hw1/>

AJ: This somehow does remind me of go, the way you used similar tones conveyed the pieces and it's so cool that you modeled the code after the game!

Sebastian: I like how you controlled the chaos of so many tones – I think this really exemplifies the nature of Go.

Tamilore: I like the harmonies created by the different pitches

Kunwoo: I can feel the go pieces put on the board, creating this tranquil, slow-paced, but complex nature of the game!

Giana: I like the way that the two sides of the game seem to be building on each other's logic, and especially cool was the kind of "stuck" sounds where the tones seem to glitch, which reminded me of the most challenging and crucial points of these kinds of games.

Xiaomian: I think this is absolutely beautiful! I can hear the tension and peace of the game itself, and the clicks of stones represent the moves of each player.

Ryan: Nice job evoking the complexity of the game with the growing, twisting collecting of tones that eventually come together to produce an engine-like hum, the rhythm of the game. I like how it evolves as new sounds come in and others disappear and our attention shifts as the game progresses. Nice conclusion, the last move is made and the game is over.

Nick: Cool progression of the harmony! I like that the rules are set up as tuning-agnostic. You could have a lot of fun playing around with tuning systems (just intonation, mean-tone, pythagorian, etc.) or with scales.

Julia: It feels like every tone is a new move in the game - nice job! Very peaceful too

Jack: Not sure if the popping sounds are intentional, but they do make sense if you think about what it sounds like when you put pieces down on the board

Taylor: That was very calming – beautiful atmosphere

Tatiana: sounding game coding.

Daphne: it's the Sammy-est thing I've heard in a while :) love the microtones and warmth

Elena: that crunchy sonority thooo... I wanna play Go now!! Also, what Daphne said hahaha <3

Barbara: I love the warm timbres of your tones and evolution of their development. Impressive that your code brings in elements of the game.

Joudi: for once Chuck is not hitting my ears with noise. This is nice and sweet.

