

Music 220b | Winter 2022
Final Listening | Homework #3
“Generative Drum Machine + Soundscape”
2022.2.14

Projects (include name/pen name, URL, title, and optionally an image):

Ryan Wixen: “Super Looper” <https://ccrma.stanford.edu/~rwixen/220b/hw3/>

Julia: Daaamn, this is groovy! The synths are all really fun to listen to, and the drum machine aspect is a great balance between consistent and still generative/randomized

AJ: I love the visual aspect of this performance! And the beat you made is so fun and playful, I like that you leaned into the computer music sound

Kunwoo: I love the groove, the flow you retain throughout the piece, the contrast between the percussions and melody, and the overall narrative of the piece!

Tamilore: I like the way you set up the video, allowing us to see you, the computer screen, and the keyboard. Very groove rhythms and it's clear you're having a good time playing this

Elena: High key a bop!! Fun to listen to, I can easily imagine that as the soundtrack of a lighthearted videogame. Also nice use of the mirror haha

Richard: Jammin. I feel like you are really having fun with it and it sounds great.

Jack: Love the recording setup that really demonstrates all aspects of the music, and the drum machine itself is really impressive

Barbara: Love the fun nature of your drum machine, from the mirror/camera angle and its movement in your lap to the bouncy samples and beat. Looks super fun to play!

Tatiana: Clever set up of the video and we can see you had fun doing it!

Nick: i really like how the melodic material got introduced

iaomian: The filming is very creative. I enjoyed the beats and the onset of the melody. It's a very jamming tune.

Daphne: I think this went in a really great direction from your milestone, adding in some variation in dynamics was a really good idea and I like the way you displayed it very neatly on the console. You also learned to play your machine very well, great job!

Sebastian: Super groovy! It is so cool to see the evolution of this from your milestone. I really like seeing you play it too, that makes it more groovy!

Taylor: really interesting way of inputting drum values – great performance!

Sebastian James: “The Human Condition”

<https://ccrma.stanford.edu/~sebaxj/220b/hw3/index.html>

Tamilore: I liked the samples you used, especially the chant like sound.

Kunwoo: I like the way you start with the rhythmic aspects with the pitched sounds come in with a reserved fashion. Also the overall nuance was really nice throughout the piece!

Richard: It sounds very organic. I think the amount of variety you have makes it sound less like a traditional drum machine which is cool.

Daphne: I like the wide range of dynamics in a single phrase, that the same sound plays at different volumes and that every element has a different place in the mix, it makes it sound very full.

Nima: I liked the timber of your percussions and the groove of your piece. Great job!

Giana:

Taylor: Off-kilter in the best way. Really unique combination of sounds, created a great atmosphere

Tatiana: we can see that you developed a system that you have the perfect control of it.

Giana: I like the simplicity of your project and I feel like it really works with the nicely and interestingly chosen/used sounds as well as the beat and soundscape that you have created.

Jack: Sounds really complement each other, and the variety of rhythms that you were able to create is really cool

Xiaomian: I like the “e” motif that went throughout the piece. The changes on top of the motif worked really well as a result of this constant thing going through the entire piece.

Ryan: Visually the patterns of the text are really interesting and nicely match the semi-disjointed sounds your program produces. Great work creating a sonic texture with rhythmic, melodic, and harmonic elements with samples and instruments. It’s cool that you get lost in the music. That happened as a listener, too.

Elena: Feels like a slow mo tumble down the stairs moment looped over and over with the syncopated kick, and yet the end result is meditative. So cool! Love the speech sample!

Julia: such fun sounds! I totally understand how you could lose yourself in playing around with this, seems like a really satisfying system to use

Barbara: Fun samples and rhythm! I like the ambiance, tempo, and type of samples.

AJ: I like how punchy your main beat is and how you add on to that with such playful and unexpected sounds!

Julia Mills: [TRIC](#)

Tamilore: The fact that you built this system yourself is so cool! Great performance, from both an audio and visual perspective

Kunwoo: Really awesome job! I loved the overall narrative you built up with really nuanced and balanced sounds, and the sustainability of your musical statement was really tight! Love the whole system that you built up! Congratulations!

Richard: Again, the visual component is so cool and I like that you kept much of the ambiguity of what the commands mean. So interesting in general.

Tatiana: nicely done. I like your tempo and rhythmic changes.

Elena: Beautiful! You clearly have so much control over it. I love the high arpeggios.

Nima: Beautiful! very organic growth with diverse sounds and texture. I like your organization method too.

Daphne: This feels very *Portal*-like to me just with the terminal aesthetic and the cute synth lines. This is a super solid and clean project and I really wanna play with it myself :)

Jack: Really great melody/rhythm and very cool method of interaction with the drum machine

Ryan: Great melody! It's really fun to listen to. That's actually true of each part in this piece, like the drums and arpeggios. You do an amazing job of creating variety and controlling the instruments on macro level. Super cool interface.

Barbara: So much flexibility and variation in your drum machine - feels like an endless soundtrack to a video game life...

Giana: I really like the aesthetic you've created here! Your beat and melody were beautiful and i thought the smooth sine tones were great with your video and getting the video-game kind of atmosphere.

AJ: I love the 8-bit old school video game aesthetic! Works really well with your visual too

Taylor: Such incredible flexibility in the scales and rhythm here. Genuinely enjoyable piece, in addition to being a really impressive project

Xiaomian: I feel that the drum machine has a voice of its own. There's so much range in what this piece can be by a small number of commands. I enjoyed it!

Sebastian: Your milestone was already so impressive, but this was really amazing!

Daphne Skiff: *Drumborne* <https://ccrma.stanford.edu/~bskiff/220b/hw3/>

Tamilore: it's really cool to see how you've worked on the things you mentioned for the first milestone, in terms of automating it more and learning how to play your machine

Kunwoo: Amazing recontextualization of the Dark Souls! It's chaotic and frantic, yet there is so much control put into it that it's an overall incredible experience! Amazing talent Daphne, and congratulations!

Elena: Omg I can see the explosions. This is so clean, how the heck did you avoid clipping? Also love the visual aesthetic of the blue light under your hands, is that coming from the keyboard? Wow... it sounds simultaneously watery and metallic and fiery. The transitions are so smooth and subtle, it feels like you get this glimpse of an almost choral sound before it turns into an airplane descending. SO dope.

Ryan: There is so much power stored in your controller, and you really make the most of all of its buttons, keys, and knobs. Do each of those types of input components have a

distinct use in your program? All the noisy samples that you're using overlap in interesting ways in the musical framework in which you put them. The drones underneath them really complement their texture. Then, it's really exciting and fun how everything gets mashed together with the effects you programmed.

Tatiana: interesting sounds. Love the way you put everything down to emerge into another scene.

Taylor: Amazing samples, and fantastic transition into the tonal information. Sounds like a super hardcore Hans Zimmer score at times.

Richard: Goes so crazy. I really like the breaks where it's less percussive and you play with the detuning and the granular.

Nima: Loved the atmosphere. Your sounds has a unique quality and you are really good at creating chaotic spaces.

Jack: Sounds are really unique and create a very engaging rhythm. I really liked the (non-rhythmic) middle section where you changed the pitch of notes with the knobs

Julia: so crunchy and satisfying to listen to! Gives me Dreamcrusher vibes. Also love the range between more percussive and more droning sounds, great variety

Giana: Really cool soundscape, I like the beats that you are creating as well as your choice in samples.

AJ: This is so cool and chaotic! I love the samples & loops you used to build this piece

Barbara: I love how calmly you perform with these epic sounds - graceful battles.

Xiaomian: I find beauty in noise wow.

Sebastian: I really enjoyed the length of this. I think it was nice to hear a full performance.

Richard Viso - Scoop? - <https://ccrma.stanford.edu/~viso/220b/hw3/>

Tamilore: Very groovy rhythms and riffs! I can imagine this going well with a comedy show/film

Ryan: Excellent aesthetic choice of font. It pairs well with some of the humorous sound effect samples you incorporated into your beat. All this levity is carried by an awesome thumping beat, which gets to take over in the middle. Nice vision!

Kunwoo: Wooo, I love the poppy samples grouped together with so much vibe and groove. It's a pleasure to hear and it made me really chill out and enjoy the show!

Nima: very crisp sound and powerful arrangement. Your choices of instruments and rhythmic patterns were all new to me.

Taylor: perfect soundtrack for a buddy comedy mystery action thriller set somewhere tropical. 5 stars, loved it

Tatiana: Very groovy and funky mood, I like to see that you had fun!

Giana: Really fun and catchy! I feel like the low-fi chill vibe of your video added to his personality

Daphne: the rgb lights added a lot to this but where. Where did the 'scoop' go :|

Elena: Omg this is such a jam!! Wow I love that transition with the silence. It was good in your milestone but it's even better now. Love the popping sound and telephone sound a lot.

Barbara: Funky, fun, love the vibe switch between the two patterns!

Jack: Super catchy, and I really like the console output which effectively "narrates" the composition

Julia: this is what the inside of my brain sounds like lmao - but seriously, great job! The range of aesthetics within this one video is huge! Signs of a powerful system

Xiaomian: This is such a playful piece, and I like your utilization of silence!

AJ: It's so punchy and fun and I really like the way it builds! It's infectious

Sebastian: So groovy and the samples are so tight. I really like the phone sample.

Barbara Nerness: *Untitled Chunks* <https://ccrma.stanford.edu/~bnerness/220b/hw3/>

Tamilore: The video is so cool! Love how we can see the map you made of the different parts. The visual aesthetic fits really well with the sound aesthetic, creating a really cool AV experience

Sebastian: I really like those samples. They are so complex and deep and because of their speed I feel as if you're fitting an entire world into your performance.

Kunwoo: Such an amazing drum machine with the whole system having its own mind, and your intervention was so intentional yet felt improvisatory. The different punctuations of sounds were so powerful and artistic. Congratulations and thank you for delivering such an experience!

Julia: the visual aesthetic of this video really matches your sound! Such a wide range of sounds, what a cool end result!

Jack: Great video, and the sounds are super interesting. Very effective incorporation of your homebrew sounds into the drum machine

Elena: the changing colored lights and cloudy substance in the background really suit the vibe. Feels like incredibly ominous ASMR at times. Love the syncopation! I also love how alien many of the sounds are, it creates a very sci-fi aesthetic.

Tatiana: I really love your music. It is so refreshing and powerful. Very interesting use of the interface.

Ryan: Awesome video effects and framing and set design! These choices create a world for us to inhabit as we experience the sounds we are seeing being made. All the different elements you have are so interesting in how different they are from each other, yet they are all unified but an amorphous yet demanding groove and sick alien aesthetic.

Taylor: Really interesting set of sounds, and the way you've arranged them is so engaging. Also love all the filtering variations you've included!

Richard: The video fits with the music so well. I feel like I am at a forbidden mystical dj set.

Nima: beautiful, very inspiring and

AJ: I love how much you played with the parameters of sound! It's so weird and doesn't sound like it should work but it still reads as so musical

Daphne: this is like everything i love about having a nightmare thanks for this I am looking at your chuck code and going 'hmmmmm' in a great way

Xiaomian: I love all the transitions you had within the piece. The LED definitely adds onto the mood of the piece too.

Xiaomian - Your Morning Under My Fingers

<https://ccrma.stanford.edu/~xyang19/220b/hw3/>

Ryan: Aesthetically, the minimalism of the text and the sounds make a really interesting contrast with the mystery and intrigue of how the sounds are generated and what their structure is. I wondered if the text had any semantic correlation to the sounds. What if the text was spread out across the screen or some letters were bigger? The way the music sample shifts and turns into something totally different is awesome, and I love how it then converses with the rest of the language of this piece.

Julia: love that you are automatically creating your own score as you go!

Kunwoo: Wow great job with making and changing generative patterns with a keypress! Also love how the soundscape interacts with the overall drum machine. It also evolved from the milestone into such a transcending piece! Congratulations!

Taylor: Really lovely composition. And very cool to hear the sounds evolve as we track your inputs!

AJ: This is so light and soothing and I love the way you used key presses to change up the melody!

Jack:

Giana: I like how you were able to pack so much personality into a relatively simple beat, it sounds really playful and fun. Whoa, really like the change in pace that happens later on,

Daphne: I really love the title of this one, it fits really well to the sort of empty cheeriness you'd find in an alarm clock. This came a really long way from your milestone and it's so cuttignly beautiful by the end and also so sarcastic and idk you hit a lot of emotions!

Elena: Ooo I like that the sound triggered by 1 sounds just a little off key from the earlier sounds. I like the unexpected staccato moments. This whole piece feels calming yet nuanced. I also think it's so cool how you can see the letters you're typing and learn what they do to the sound very intuitively!

Richard: This piece is so well structured. The combination of both sections and then the ending with the re-tuned sample is perfect.

Jack: Great development of the piece from transparent, staccato sounds to the full alarm sample. Would have been really interesting (since your video is of typed output)

to actually have the commands spell some real words that describe the emotions the piece communicates

Tatiana: Very soothing music.

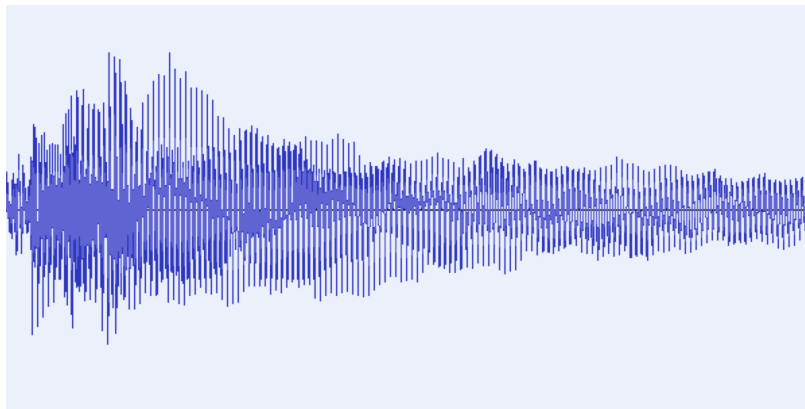
Tamilore: Love the rhythmic aspect of this! Super cool to see what you're pressing and have the score appear on the screen; it adds to the storytelling of the composition.

Sebastian: I just really enjoy all the different sections to this. It is really cool to see where this has gone since the milestone.

Barbara: Really beautiful transitions and different moods - I love the journey that you ended up at after your last milestone!

Elena - DulMachine (Generative Dulcimer)

<https://ccrma.stanford.edu/~elenamss/Music220B/hw3/>



Tamilore: I really like the musical world you created, I think all the sounds fit together super well. I can imagine it accompanying visuals, or even theatre

Kunwoo: Ooh very interesting to hear this chaos controlled with your mouse sometimes blending, usurping, and manipulating the dulcimer sounds! I loved the contrast between the two.

Taylor: Wildly creative use of the sample, sounds more ethereal with each variation. And the contrast between the lighter dulcimer and the heavier percussive sounds (is that also slowed dulcimer???) is great.

Daphne: ok this reminded me of [this track](#) but also listen to this whole album I can't believe I haven't recommended it to you before, it's a bunch of classical music influence but like super electronic and you might like. This project is so up my alley im really in love with all the different ways you were able to pull the concept.

Jack: The background swells at the beginning (which look like they're mouse controlled?) sound a lot like my drum machine lol, so I think its great! Nice development into the melodic portion of the drum machine.

Ryan: I like the way the medieval sounding music is made off-kilter by your input. The little percussive beat with that music is charming, like someone crafting something. The rhythmic subversion in the samples hints at the darker elements of this piece. Then, all

the darker, expansive aspects of this piece feel like a dungeon, a dark underbelly of the cozy tavern where the scene is set. Awesome!

Xiaomian: This is so cool! The piece started in such a lighthearted mood and transformed into something sinister, which I totally did not expect. And I love how the piece returns to the lighthearted melody but there's still something sinister underneath. I love it!

Sebastian: Really beautiful images you are painting with this piece. I really enjoy the ambient sounds you incorporate.

Richard: Great soundscape. Giving me psychedelic skyrim vibes. Also seeing the mouse movement in the video is great.

Tatiana: I really like your explosive way of composing. Very strong.

Julia: your intro was so moody, I love the transition into the more identifiable dulcimer sounds! Using the mouse as your controller gives such smooth controls, great idea

AJ: I really like how you play with the parameters here! It is well incorporated into your musical statement and I really like how your piece ebbs and flows, I can really feel a linearity to your piece!

Barbara: I love the ambient background textures and the dynamics you can control with them. Also the range of sounds (strings, recorded samples) takes me to different places!

Tamilore - AfroBrew, pt.2

<https://ccrma.stanford.edu/~tawosile/220b/hw3>

Kunwoo: Is that the bluetooth clock you're getting the sound from? Haha. Great job with making a musical statement with changes of tempo and rate of the sound samples! Loved the overall arc of the piece!

Elena: I like how the tapping of your hands on the keyboard becomes part of the percussion in the video. Really smooth transitions between sections! Ooo love the moment when the eheheheh cuts out and the hey siri sample comes in. I like how you dialed up the bluetooth and siri sampling even more from your milestone, it's so effective!

Ryan: I love that the Bluetooth samples are more upfront now and that we can see the speaker in the video. Now it is more meaningful when these sounds come back in later in the piece. It looks really cool how your input is setting the rhythm of the piece. Changing the tempo adds another interesting dimension to this piece. I love how at the end we get to hear the original source of the persistent "eh" sounds throughout the piece and that it ties into the blinking clock in the video.

Julia: so cool you can specify the rhythm with your keyboard (if I understand from your video)! A great idea for instant variety and grooviness

Jack: For the more rhythmic portions of the piece, I think the sounds of you hitting keys on the keyboard really supports the rhythm and adds an extra dimension

Taylor: Oh the variation in tempo here is really interesting. I like how you leaned into a more chaotic/busy feeling with this version.

Richard: It's been so cool to see this piece evolve. The piece has a great sense of structure with the crazy bluetooth intro, the drums, then varied tempo and adding the bluetooth back in. you get a lot of interest out of a few samples.

AJ: It's kinda nuts how different this is from both your homebrew and first milestone! I like the experimentation you did, it really demonstrates how much you can do with a set of sounds

Tatiana: There is a natural evolution since the beginning of this class, and I think that this kind of interactive control makes you come closer from what you really wants to achieve with this piece.

Barbara: Love the sampling of the speech sounds over the rhythm. Is this what my computer's thoughts sound like?

Xiaomian: I really enjoy hearing how AfroBrew evolved since the homebrew assignment. It's getting so interesting, and I love the use of the "eh" rhythm/melody throughout the piece. I think previously, it was just a cherry on top, but this time, it persisted throughout the piece, and I think it brings out lots of colors.

Daphne: It seems like you've given yourself a lot of control and freedom over what you're playing which I always love to see, like you're really performing what we're hearing. Samples are very well-chosen too

Sebastian: It is really cool to see you pursuing this piece after seeing the evolution of your HomeBrew piece. The beat is so clean and groovy.

AJ Fan – ["Zella Day"](#)

Kunwoo: oh my god, Angel! You totally owned ChuckK :D!! Congratulations!! Right from the beginning, I feel like I got the nuance of the piece, and kind of got into the listening mode. Until the end, it was so engaging and wonderful to hear. Really great job, and congratulations!

Sebastian: You explore so much in this piece, it is really beautiful. I really enjoyed seeing you work on this. It feel like you were really able to complete what you set out to do.

Taylor: oh shit, this is immediately engaging and memorable. Love the sample choices, esp the vocal run.

Elena: This is awesome!! I like the moments where it feels like the measures are irregular. Such a great mix of strange and familiar sounds

Daphne: okay!!! Okay!!!!!! This is computer music! all the elements fit right together so well it feels like it was assembled really meticulously, I would absolutely listen again

Richard: Such an expansive soundscape, and the vocal samples are jammin.

Julia: oh hot damn, what sample choices. Are you Against All Logic in disguise? This is fantastic!!

Ryan: Woah, this is heavy. Amazing sound design with your sample choices and dynamic variation. The side to side rapid beats and blubs that come in are so groovy, yet still spacy. The voice sample you use is awesome, as it references the grooviness of the piece, but also contrasts with the metallic aesthetics of the rest of the piece. You performed the piece really well. It felt pre-composed. I really enjoyed this. Thanks!

Jack: Really great sounds, the harmonies really support the rhythm, and the ornamental sounds really make things really engaging

Tamilore: I love this, especially the sounds in low frequencies - kick and bass i think? adds an extra oomph and makes it super groovy

Barbara: Super catchy - feels like the outro after a great action movie - uplifting!

Tatiana: very groovy. I love the surprise turnings of the material.

Xiaomian: This assignment evolved very much over the course of the milestone, and I really enjoy where you ended up! I love the groove of the piece and I think the interesting sounds you used in the last milestone are used to their fullest extent here. Really enjoyed it!

Jack Xiao - (Not Very) White Noise

<https://ccrma.stanford.edu/~jack/220b/hw3/>

Tamilore: A very calming collection of sounds, mixed with some more abrasive which don't disrupt the overall atmosphere - I like it. It's clear you have really good control over the machine

Daphne: I love that you have scroll wheel functionality! Gotta be one of my favorite instruments. I appreciate how your comb filtering is always very harmonic and functional, and I also love that you introduced some new spacey samples that add a lot of interest. Def listen to Oneohtrix Point Never if you haven't already :)

Kunwoo: Love the gestural interactions mapped with the keyboard interactions. Sometimes the sounds you put in felt very improvisatory and organic. It added so much into the piece being so interesting!

Nima: It's interesting that you've chosen a high pitch ambient sound for your drum machine. The build up and consistency of the piece really resonated with me.

Julia: such a satisfying blend of metallic and shiny timbres. Using the mouse for these smooth control changes was a great idea!

Taylor: Love the dance between the filtered noise and the arpeggiated figures.

Elena: Ooo love the tinkling bell sounds! Such a cool mix of warm melodies and sometimes harsh undulating drone sound. We love a mouse controlled noise recording hahaha

Tatiana: Very fluid and controlled.

Richard: The mouse instrument is so cool. I love seeing all the functionality in the video.

AJ: I really like how you can hear these two distinct parts and how they kinda drift together and apart with how you're controlling them! It's so complex in its simplicity

Ryan: The way your mouse and keyboard interact is really interesting, specifically how the mouse seems to be linked to the drone sounds but also seems to be affecting the sounds controlled by the keyboard. Really cool arpeggios that you perform very skillfully, as well as the other super interesting sound effects you use. It's impressive how harmonically rich and coherent you made this.

Sebastian: I really like the timbre of your instruments. Seeing you play this with a keyboard and mouse adds a certain element of music to it.

Barbara: So much atmosphere - I feel like I'm floating in outer space - the melody is really nice against the background noisy sounds.

Xiaomian: The juxtaposition between noise and melody is very interesting. The composition harmonizes the noise and non-noise, and they speak well to each other.

Nick Shaheed - modic cide <https://ccrma.stanford.edu/~nshaheed/220b/hw3/>

Ryan: Nice, intricate rhythmic texture. I like how there is a rhythm, but the beat is variable, like a melody. Cool spatialization and using it to contribute to the rhythmicness of your piece. Good job developing the piece and building onto its themes.

Daphne: I feel like this iteration of your project has come a long way from your milestone, it feels like everything gets pushed to a much wilder extreme and you're able to unlock so much more variation and timbre with the very few elements you're working with. It also seems really fun to play around with!

Kunwoo: Love the use of the sounds, exploring the various aspects of it, experimenting with the various filters and density of the sound. The musical statement was very engaging from beginning to the end!

Taylor:

Julia: Love the subtlety in this system, really great use of layering and combining droning sounds into something always shifting and swirling. Mesmerizing to listen to!

Jack: Really great sounds that are really calming to me, really nice to see how it was played

Nima: Very cool! It was a well elaborated drum machine. The moves were very subtle but engaging.

Tatiana: I like your micro rhythmic work. I have got this feeling of something tribal.

Richard: Cool seeing this evolve. I can really tell you know your instrument well. I think its a cool audiovisual piece for the viewer cause there is a certain level of mystery around how it works.

Elena: Feels very meditative, yet ominous. Love the gradual transitions between different voicings. I like how you just used a few controls to make a lot of musical variety.

AJ:

Sebastian: Really nice spatialization. That drum sample has such a nice timbre. I enjoyed how this really was a performance. There was a definite introduction and a tapering conclusion.

Taylor: really impressed by the range of sounds you displayed, and loved the nuance in your controls – very rich soundscape.

Tatiana - *BUT THE BUZZING*

<https://ccrma.stanford.edu/~tatcat/220b/hw3/index.html>

Please turn the volume UP :)

Tamilore: I like how it types out “hahaha” at the start lol. The bass sounds at the beginning are really rich, and the panning to the right speaker enhances that. Super cool how different sounds are introduced throughout and the piece progresses.

Kunwoo: The bass in the classroom was growling! We were totally wrapped by the soundscape. It gave a lot of emotional responses!

Julia: the low frequencies make my head feel like it’s about to explode - a good aesthetic with your concept!

Nima: The room is full of sound energy with all the low frequencies. Nice intro and delicate build-up

Daphne: I adore the demented visual analogue of “hahhaahahasssshshssggggg” to the pretty evil sounds you’re making. You’ve made the kind of drum machine that I would really love playing around with! Your choice of sounds is also really smart and not chaotic out of sheer complexity, but rather out of an intentional choice of timbre and of combining your elements. Good job!!

Ryan: The low sounds at the beginning are very ominous, like a stampede far away, always threatening to get closer. It’s very exciting to listen as we start to recognize voices at the end. Really cool choices of sounds, lower, longer ones, higher quicker ones, and ones that sound like almost talking.

Elena: I’m so curious what the letters do to the sound. I like how some of them are recognizable like “hahaha” and others are nonsense; it seems to reflect the theme of the piece, of a character babbling mostly incoherently. The low rumbling really does sound like an earthquake. Love the gradual build over the course of the piece, such an

interesting progression from your milestone. Was there a significance to the fact that you were typing in the find bar?

Jack: I can definitely feel the sounds almost more than I can hear them, can definitely imagine an earthquake, great ending

Richard: Such a powerful soundscape. Great connection between the sentiment and the sound of the piece. That vocal part was surprising and such a great end.

AJ: I like how you built this off of these buzzing sounds and it truly makes me uncomfortable, so it's super effective. The way the sounds come in so subtly is so frustrating but enticing

Taylor: big impending earthquake vibes. Slow, subtle buildup to ending with a really unsettling voice – great development

Barbara: Would love to hear this on the stage with proper subs or even transducers under the floor. Could be a really cool installation/immersive experience. Visceral.

Giana: I really liked hearing where you ended up from your first milestone. Though there were less audible vocals, after learning a bit about the story behind the audio you used I found your project to be very emotional. I also really liked the wide variety and spacialization of the sounds you used.

Sebastian: This is so abstract and incredible. I love how complex this is. It is so cool to see you bring this idea into a completely new niche.

Xiaomian: Wow, my ears were blowing up during the piece, and I find the interplay between voice and buzzing very engaging.

Nima

<https://ccrma.stanford.edu/~nfarzan/220b/hw3/>

Tamilore; love the video! you always pair up visuals which fit perfectly with the vibe of the music you make.

Kunwoo: I like how the video drives the sonical elements of your drum machine. I felt like a spectator with drums walking through the market!

Taylor: The video really emphasizes the sense of place/space in your piece.

Well-structured environment, and a great balance between pattern creation and display of field recordings

Richard: As always you do fantastic with the visual component. I love the drum sounds and the vibe.

Daphne: I like how much cultural identity this project has, that a drum machine really does take a lot of global influence, just as much as influence as it has *on* our culture. It's a really great idea, of taking an instrument that's potentially difficult to play and making it more accessible to curious people who want to play around with its sounds.

Ryan: Great use of video and reimagining the sound of the place we are seeing. The drums and voice interplay very nicely together. Skillful design and performance!

Elena: The visual component adds a lot, and I feel like that includes your desk and office space as a framing for the video. The red of your water bottle and the red market stalls in the video seem to match! The narrative musical statement flows very naturally. Also, I think we have the same headphones haha.

Jack: Great visual element to the drum machine, very immersive and compelling

AJ: yess love the visual component and how it conveys how your drum machine feels almost like walking around and picking up the sounds around you

Barbara: Impressive visuals as always - I appreciate your use of video in these projects. The experience of moving through space while hearing the rhythm is really engaging. I feel transported.

Tatiana: open the window and hear the music :)

Julia: between the sound and visuals, you really set the atmosphere! Very different from a traditional drum machine, very Nima

Sebatian: It is so cool to see you pair a visual element with your audio component. It is really a fully-immersive experience.

Xiaomian: I really like the atmosphere you built with the video and the drum machine! I felt myself walking through a busy street, which brings me to the pre-covid time.

Joudi: <https://ccrma.stanford.edu/~joudiaa/220b/hw3/>

Tamilore: I liked the combination of the Lo-Fi + Dupstep, I definitely caught those two influences

Kunwoo: Joudi, great job doing your best in the condition you are at right now! We appreciate the effort under the circumstances! I liked the lofi aspects and the changes you make with keyboard inputs.

Daphne: I really like the lo-fi beat feel, and the sound of that crackling in the background is very nice, almost sounds like a marble rolling around.

Elena: Love it! Feels very relaxed, and Lo-fi-y. I like the idea of not giving the user control of tempo, that's a nice constraint.

Nick: I thought it was a super cohesive sound. I'm not sure if that was what you were going for given how you were trying to mix genres, but I definitely like what you ended up with!

Julia: very vibey! I like the chord sound you used, and seems like a flexible system

Tatiana: very relaxing and smooth. I liked a lot the use of Low-fi sounds.

Jack: Gives me strong lofi vibes, very calming sounds and great rhythm

Ryan: Nice work making the beat glitchy and lofi aesthetically but still very engaging and driving. Nice samples for your beat. Sounds great!

Taylor: interesting, would love to hear in better quality! Chill study music vibes

Giana: I liked your choice to use the low-fi sound, as well as the dubstep beat

Sebastian: Nice laid-back groove to this. The lofi feel to this came across really nicely.

Nima: Very nice musical space. Very calm and fluid. Btw, sorry that I haven't replied to your message yet. I am glad you're doing fine :)

Richard: really cool video game/retro vibe.

Taylor Goss – Purdie Shuffle

Tamilore: adding the loops from the songs that use the shuffle is a very neat idea!

Richard: I love the historical/presentational approach. Super engaging and really cool to see how the beat worked over the different things.

Julia: Really like how you set this up! So many styles, a nice variety from one pattern

Giana: I like the primary drum beat you used and the recognizable samples

Elena: Sound quality on zoom was not great so I didn't hear what you were saying but I love the concept and what I heard of the piece sounded really cool! The image component was also interesting. It felt like a way of bringing back all these songs that sampled the shuffle to the original source.

Kunwoo: Great use of the samples and the interaction between the core loop! I liked the performative aspects of the usage of the samples too!

Jack: Great samples that all work really well with the rhythm in the background.

Daphne: I think making something that people can learn from and take something away from is always really impressive. Being able to place where the shuffle has appeared in the past many decades with just some keystrokes is very cool to see

Nima: nice presentation. Great inspiration material and I liked how you intertwined them in your drum machine. The variety of things you could do with it was impressive.

Nick: Super cool way to present a timeline!

Joudi: omg it's so cool, very entertaining to have all those colorful layers. Very spicy samples!

Tatiana: good mood/groove/fun.

Ryan: I love how this is a musicological drum machine. Great demonstration. It was educational and musical. Awesome! Did you have tempo matching / quantization? Nice use of visuals, too.

Sammy: <https://ccrma.stanford.edu/~parksm/220b/hw3/>