

week 6/presentation 5

- HARDWARE

- appliance? real-world process
- right now we have a potentiometer, but buy parts soon!

- SOFTWARE

- determine if rabbits/foxes are inside active field or not
- implement cppsound.cpp in /ssbt/
- access to RPI ADC?
- interprocess communication: csound and cpp: MIDI? Spin/Spout?
- multithreading: CSoundPerform() without "holding/blocking" ssbt
- csound rates:
 - wav files at i-rate(basically compile-time)
 - kazim, rabbit-gain, ack-gain at k-rate(basically run-time) (hopefully do this!)
 - procedural composition
 - how do we do earcons? they're independent from metronome...no k-rate or i-rate
- SONIFICATION
 - goal to be the one-stop-shop, quick-reference of the field.
 - sonification is known for lacking design theory
 - also definitions of terms are not standard/accepted (cite: taxonomy paper on google scholar, handbook on sonification.de)
 - demonstrate what we believe the terms mean
 - what terms are debated?
 - [wip] earcon, sonification, auditory graph, audification, intentional sound
 - noise-cancelling exhaust pipes & simulated gas engine sounds in electric cars: sonification or no?
 - pronunciation of sonification... sone or sawn?
 - forming a complete musical thought: percussion & harmony -- because the difference between sonification and for example ALOHA is the human recv
 - could you sonify a network packet?
 - does the metronome sonification protocol have packets? essentially the "traps"

ready and wait states from csc400 lecture march 1