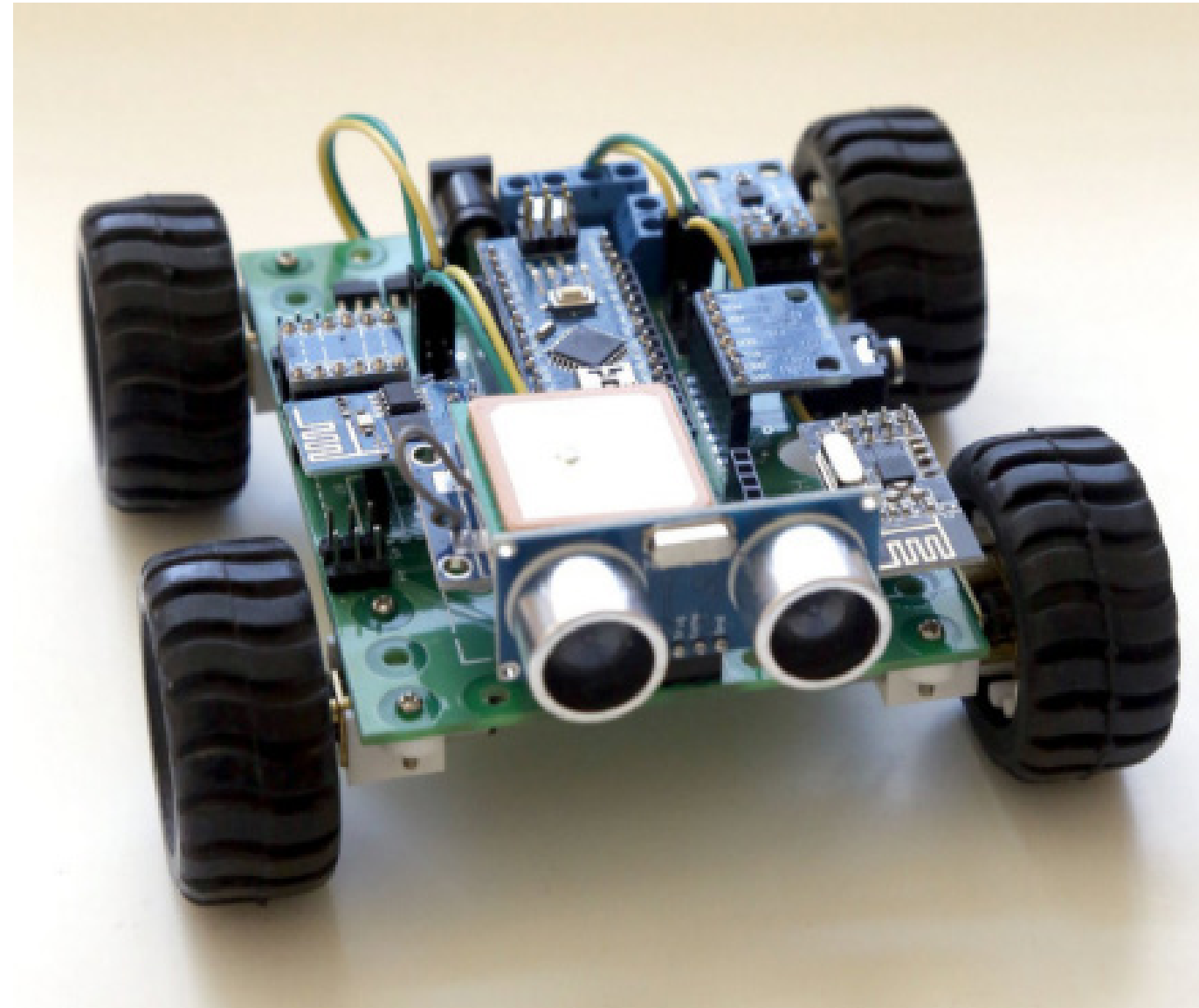
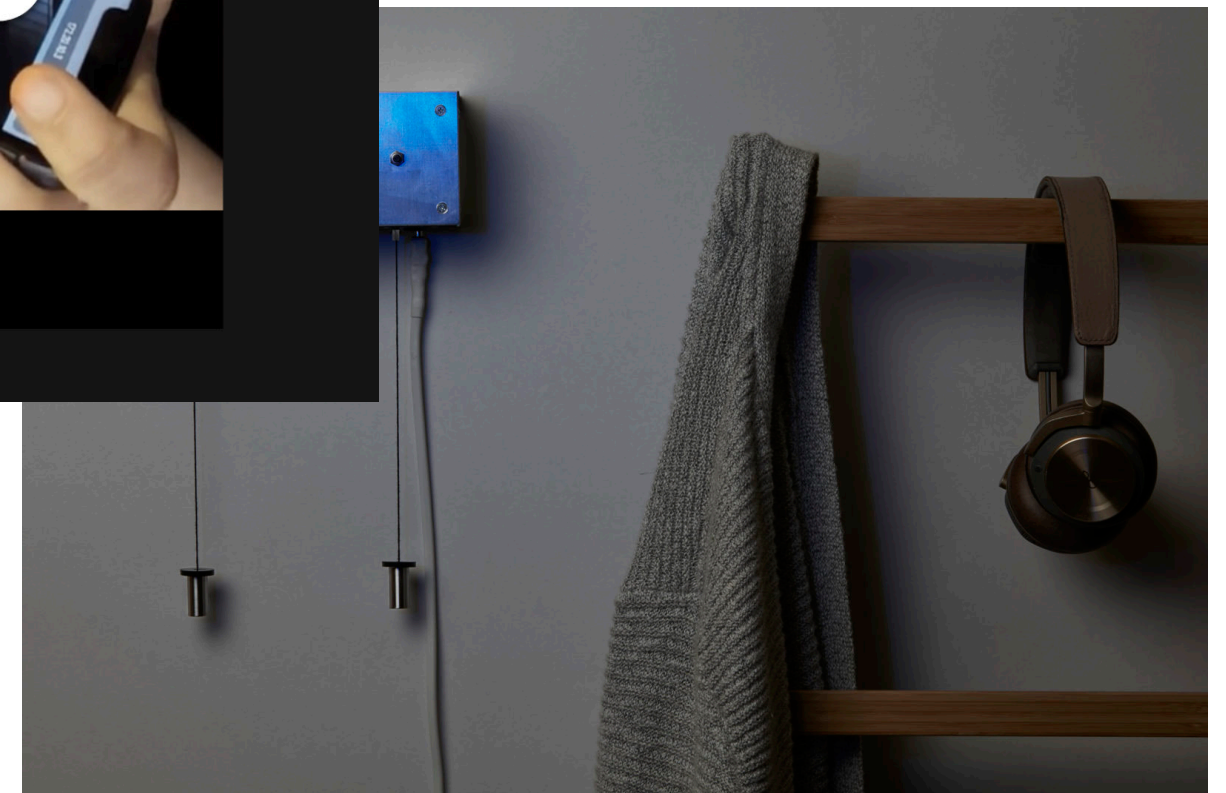
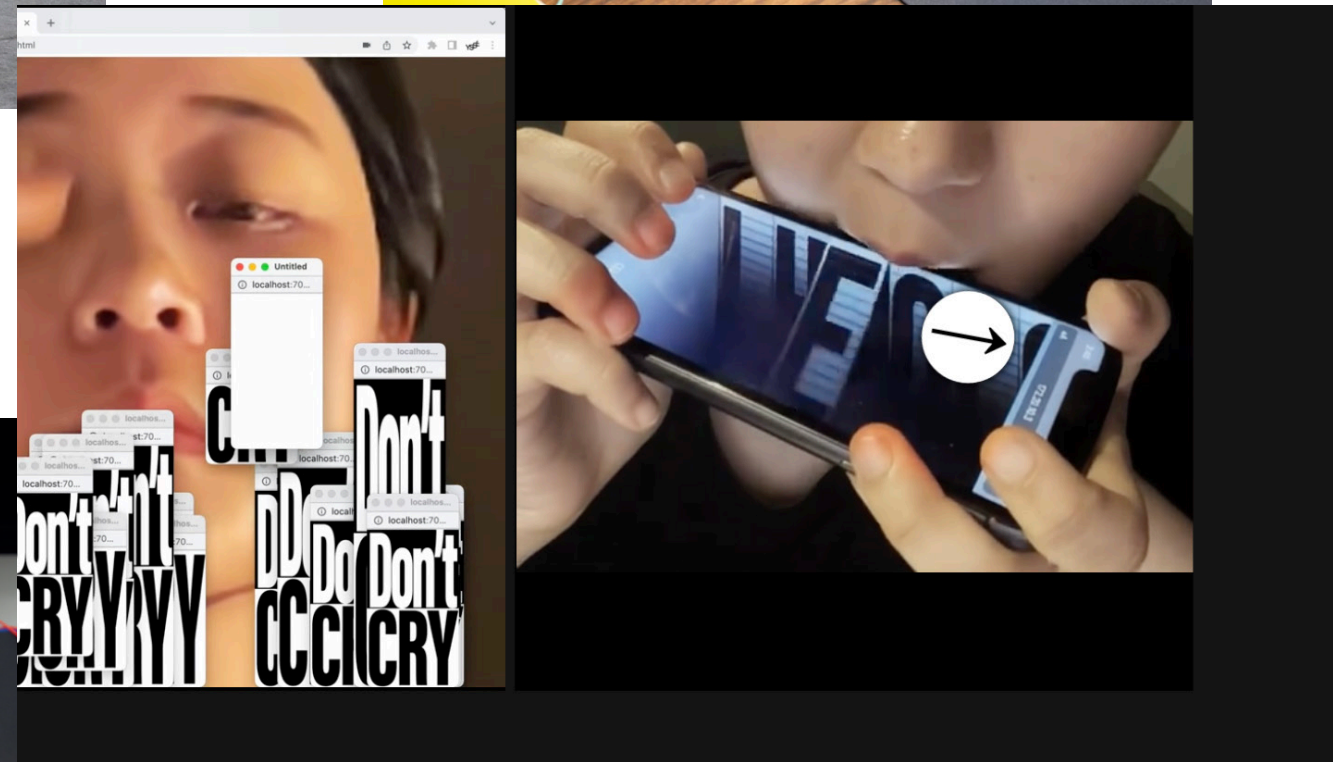
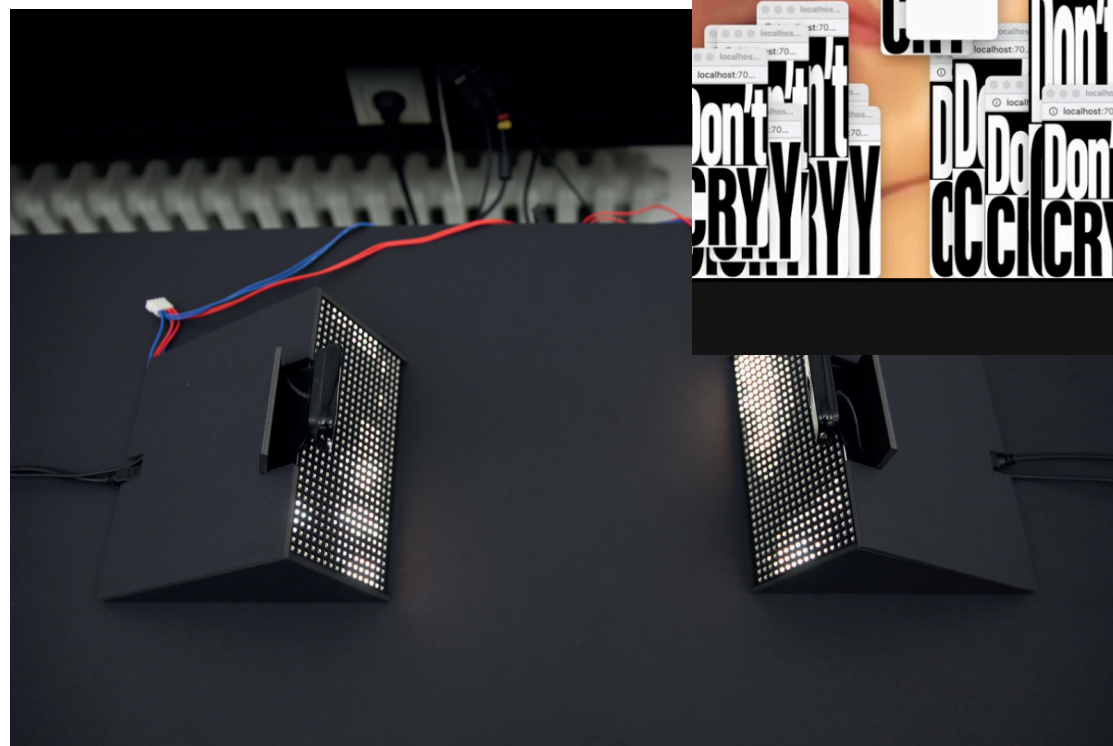
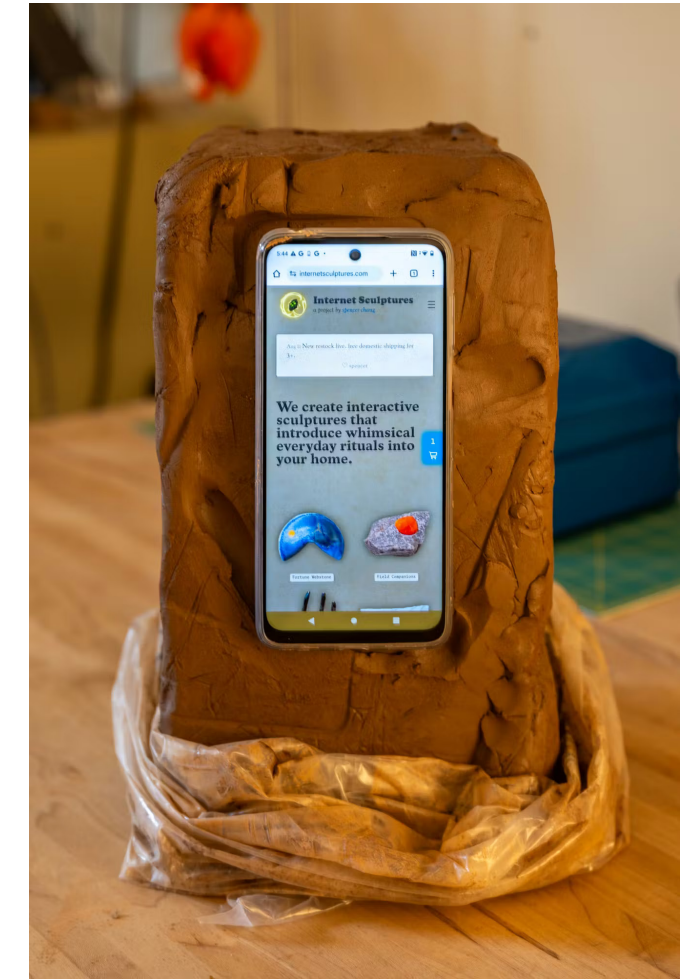
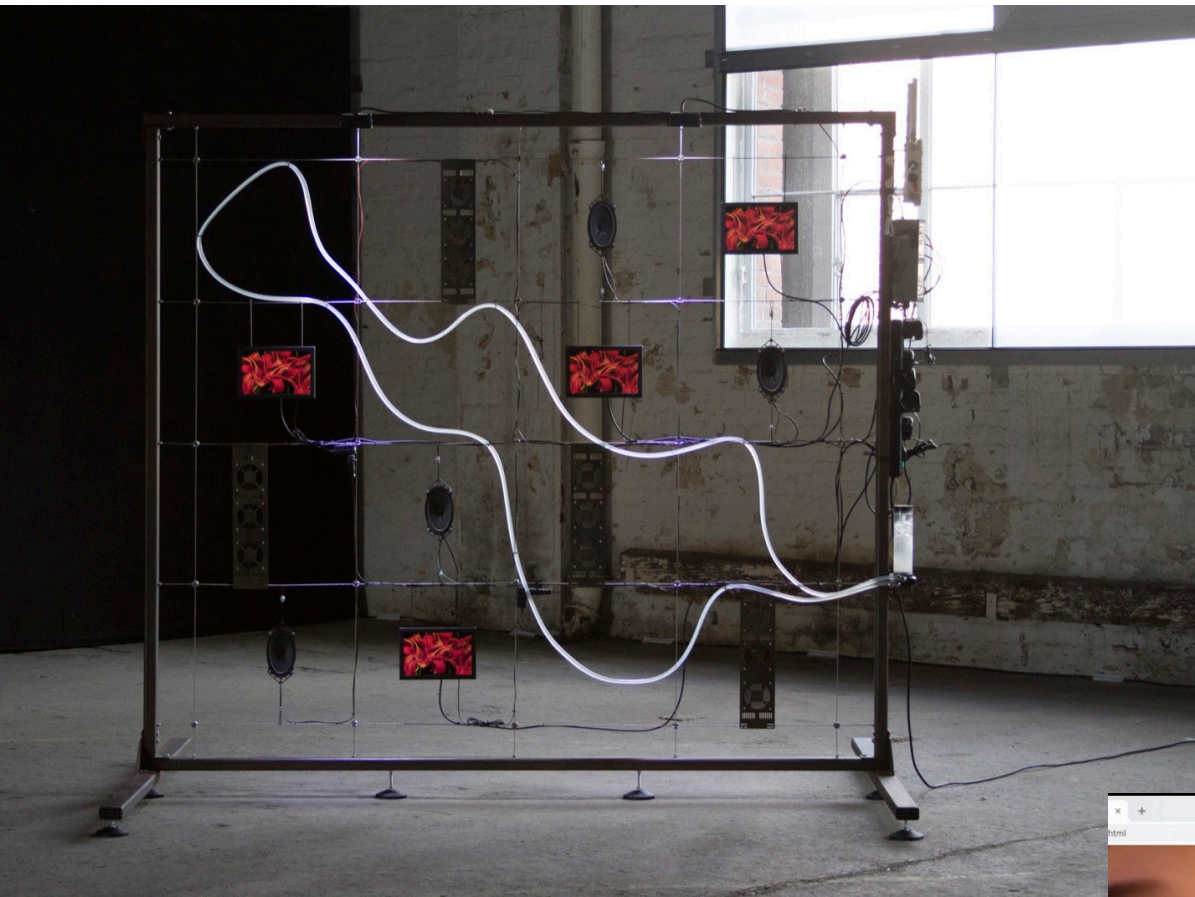


tool or medium that interests you but that
you're not experienced with

physical computing

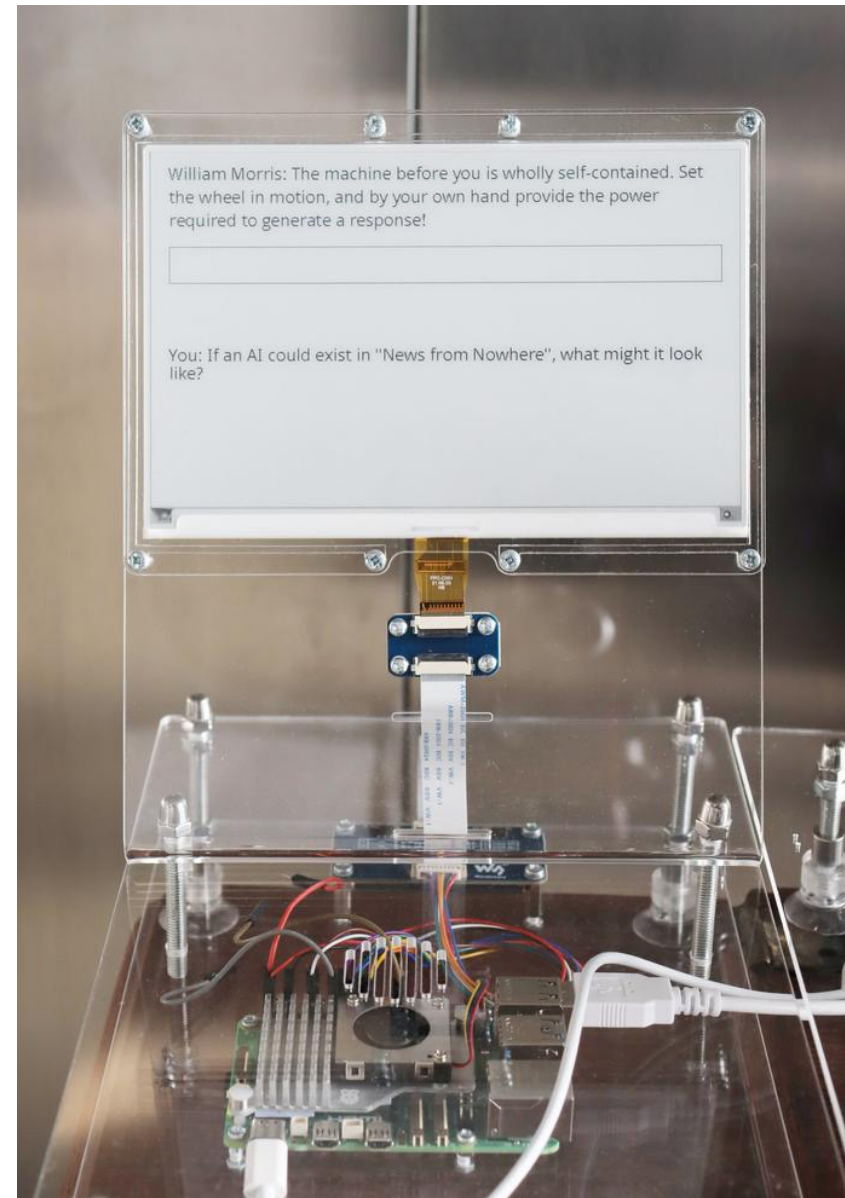
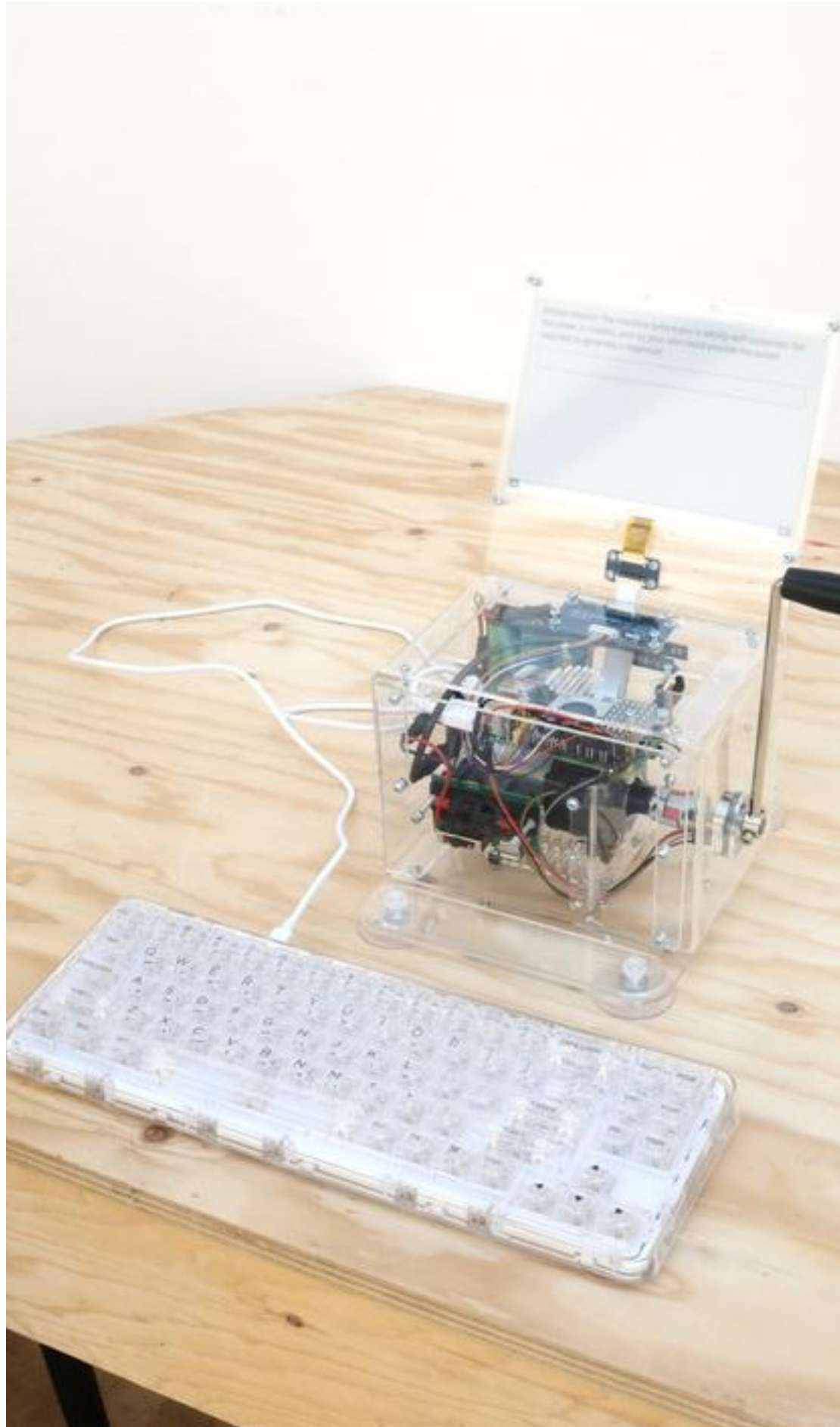




Max Park

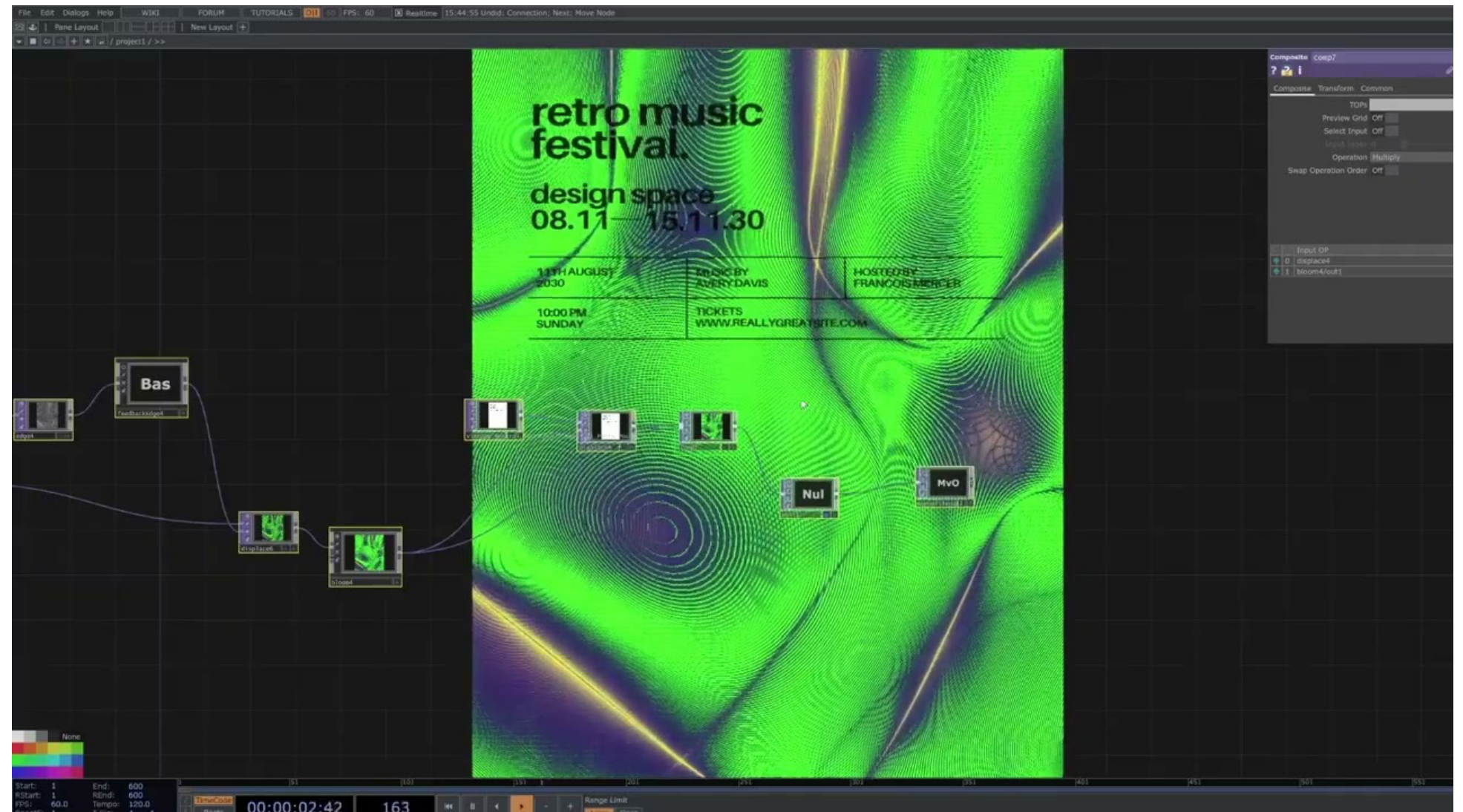
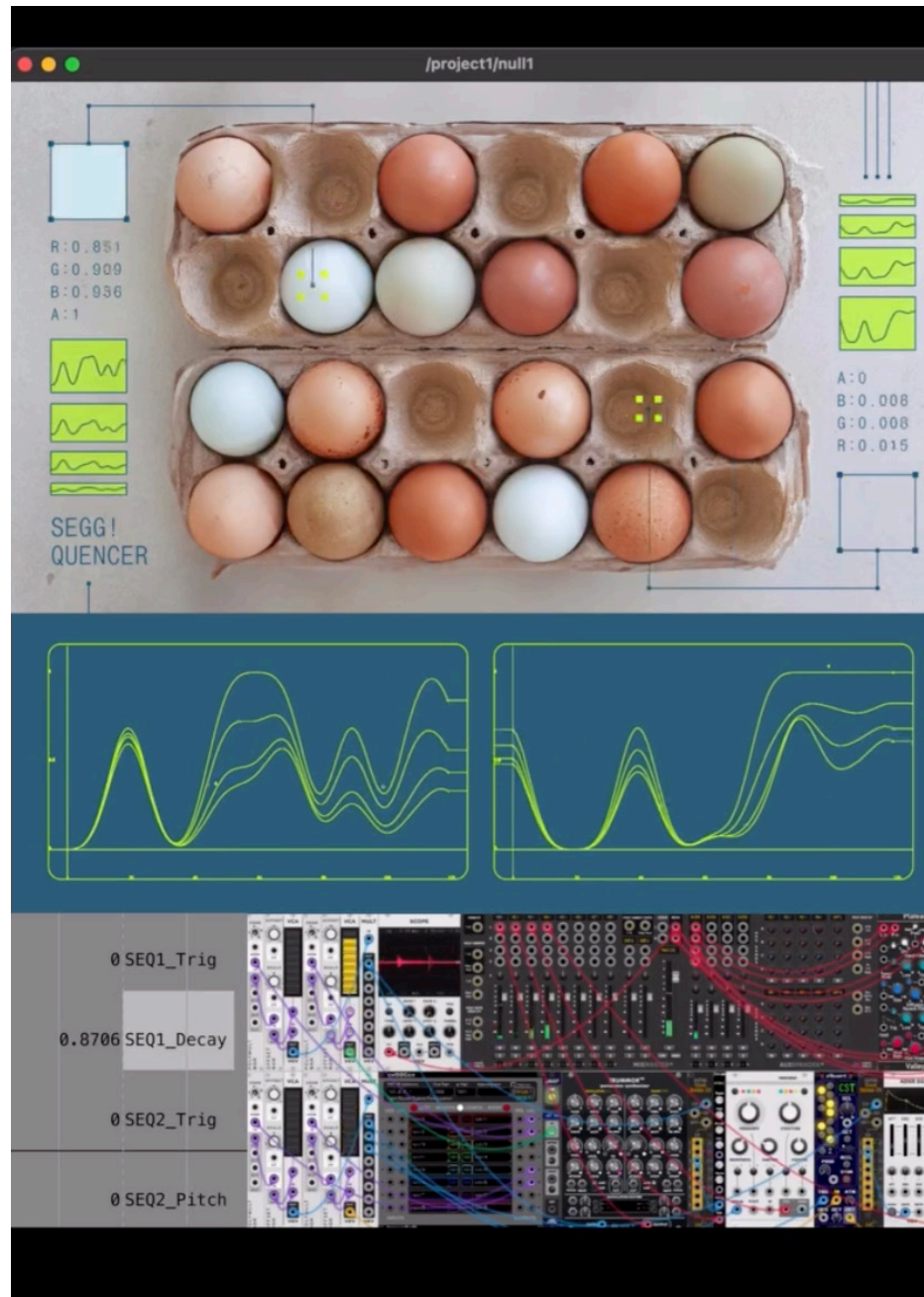
'Prompting Nowhere' is an attempt to develop an AI ethically compliant to Morris' ideals and values both in its use and creation.

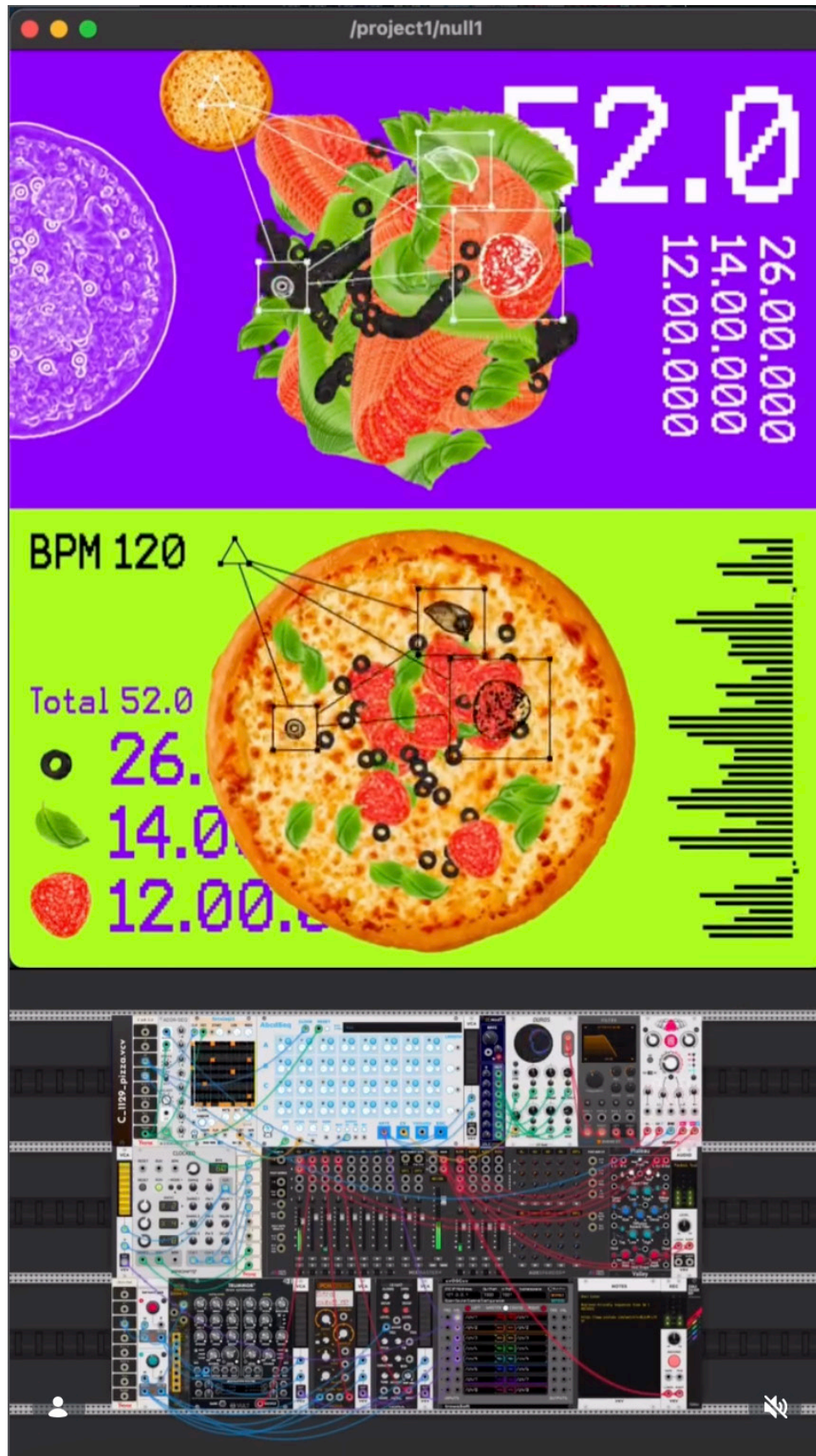
All data storage and processing is entirely local on a Raspberry Pi 5 (8GB), and the power required to process an input must be provided by the user through physically treading the sewing machine.



Despite aspects of this future being tangibly within reach, we seem to be actively eradicating them: literally, through environmental degradation but also culturally, as we homogenise and commodify human creativity, experiences and futures through algorithmic systems. This project explores what it means to craft in the digital age, and projects how artificial intelligence (AI) might participate in a future shaped by Morris' ideals.

touch designer





переререbrick
Оригинальное аудио



переререbrick 🍷 2024/11/29

This is an Audio-Visual interactive system that randomly places toppings on a pizza 🍷 based on music. The pizza base spins like a vinyl record, and once it's fully topped, the record automatically reverses and starts again.

In [#VCVRack](#), I created a background track using random signals, along with three sound effects triggered by probabilistic beats. These signals are then sent out via [#OSC](#).

In [#TouchDesigner](#), the pizza is animated to rotate, and I use [#Noise](#) RGB values to generate three random paths. Through [#Feedback](#) and [#Level](#), each sound triggers the layering of a topping. Once the number of toppings reaches 60, the system resets and the cycle starts over.

這是一個音像互動系統，它可以根據音樂為披薩 🍷 隨機擺放配料。餅皮就像黑膠唱片旋轉著，當配料放滿時，唱片也會自動倒轉重新開始

在 [#VCVRack](#) 中，我建立了一組隨機訊號的背景音樂，以及三組由機率產生節拍的音效，並且會透過 [#OSC](#) 傳出訊號

在 [#TouchDesigner](#) 中，我先讓披薩旋轉著，再使用 [#Noise](#) 的 RGB值產生三個隨機路徑，並且以 [#Feedback](#) + [#Level](#)，讓音效產生時才會疊加上一個配料。當配料總計至60個時，就會重新開始

[@touchdesigner](#)



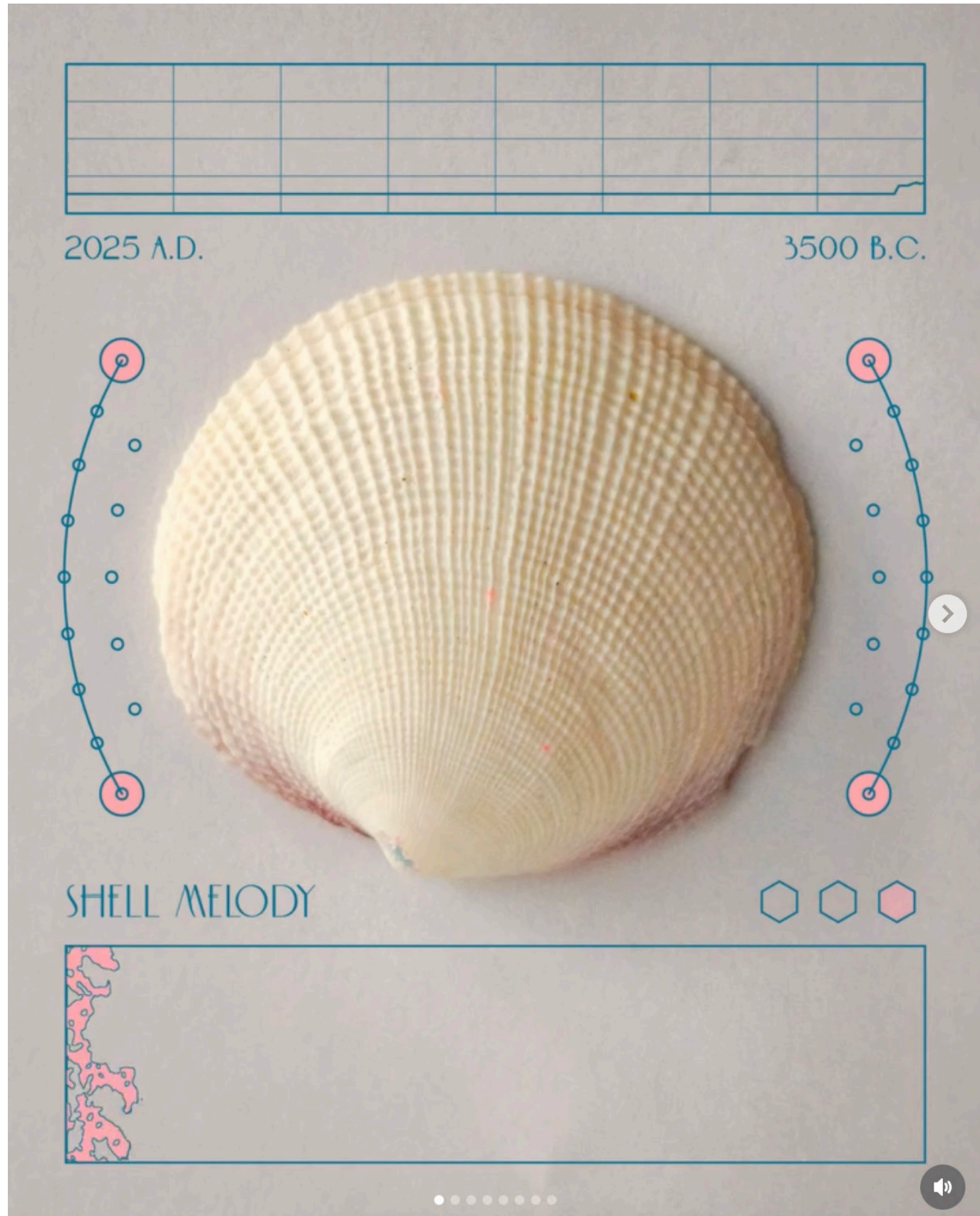
Нравится touchdesigner и ещё 1 394

9 май 2025 г.



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Опубликовать



pepepepebrick



pepepepebrick 🧱 2025/11/04

•
Composing a Melody Over 500 Years? 🐚
【花500年寫一首10秒的曲子?】

•
This project is an interactive system of image and sound, where algorithms simulate the textures of nature and expand following the growth logic of seashells. As the patterns evolve, they are translated into sound signals. The process compresses the slow, centuries-long growth of a shell into a ten-second melody — a time-lapse of nature's memory.

•
Just like the growth rings of a tree, the shell's surface forms layers of darker and lighter bands that record seasonal changes. Some shells can live for decades or even centuries. In fact, scientists have reconstructed over a thousand years of marine climate history by studying these shell markings — each shell serving as a hard, silent chronicle of time.

•
Inspired by this idea, I began to wonder: what would it sound like if hundreds of years of transformation could be condensed into just a few seconds of music?

•
To explore this, I studied a species of shell known for its "hieroglyphic" patterns, reimagining the shell as a musical score. I then simulated its natural process of growth and translated its evolving textures into sound signals — composing a melody written by time itself



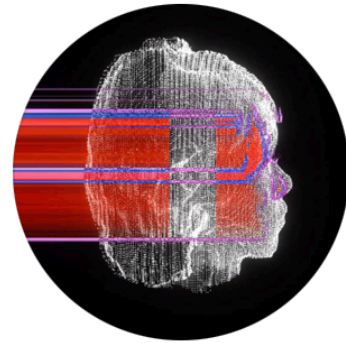
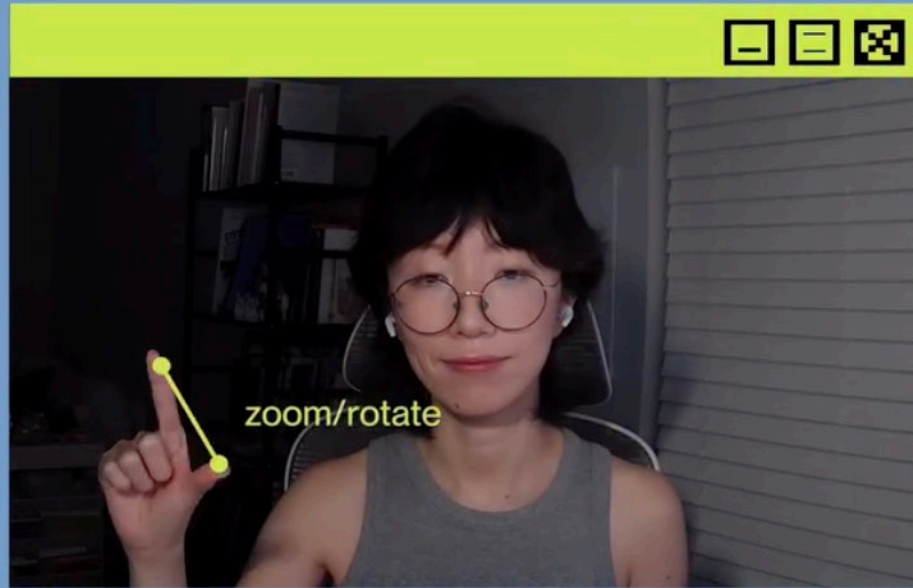
Нравится **dariga_kshknb** и ещё 54 783

9 ноябрь 2025 г.



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Опубликовать



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the Poet Engineer / Kat

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Искусство

artist, engineer, researcher

⌘ neural interface ⌘

📍 atx

🔗 www.patreon.com/c/thepoetengineer и ещё 1

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Подписаны quietea, spicyjuliaa и ещё 63