

Essay Outline [Henk-Jelle de Groot]

[Title]

[intro]

The essay will be a one on one reflection of my graduation work. Starting with the early processes and experimentations till the completion of the work and self-reflection on the process and findings within the graduation research.

The aim of this essay is to accompany my work process as a method to help reflect on the graduation project. The reader will gain knowledge of the process and related subjects.

-1 Sound Theory

The building blocks of my research and experiments a chapter on how sound is used within this research and how it relates to my practice

.0 Impulse Responses

A Brief explanation on Impulse Response with examples of how the technology is used and what my research gains from the method that is Impulse Response

.1 Project Synopsys

Self explanatory

.2 Special Measurements

A chapter on which measurements are interesting and the process of measuring

.3 Sound Data processing

.4

Sculptures/Processing/Materials/Room/Reflection/Spaces/Method/Plasters/Plastics/Metals/Form|Function/

.5 Reflection on Work and Method

.6 Bibliography

-1 [SOUND THEORY]

.0 [IMPULSE RESPONSES]



.1 [PROJECT SYNOPSIS]

My research focuses on the possibilities that sonology & computer models can offer for the development of sculptures (2d or 3d) and give a different awareness of places and spaces. It will give the viewer an object to look at and perceive the room in a different way. The way the room is visualised is through the use of reflecting sound frequencies. This idea comes from a method, called impulse response. It is a method that I frequently use in my sound design practice. With the information that the impulse response gives, a sculpture is created to visualize the acoustic properties of that space.

The sculpture will be calculated and constructed in a 3d model by a computer and could be made in a physical object. The way the transition of a 3d model to a physical one is conceived needs to be determined, there are more ways of doing this and the size of the sculptures has a huge role in this.

The outcome of this research will be presented in the exposition gallery. The form of the presentation could be pictures, sculptures or both

The research starts in two directions that need to be one in the end. The first direction is the place or space and the second is the method of visualisation. What I found in my prototyping research stage is that you can't finish one direction without another. So it is important to develop them both and see where the different directions merge.

.2 [SPECIAL MEASUREMENTS]

.3 [SOUND DATA PROCESSING]

.5 [REFLECTION ON WORK AND METHOD]

.6 Bibliography

Richard D James.(2014) Interview pt1 / pt2 *Noyzelab*
D. Sonnenschein.(2002) Sound Design
R. Viers.(2012) The Location Sound Bible
M. Weidenbaum (2014) Aphex Twin selected ambients work
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