

TEXTURAL FANTASY

This project explores the relationship between sound, visuals and physical texture. It consists of three videos each with the intended effect of being able to conjure up the feeling of running your hand against a particular texture through only sight and sound.

The project is split into three parts, each representing a different *type* of texture. The first, *Swarm*, aims to replicate the texture of items such as, a container of iron filings or a field of grass: distinct smaller parts that make up a whole. The second is *Swamp*, which consists of all liquid textures, from water to thicker textures like cream. The third, *Slate*, aims to create more dense and solid textures, such as that of a metal plate or piece of wood.

All the visuals were created with TouchDesigner and all the sound was made with Ableton Live and MaxMSP. The videos can be watched through the links below. Hope you enjoy.

<https://vimeo.com/451570469>

<https://vimeo.com/451571782>

<https://vimeo.com/451574225>

Header image is "Space Shuttle Columbia launching" from NASA Commons

TEXTS PROJECT EXPLORES THE RELATIONSHIP BETWEEN SOUND, VISUALS AND PHYSICAL TEXTURE. IT CONSISTS OF THREE VIDEOS EACH WITH THE INTENDED EFFECT OF BEING ABLE TO CONJURE UP THE FEELING OF RUNNING YOUR HAND AGAINST A PARTICULAR TEXTURE THROUGH ONLY SIGHT AND SOUND. THE PROJECT IS SPLIT INTO THREE PARTS, EACH REPRESENTING A DIFFERENT *TYPE* OF TEXTURE. THE FIRST, *SWARM*, AIMS TO REPLICATE THE TEXTURE OF ITEMS SUCH AS, A CONTAINER OF IRON FILINGS OR A FIELD OF GRASS: DISTINCT SMALLER PARTS THAT MAKE UP A WHOLE. THE SECOND IS *SWAMP*, WHICH CONSISTS OF ALL LIQUID TEXTURES, FROM WATER TO THICKER TEXTURES LIKE CREAM. THE THIRD, *SLATE*, AIMS TO CREATE MORE