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## Abstract

This report will explain the creative and the experimental approach towards this Audio and Visual Practise. It will begin with the precise explanation of aims and rationale, discussion about inspiration will be in this section. After explaining the aims, this report will revolve around the experiments with the limited resources, which involves the evidence of the work and certain anecdotal trace. This report will also be describing explanation to the technicality of the project, how the process begins and on what levels with the help of creativity was acquired.

# 1 Report Aim and Objective

To create this project with synchronization of audio with the visuals was essential, understating the fundamental became important after certain stage. This is the cohesive project which involves various sounds and formation of the visuals, some visuals have been shot with the help of go-pro and phone cameras etc. Couple of visuals were extracted from the internet as well, no unethical action against plagiarism has been caused while selecting the visuals. From the beginning of the project, the video editing skills were required to co-relate the visuals with the sound, couple of softwares were used to accomplish the task. Many online tutorials related to the project have been a great help, tutorials which explain the basic syntonisation of visuals with the audio. The composition of the project began with developing the creative and distinctive sounds, which were divided in the particular segments which involved timbre, rhythm, structural sounds etc. It is project which derives the complexity of musical and non-musical tones, the sounds itself were re-created after equalizing and understanding the depth of the audio synthesis. The experimentation with tones was also one of the major used processes in this project, dynamic range between audio and visuals and how they become interrelated project? Several questions comprising the limitation of the resources and technical support helped to change the dependency of resources for an assignment. The aim was to investigate and analyse the past and available projects to study the basic instructions of the module, before doing any trial it was necessary to have the strong knowledge about the subject. Creating a project where the involvement of multiple skills is required like video-editing, composing the interesting sounds, understanding the time relations of audio and visuals, arrangements etc. After researching about music and sound visualization and understanding the sensitivity of human cognitive behaviour and perception of audio in different pitches and ranges (Gillet, Essid and Richard, 2007).

To describe the project with the help of subtle terminologies, it will be right to say it is project which involves the sound genre of psychedelic music. The indulgence of the particular melody in the composition is also referred as the base of the music, its

presence in the beginning and the end relates to portrait the structure of a song with lot of tonal variations. Involvement of the live instruments like guitar/piano was the initial idea, due to the unfortunate circumstances and inadequacy of resources took that section away. It would have been interesting to explore the unheard sounds from the most popular instruments, to change the mindset of any sound which is inherited in our sub-conscious mind would have improved the aim of this project.

## 2 Project

### 2.1 The Glitch Effect

The first shot of the project was filmed by me back in the days, I wanted to give that personal importance to this project as it revives my skills and my musicality. It was also the first time I was involved in this specific world of so many sounds and was listening to this particular genre of audio and visuals syncopation. I explored various textures and forms of sounds, to begin with I tried lot synth-pads sound. The low frequencies of the sound were taking the resonance and the purpose of the tonality, I started exploring the Frequency Modulation Synthesis (FM Synthesis). They facilitated the vast waveforms and the frequency of an oscillator; it gave me better understanding of the sound modulation. Initially for the project I was considerate about doing the sound design with the help of instruments and creative daily life sounds, as it would have helped me to gather more knowledge about the exact ratio of frequencies and use of modulation patterns in my study. The expressions of the sounds improve the visuals impression to be 'informative' about the scene, also to forge the immediate reaction between what audience will see and hear at the same time (Chion and Gorbman, n.d.). This functional of *synchresis* enhance the complexity of the visual and manipulate it with the help of sound, this creates habitual and relatable behaviour of the audience.

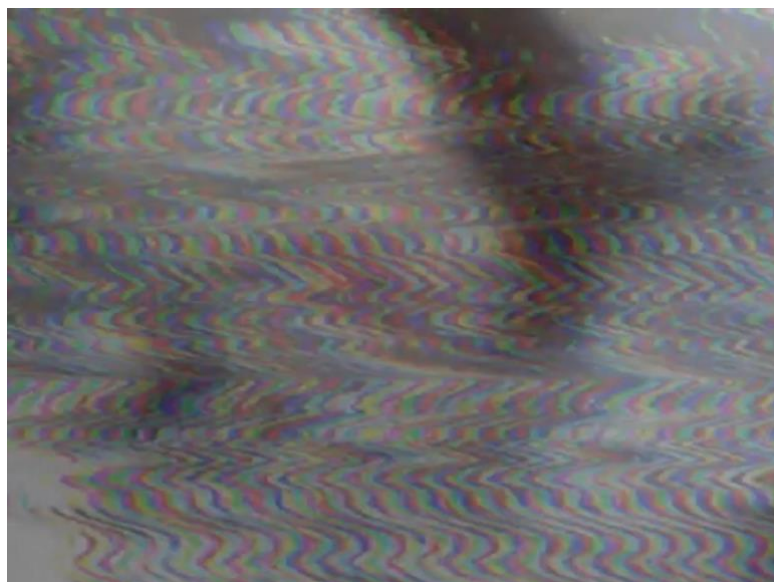


Figure 1: Glitch Effect

Data interpretation of *glitch* can be influenced with many different forms of digital representation, this disrupted form of image is used quite a lot of time in the project film. While composing and exploring the plethora of sounds, I discovered couple of glitch effects while experimenting with the sound modulators. I used this as an opportunity to use this main glitch audio and glitch visualization, especially for the transitions between the cuts, while editing it as well helped to jump couple of initial cuts and to synchronize the sound. This irregularity in visual behaviour implicates the disturbing aftereffects, it can also be used in the creative form to disguise the neurological aesthetic of the glitch (Manon and Temkin, n.d.). This effect is also used as an invitation to chaotic and busy screen visuals, this also synced with modulated sound of the kick in first couple of bars. I was fantasised by using something chaotic and disturbing the form of art, such techniques also help us as a musician to add such distinctive sounds and affects in their library for future projects. Following image is a different approach to visualise glitch, so it will be not monotonous visually.



**Figure 2: Variant of Glitch Effect**

## 2.2 Synchronization

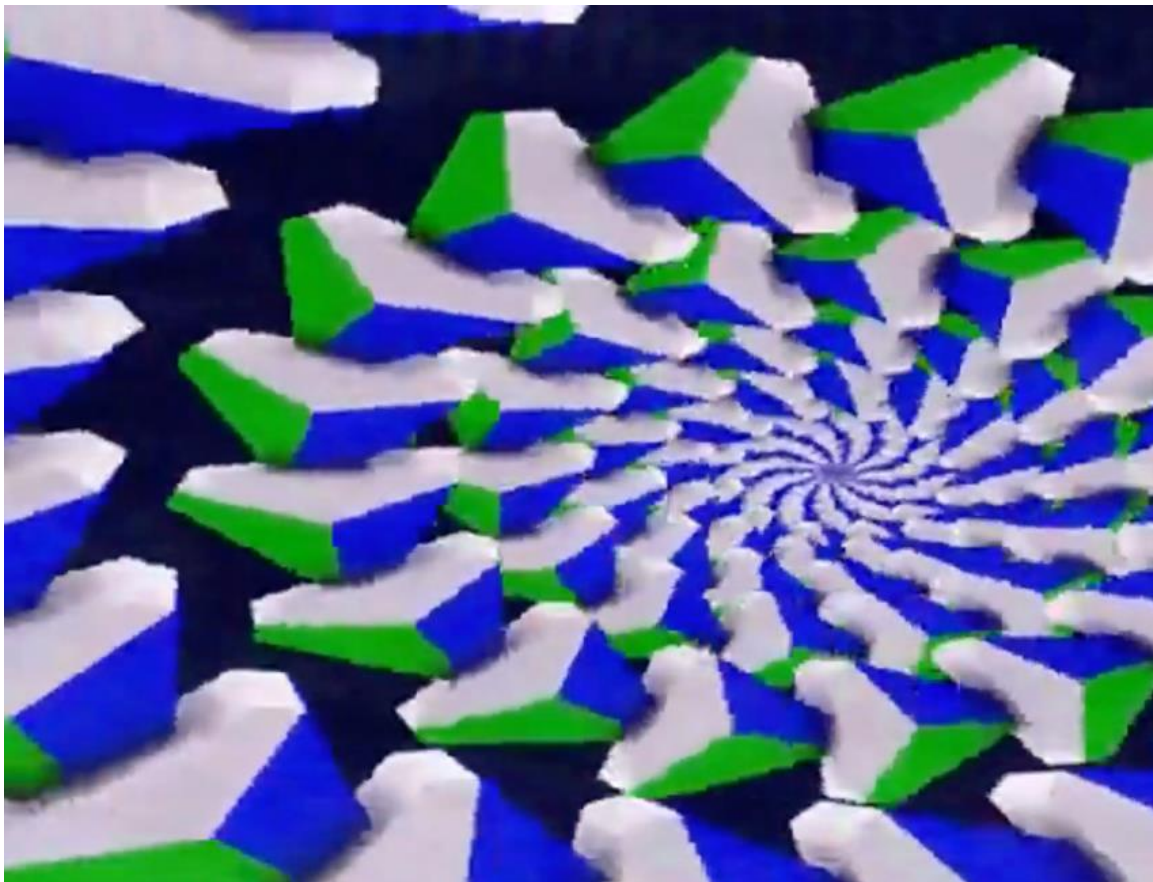


**Figure 3: Synchronised image in the Project**

This image in the project will be defining the *synchronization*, there has been a lot of study and research regarding the purpose of audio and visual synchronization. Many times, explaining the definition of the term synchronized can be easy. Using this technique helped me to understand the precise fundamentals of A/V sync methodology, this practise is being conducted since very long time in the world of multimedia. Lip sync is one of the most common and most used sync techniques since a very long time, this is mostly used in the moving images industry (Thenmozhi and Kannan, 2018). There are lot of methodologies as well to measure the exact sync times between the audio and visuals, regardless of having any dialogues or lip sync context in the project. The research itself broadened my knowledge about the whole concept of synchronization. Creating the sync between the car and modulated snare claps, helped me to understand the value of working in frame-by-frame editing.



## 2.3 Psychedelic Art



**Figure 4: Psychedelic Visual Art**

This image represents the use of psychedelic visuals and their impact on my project, I was very interested in exploring this form of visuals and audio and how they are different than the other visual techniques. When I first saw this psychedelic art, the techniques used in the form of art and music created very bizarre cognitive changes. This was very new and different from my past experiences in music, this gave me the urge to use this opportunity to explore the psychedelic sounds and visuals. These visuals are very much interjected with the drugs like LSD and these are the hallucination effects, which reacts after the drugs start working with your brain. Such visuals and drug effects have been used in the past for treating people from mental health and brain related syndromes, this evokes the space for cognitive and therapeutic implications in the study (Aday, Davoli and Bloesch, 2020). Such visualization can relate to many genres, despite the involvement of drugs. I used this fascinating image to give some different approach to the project, on the internet there is abundance of such projects to analyse how big this concept has become.

### **3 Conclusions**

Developing plenty of acquaintance and exploring new sounds and genre, this project made me absorb detailed knowledge of various types of audios and visuals. This multiskilled project revolves around the fundamental of A/V analysis, using of new sounds and learning frequency patterns. Experimenting with the editing and advance production technology, are interrelated synchronized techniques with visuals. The project itself revolves around the concept of experimenting the fundamentals with the available resources, narrative or the story writing was never the intention. Limited resources and technologies helped this project to evolve in many different ways, audio-visual skills also improved the characteristics of the work. The experience of making this project changed my musicality in many different ways, to develop and engage new set of skills. This project also helped me understanding the precise and major relation between audio and visual methodologies, which will help me in my future to evolve as a composer. It has been a pleasure to be the part of such an interesting module, challenging but rewarding at the end. This has been my first project which includes so many different skills and develop my vision to be a successful music composer.

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