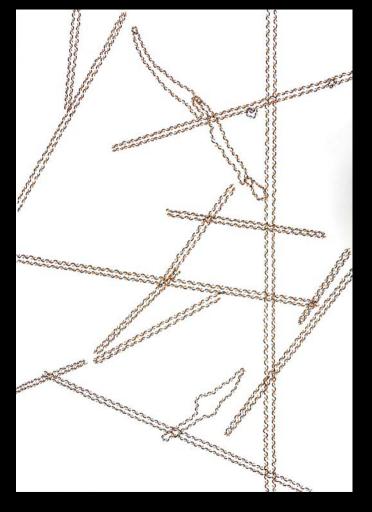
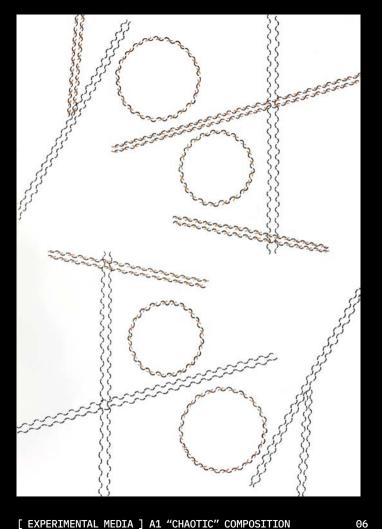
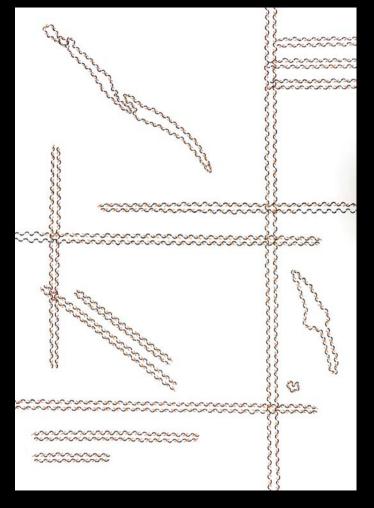
module:	/ ARCHIVE	
index:	part 01 / 04	
type:	[ OUTPUT ]	
year:	2021 - 2022	
course:	FAD	
content:	final renders	
linked_node:	[ PROCESS_LOG ]	
linked_module:	/ MEMORY	

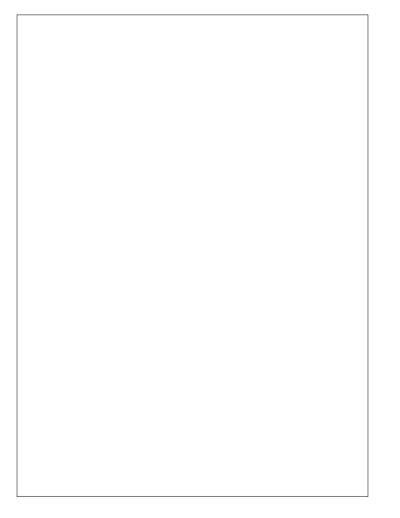
№ 01	" observation, translation and invention "	[ 04 ]
№ 02	" skin and bone "	[ 22 ]
№ 03	" fabrication for the lens "	[ 42 ]
№ 04	" where worlds collide "	[ 56 ]
№ 05	" text and language "	[ 72 ]
№ 06	" % "	[ 96 ]
№ 07	" X "	[ 104 ]
№ 08	" -> "	[ 110 ]
№ 09	" = " ( yellow circle )	[ 124 ]
№ 10	" 1 "	[ 140 ]
№ 11	" <*)))>< "	[ 148 ]
№ 12	" developing independence "	[ 168 ]
№ 13	" independent project "	[ 180 ]
№ 14	" = "	[ 212 ]

## № 01. " OBSERVATION, TRANSLATION AND INVENTION "









## № 02. " SKIN & BONE "

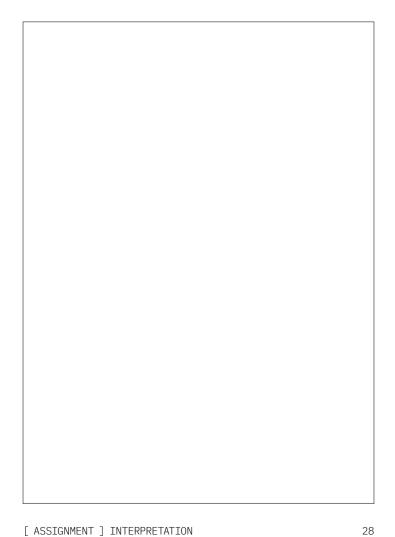






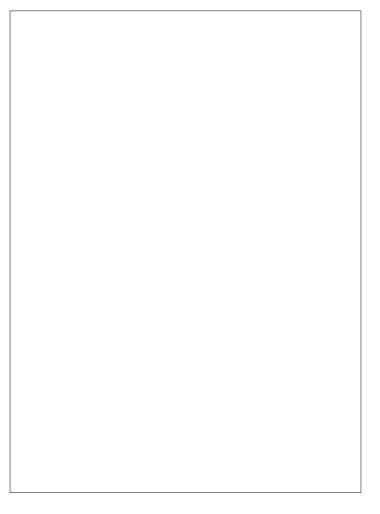


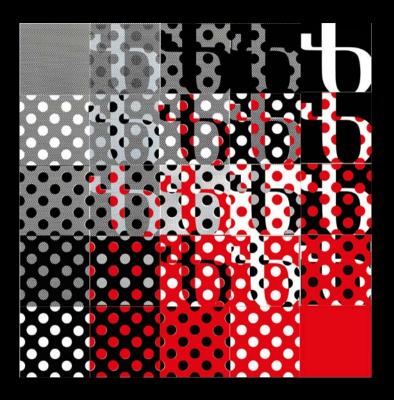




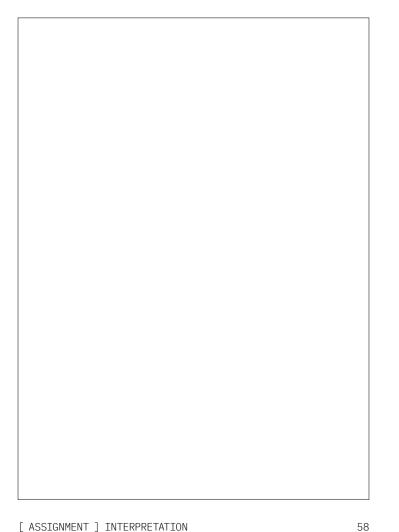
## № 03. " FABRICATION FOR THE LENS "







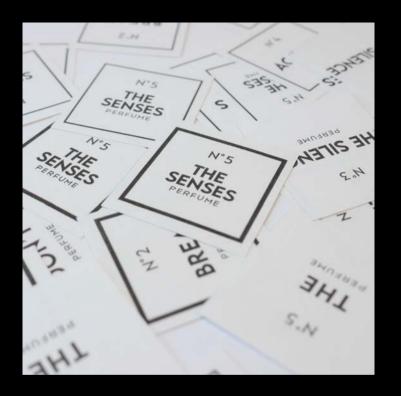
c. pattern d. colour



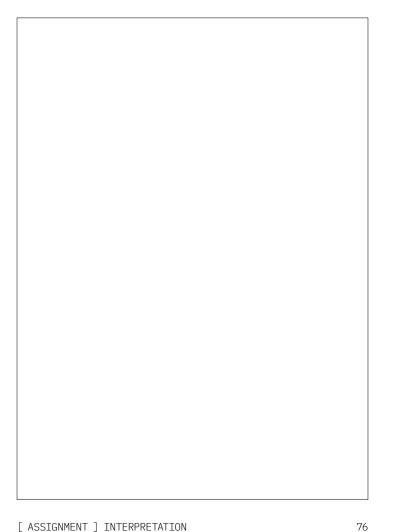
## № 05. " TEXT & LANGUAGE "



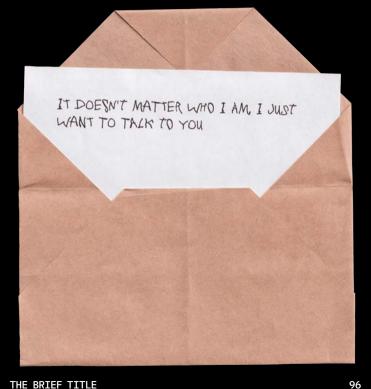


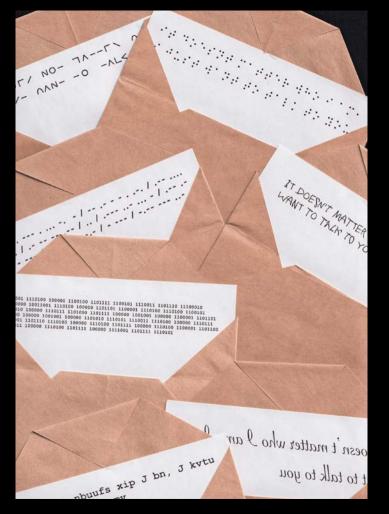


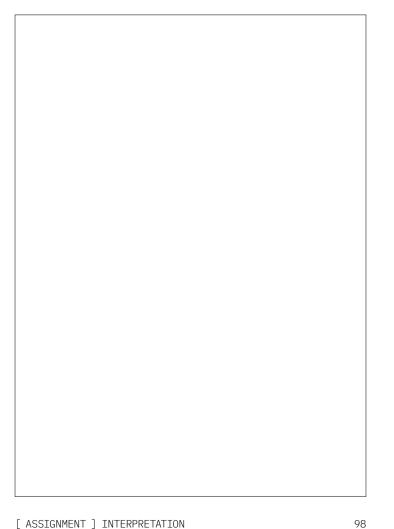




№06





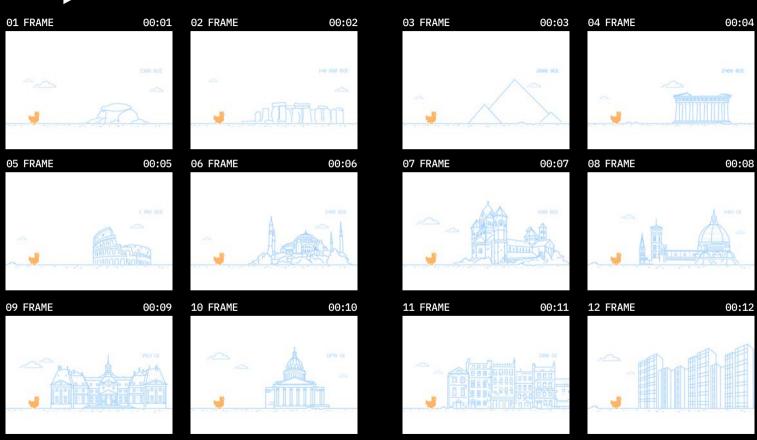


## № 07.





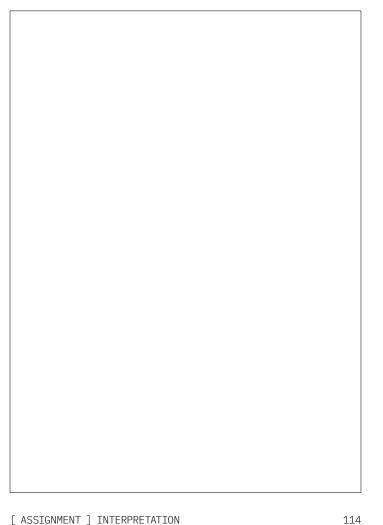
## № 08. " -> "











## № 09. " = " (YELLOW CIRCLE)



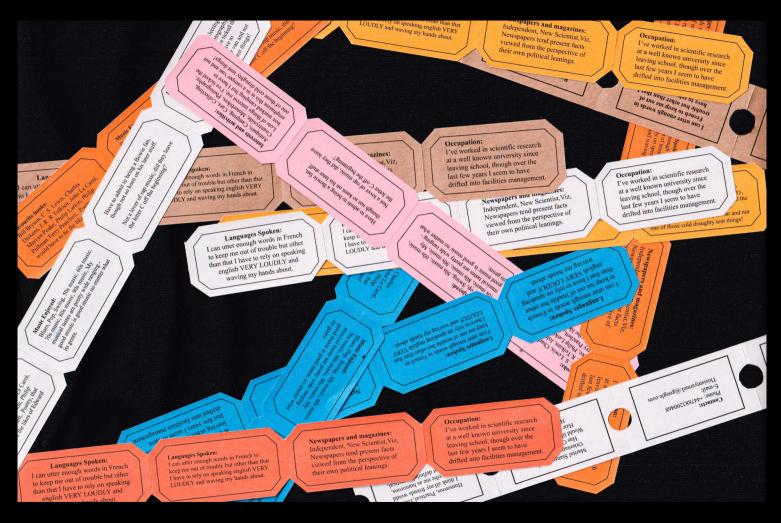


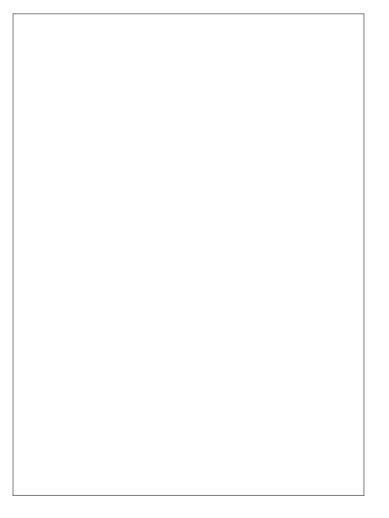










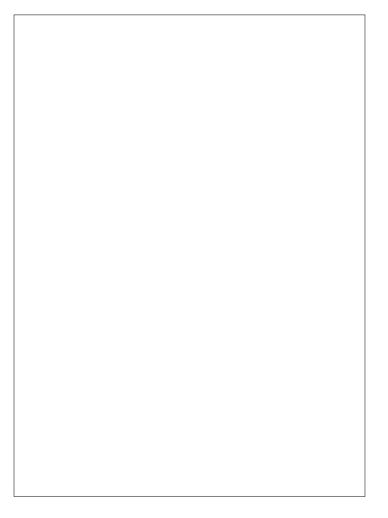


№ 11. " <\*))))>< "









[ NOTE ]

# º 12. " DEVELOPING INDEPENDENCE "

#### CONCEPT

Create a system for sound illustration that contains all the important information for deaf people to perceive sound or music visualisation

These designations should be based on the OBJECTIVE qualities of sound and be universally applicable.

This means taking the basic criteria for sound and assigning them visual values that are clear and easy to understand, especially in combination with other elements

It is important that the sign can be illustrated and counted without distorting its meaning

## Basic properties of sound

#### Physical

Duration (Tempo/Rhythm)
Timbre (Tone Color)
Amplitude (Dynamics)
Frequency (Pitch)
Intensity
Sound Location

#### Mathematical

wave speed (v)
amplitude (A)
period (T)
frequency (f)
angular frequency (ω)
wavelength (λ)
wave number (k)
pulse

#### Musical (harmonica)

Sound (overtone, timbre, pitch, omplitude, duration) Melody Harmony Rhythm Texture / Form Expression (Dynamics / Tempo / Articulation) Dynamics

#### Objective L Volum

Volume Tone Duration Height

#### Subjective

Emotions Colour

## Design elements for illustration

Filling Pattern Colour

168

Grid Shape

### Main systems for illustration

- 1. Colour = Instrument
- 2. Shape / line / filling / grid = Volume / Pitch / Articulation / Rhythm
- 3. Pattern = Expression

#### Colour = Instrument

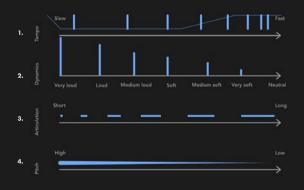
Keyboard There are 6 basic colours for the number of tool types.

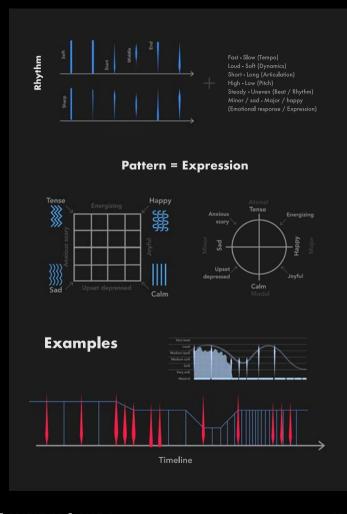
Brass Each category has different tool types and they can be labelled with different

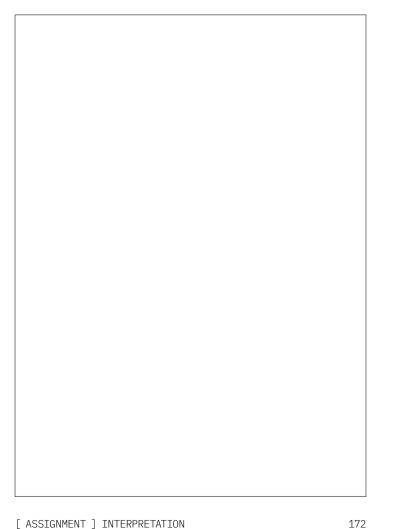
shades of the same colour

## Shape / line / filling / grid = Volume / Pitch / Articulation / Rhythm

Electronic



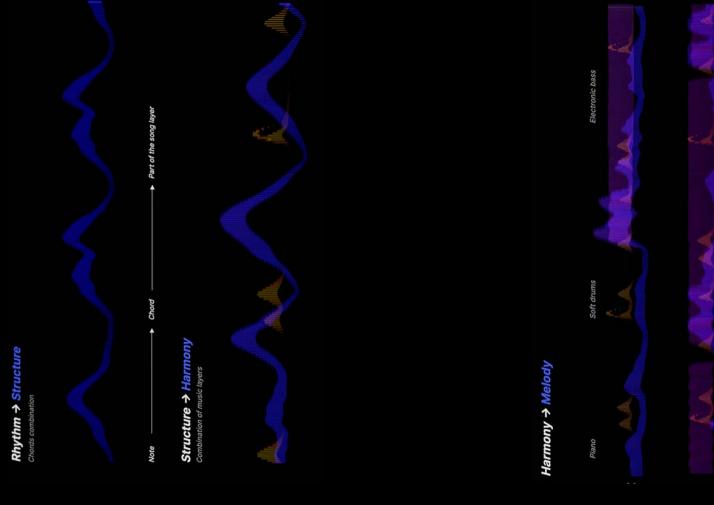




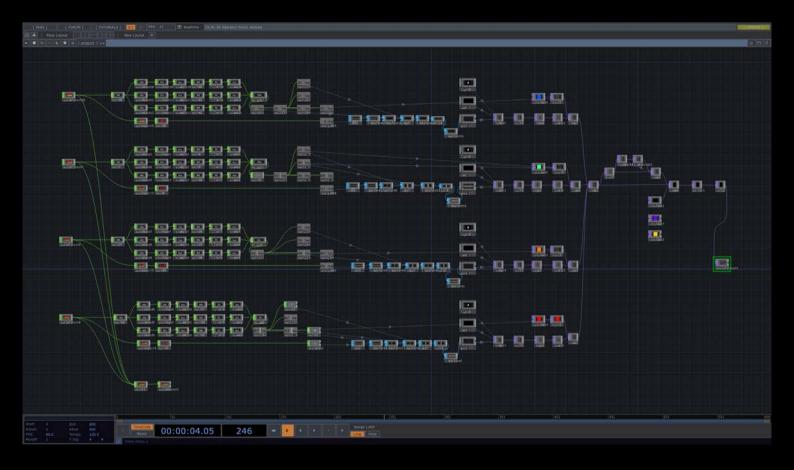
№ 13. "INDEPENDENT PROJECT "

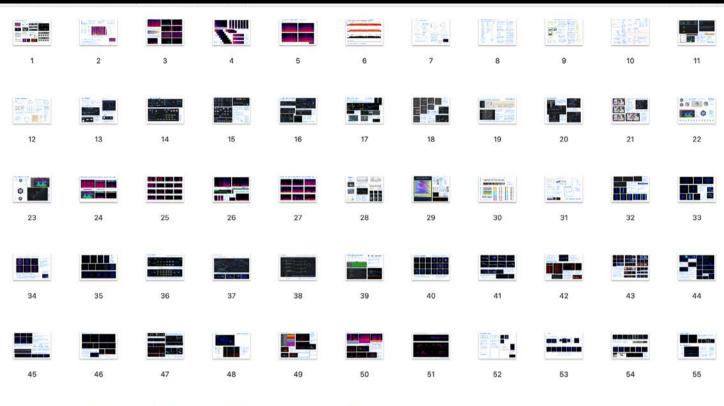






[ WEBSITE ] 182 [ WEBSITE ] 183

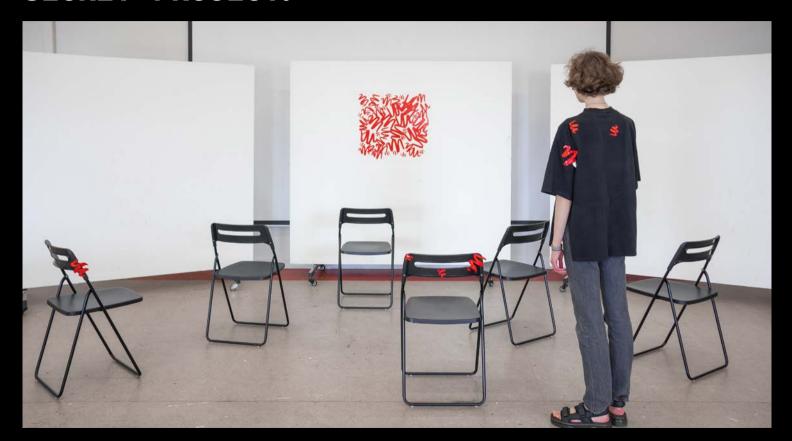






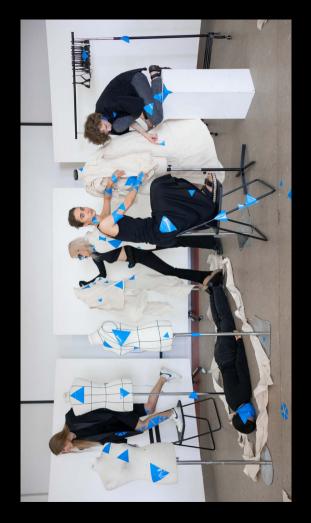


# № 14. SECRET PROJECT.













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> node\_export: complete.....
projects....: 14......
pages.....: 242......
linked\_node..: [ PROCESS\_LOG ]
linked\_module: / MEMORY......

[ DATA ] 242