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GENERATIVE MUSICAL METAMORPHOSIS FOR MUSICAL ARCHITECTURE.
Case study: *Casa Da Musica*, Rem Koohlaas, Oporto, 2001

Topic:
Music/Architecture

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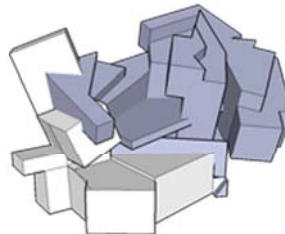School of Architectural
Building Engineering

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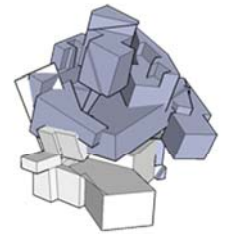
After attending Professors Soddu and Colabella's course in Generative Design, I started working on my own set of metamorphosis codes, matching simple IT cycles (still getting more and more advanced as my experience grows up) with basic fractal rules of 3D generation and transformation. My first aim was to develop a procedure that could express by itself my feelings and deepest visions – especially ones dealing with music - in a spatial and architectural way. I owned a Nintendo Wii console and I thought about how to get the most of its no-ordinary hardware, including dynamic and piezo-ringing sensors which allow the gamer to interact between virtual experience and real space. I then extracted some tabs – both for guitar and electric bass - from the popular videogame Guitar Hero and, after converting them in simple .txt files to be computed on my laptop, I wrote a JavaScript I could input in WiiFlash, the built-in animation and drawing software of the console. What I wanted was creating a Java-based software able to convert a digital musical sequence in a 3D pattern, after matching an original model to a chosen original sequence. First of all I worked out the original model you can see in the poster, Casa da Musica in Oporto, which I chose first because of its natural tie with the worlds I wished to connect – music and architecture. I chose Portugal national anthem as the original matrix for the existing architecture, in order to underline the bond with the actual and cultural ground, and then displaced its musical sheet in the script with tabs of songs meaningful to me, which I took from the videogame. I wanted to see whether the 3D architectural pattern newly generated would make me experience the same feelings I had when listening to that very music. I have to say only few of the attempts satisfied me, and for this reason I worked out a poster instead of a full paper: I consider this just as a starting point and my work, of course, is still in progress.
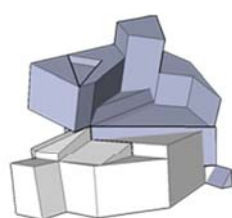
NIRVANA, SMELLS LIKE TEEN SPIRITS   PACO DE LUCIA, GIOCHI PROIBITI   SOAD, LONELY DAY, GUITAR SOLO

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