



Sound in Motion

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Within an environment we are able to tell what sounds are appropriate—within that space we act accordingly. But once we capture these spaces in a frame with no sound attached, the image left can be something beautiful or unnerving.

Based upon my perspective of the studied spaces, I represented sound in motion through a systemized visualization of sound captured through a voice recorder and motion captured with a camera, then created visual line drawings of my recordings. When lines overlap within these mappings, motion is more active. The intensity of sound is represented by color—cool colors represent low volume and warm colors represent high volume. With this unique way of recording, different sounds and motions were overlapped to compare and contrast. This allowed me to dissect data that was pre-recorded, creating an interpretation in linear form.

I also created a non-linear version by tracking sound and motion through an interactive animation. By using a camera and microphone, the computer detects motion and sound of people interacting within an environment in real time—this in turn creates an interactive visual mapping system. The results created by this interactive differs based on the environment it's presented in—embracing the variable of chance.