Team Assignment #1

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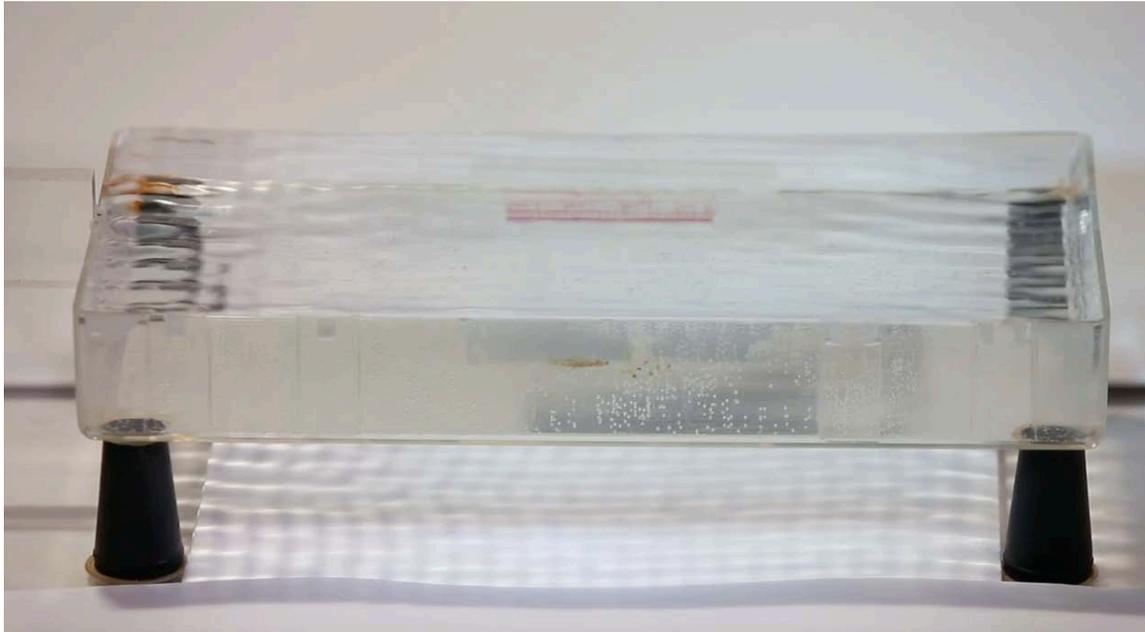

Figure 1. Still image from the video

After considering few options the team decided to work with Capillary device wave generator. We wanted to visualize the wave created by different frequencies. We were able to capture the phenomenon pouring room temperature water in a capillary device, which was about 10 cm x 20 cm height. The goal for using this device was capturing the aesthetic of water waves created by different frequencies.

I was working with my teammates Vincent for while before we achieve what was our desire. We were working in my studio, which has a fluorescent light in a height about 2 meters from the setting. We also set Tungsten light on the left side of the setting and one small florescent light on the right side. We used a black backdrop behind the device and white fabric underneath it, this way the details of the waves became more visible on the water and we were able to see shadows of these waves on white fabric underneath. The goal was to get as mush of the details as possible. We did not add any dye to the water.

The camera that I used to for this project was Cannon 600 with an 18-135 lens. The distance from device was around 40 cm and the camera was slightly titled looking down to the setting, which was on the table (figure 2.). In the post process I used Final Cut Pro

X and all I did was enhancing the white balance and increasing the speed X4 times so the viewers get a chance to see more of the motions in less amount of time (Figure 1.).The sound frequencies were generating from the left side of the device, which I did not capture in my video for aesthetic reasons. The waves were generating from left to right as well. I found my sound from Freesound.org which is an open source wound website. I tried to match the sound with the visual s much as possible.

I am really happy with my sound choice and how I could match it with the video, although I have to mention my goal was not to make a music video or have a beautiful sound I wanted to be creative and add to the video that is why I chose the annoying sound of someone practicing violin. What I would change next time is instead of coming up with the idea of sound later I would create the sound first and to play it while we are experimenting so I can change the frequency while the music is influencing me. This way it will be way easier to generate a sound for the motion images.
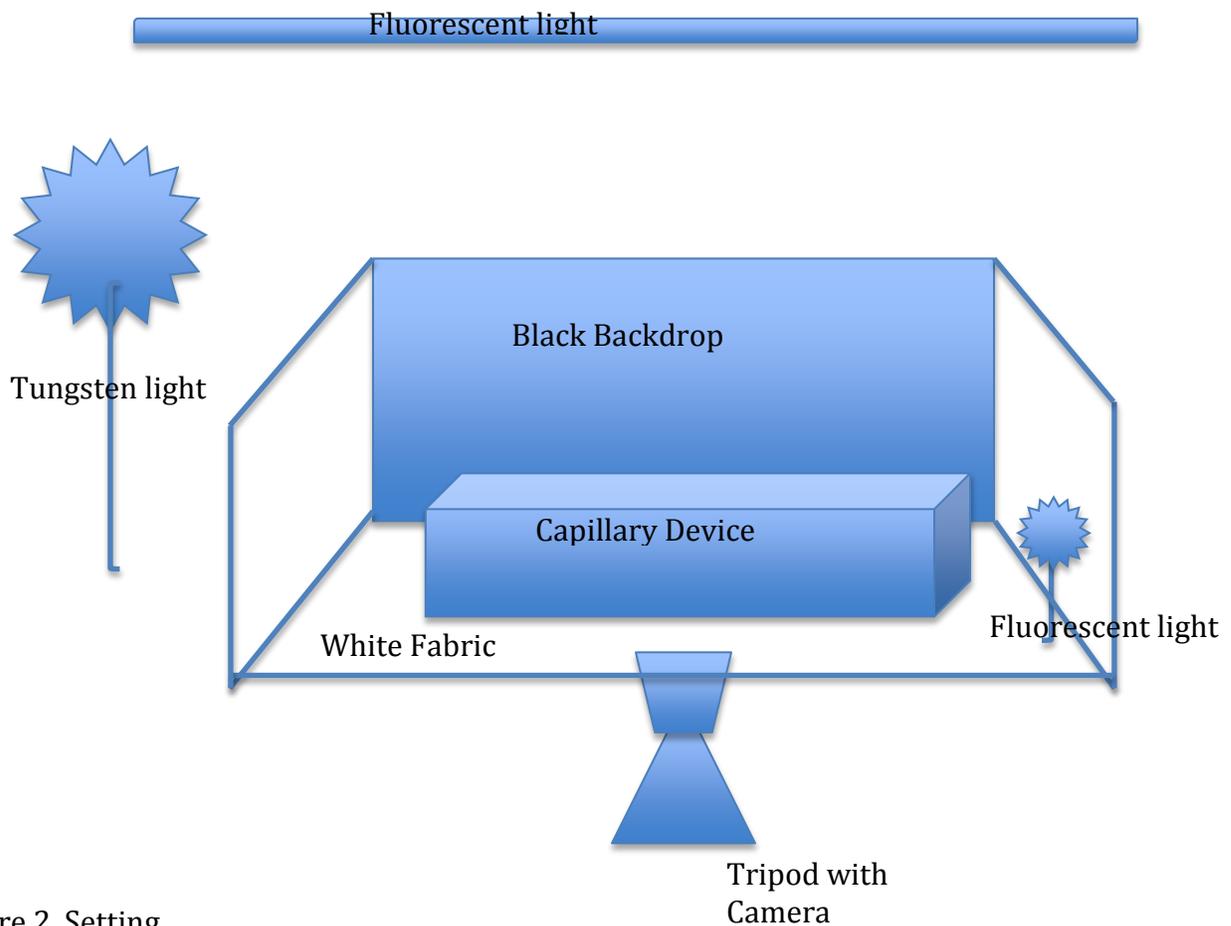
Fluorescent light

Tungsten light

Black Backdrop

Capillary Device

Fluorescent light

White Fabric

Tripod with Camera

Figure 2. Setting

References:

https://www.freesound.org "Site visited on 10/31/2015