

# Finding Your Rhythm

visualizing and moving music

## OBJECTIVES

- To gain an understanding of music and how it can be used to convey meaning (ideas, emotions, thoughts)
- To explore the relationship between music and motion
- To utilize the elements of music: timing, beat, rhythm, tempo to inform your decisions (aesthetic and motion)

## DESCRIPTION

Select an instrumental (no lyrics) song of any genre, then create an animation that visualizes the mood, emotions and themes the music evokes. Don't bog yourself down with preconceived notions of "music videos" that include band performances, etc.

The animation should have a **strong connection with the rhythm of the music**. Finding, reflecting and timing movement to the core beat is the primary learning objective of this project and key to developing sensitivities to combining music and motion.

Concepts can be **purely abstract** (utilizing only shape, color and line) or **loosely story based** (but still abstracted in that it should not be confined to notions of a traditional animation and abstracted elements should be interwoven into the visual space). Graphics can include an array of media such as: illustration, photos, type, pattern, etc.

To protect yourself and the creative property of other artists, the song selected must have a [creative commons license](#) that allows derivatives or you must have written permission to use the song. You must also have rights to use any other media such as photography, illustration, etc.

## RESOURCES FOR MUSIC

Here are a few creative commons sites you can use to begin your search. Note that these are not the only resources and that not all of the songs listed in these sites are under the same licence, so **be sure you are certain you are using them as stipulated by the artist**.

- <http://www.beatpick.com/>
- <http://www.musopen.com/>
- <http://www.publicdomain2ten.com/>
- <http://www.jamendo.com/en>

## REQUIREMENTS

- Completed with Flash
- 1280 x 720 24 fps (med rez hd)
- 1 to 5 minutes
- Rhythm is a major component of this assignment, key elements should sync with the beat of the music.
- Licensable music with no lyrics
- You must have rights and credit any media used
- Beginning title
- Should include ending credits at the end with (Title, Author, Course Information, Date, and credits to any music or sound FX used)

## DELIVERABLES

- swf file 1280 x 720