

The Making of *Angel Wing*
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Abstract

Angel Wing is a piece for fixed audio and video playback. It began as a musical composition in which metallic ringing sounds were transformed using Fast Fourier Transfer software called Spear that allowed for the metallic ringing sounds to be developed into a variety of bell-like tones using pitch transposition and time stretching. Multiple layers of transposed audio and pitch-stretched audio were used to create rich harmonies as well as rhythmically juxtaposed melodies of a variety of bell-like timbres. After completion of the musical material, the computer-generated video was developed. The video began with the graphic design of archetype-like symbols representing various elements from nature. The visual programming language Processing was used to create a controlled, random distribution of the elements in layers across the visual display. Color randomization with ordered distribution also allowed for these elements to take on a seemingly 3 dimensional texture. The video was then filtered and processed using Sony Vegas to create a moving scenery that underwent a variety of colorization and depth-perception. The piece as a whole is a fantasy of nature made surreal with the seemingly magical properties of harmonic frequencies within bell tones. The desired result is to combine magical beauty with structural order and motivic organization.