Make a “sound environment” in PD. That is, construct a patch which, once you switch it on, it makes some interesting, changing sound that can be listened to for an indeterminate amount of time. The more interesting, evocative, creative, and technically advanced (as to PD) the better. Even more, try to make this environment evolve, not just change.

Your PD patch must:

- have a title, and your name, and Project 1 on it.
- be reasonably easy to read and understand (that is, well-organized)
- have clear comments, though not when unnecessary (for example, if you have an Oscillator object, you don’t need a comment that says “This is an oscillator, which makes sound”). Comments should explain portions of the patch which give the reader a sense of what a given configuration or sub-configuration are supposed to do.
- Use some element of decision logic (that is, it should make some decisions as it functions), and simple control functions like VLINE, PIPE, DELAY, METRO, SELECT, and so on.
- (optional) have ways to interact with it (say, using KEY, TEXTFILE, etc. If the user is expected to do something to interact, they should be given clear, simple instructions in the patch itself.
- (optional) use LOADBANG to start it off (and load information).

If you use multiple canvasses and/or subpatches, those must be uploaded in the same folder. We will simply group select the canvasses and load them all together.

Upload your PD patches and explanations to the Project 1 folder on Blackboard by 8:00 a.m, Tuesday, April 9th (folder will close at that time).