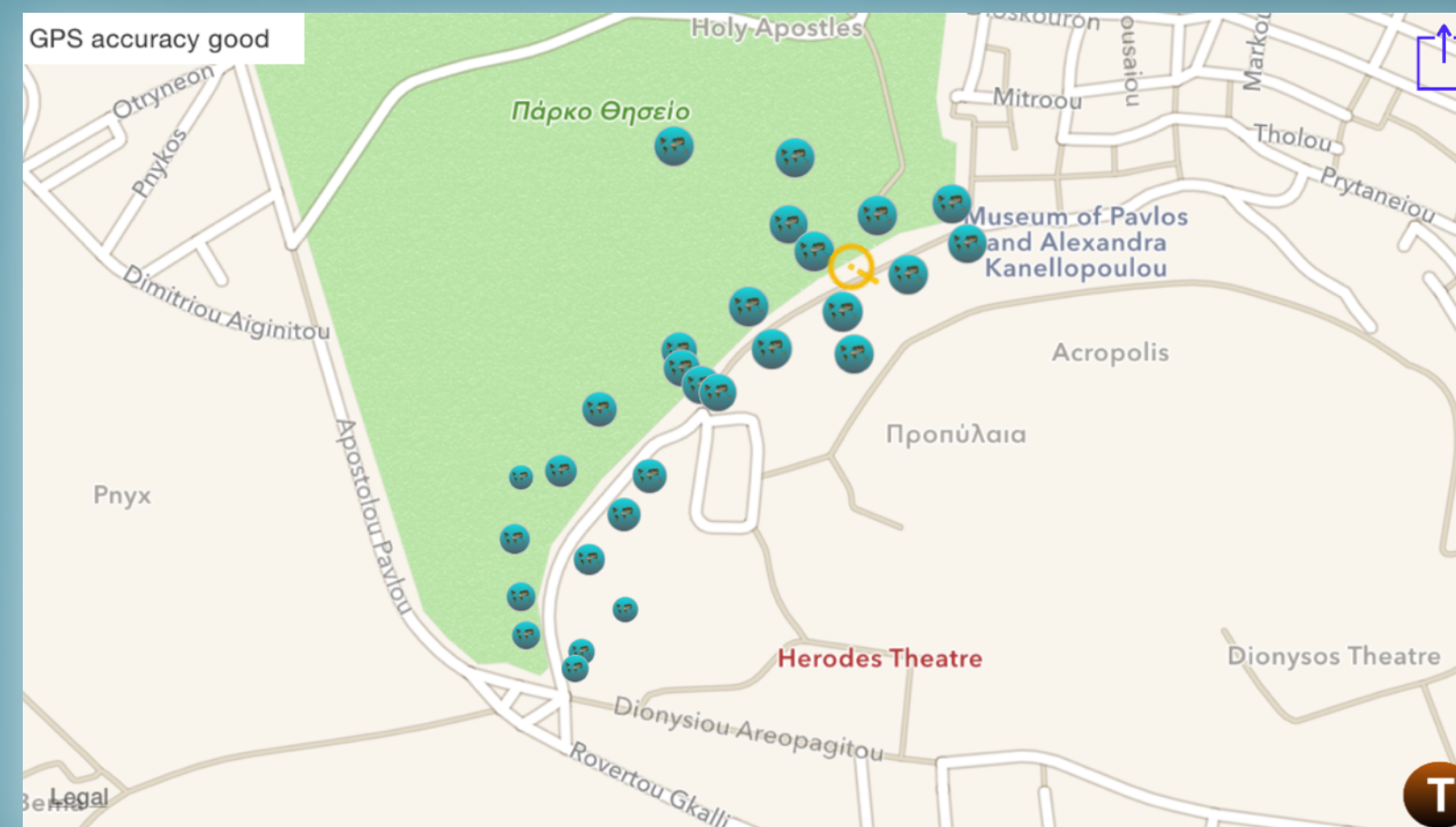
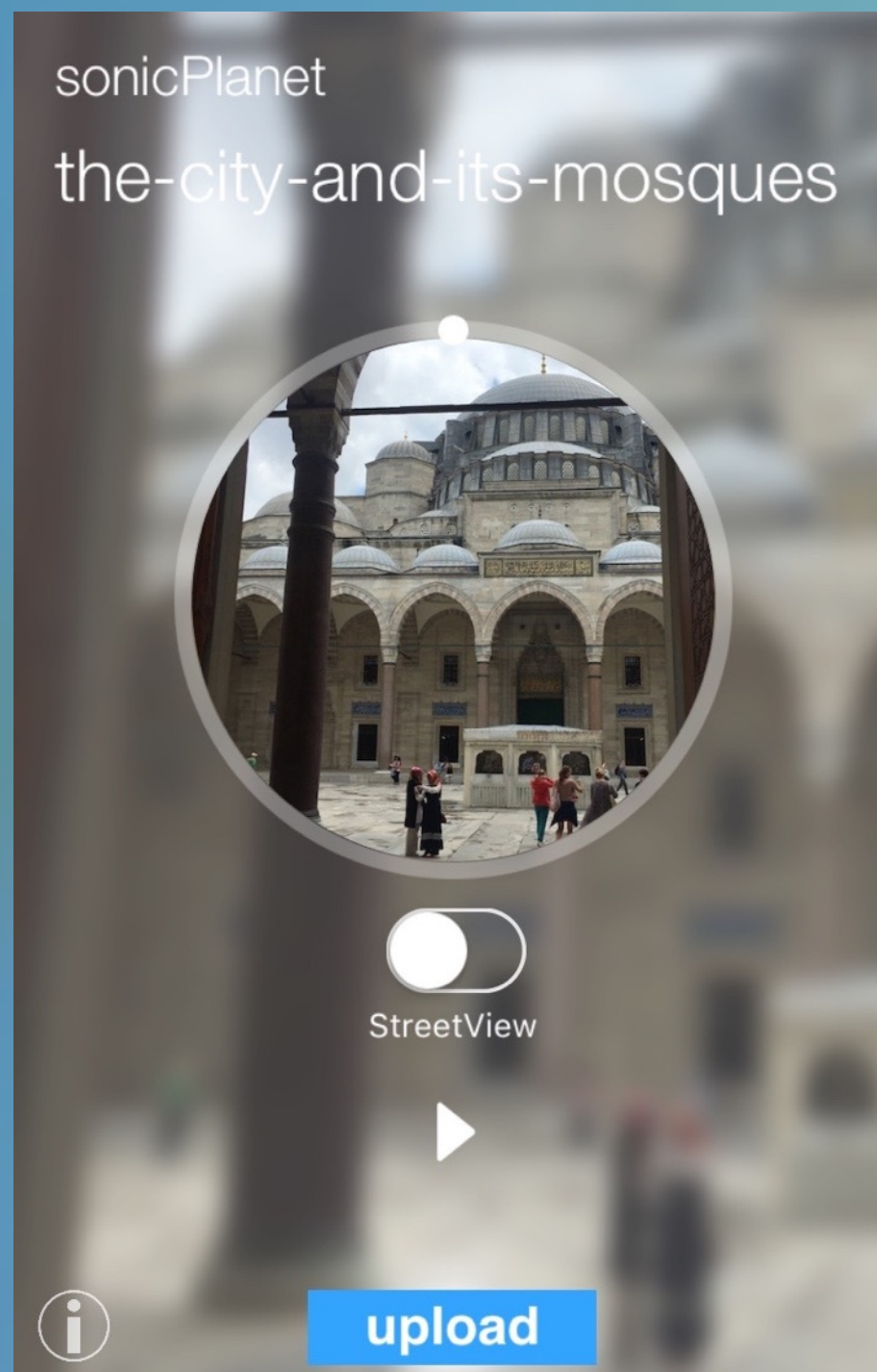


# Welcome to sonicPlanet Geocomposer v1.4

**GeoComposer** is a location based high quality 3D sonic augmented reality composer.

You can compose 3D soundscapes by inserting sound objects directly on the map.

You can edit your sound parameters and upload your finished piece to GeoComposer library. It will become available to the world.



# SONIC PLANET<sup>TM</sup>



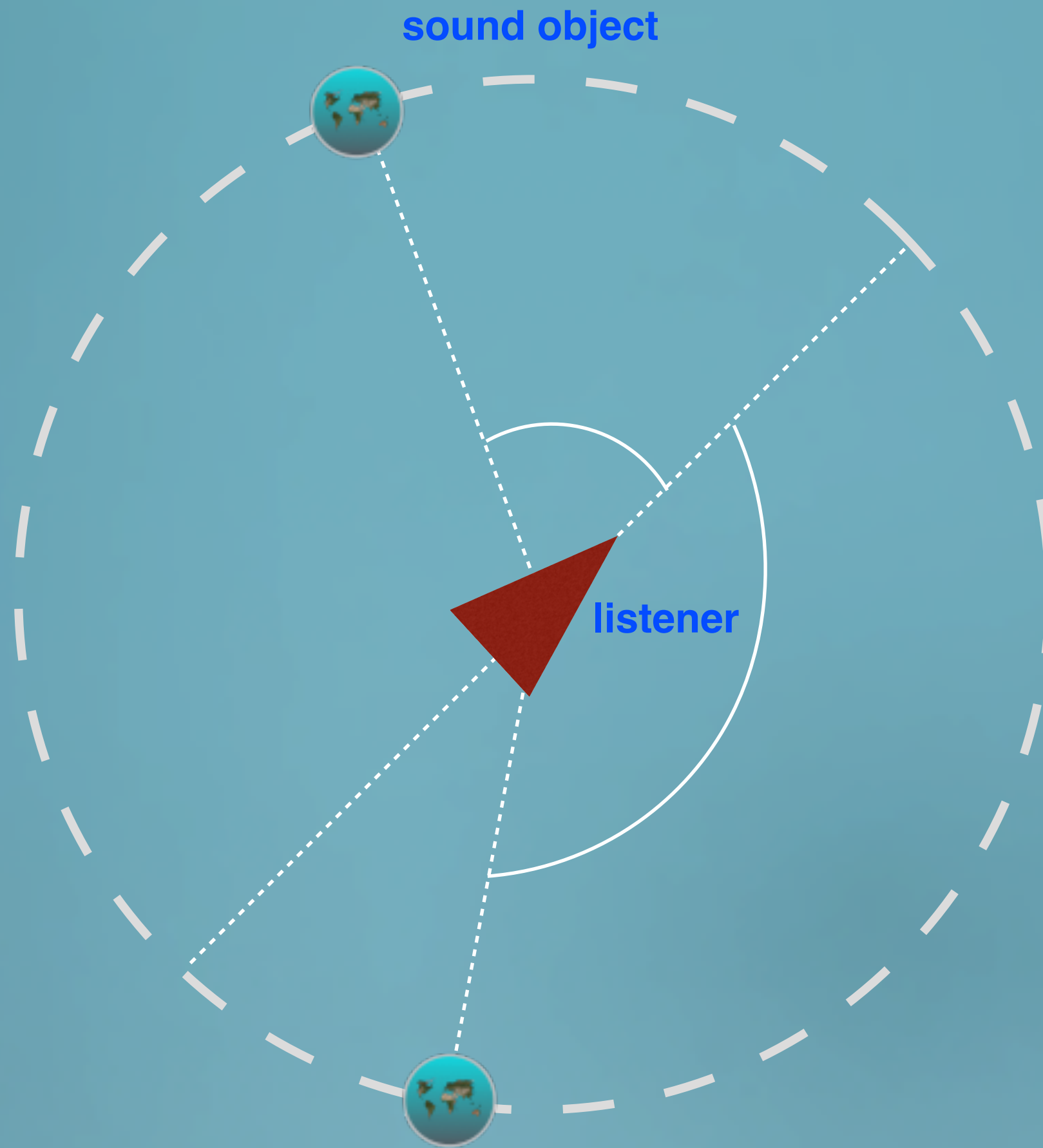


## whats new in Geocomposer v1.4 ?

- You can define more features for the sound object behaviour.
- “Motion Trigger” lets you trigger a sound object only when you are in motion (e.g. walking)
- You can interact with the sound object volume according to your orientation to the object with the “Rot trigger” mode.



in general...

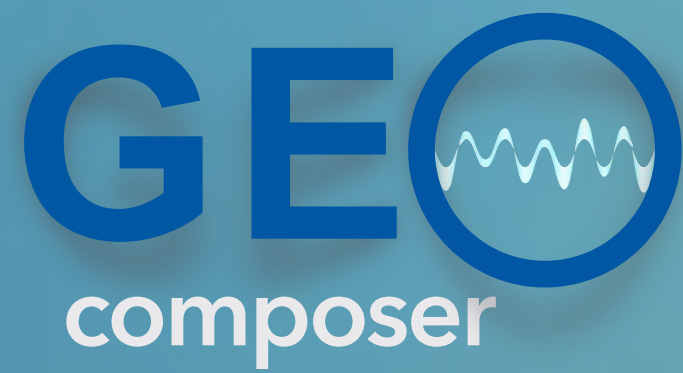


**GeoComposer** is a location based high quality 3D sonic augmented reality application.

Sounds around us arrive to our ears on every angle. Our hearing system also distinguishes the distance of sound objects along with their orientation.

sonicPlanet's 3D sound engine does a very good job in simulating this. Even on ordinary stereo headphones, you will experience the natural spatial distribution of a sound scape.

SONIC PLANET<sup>TM</sup>



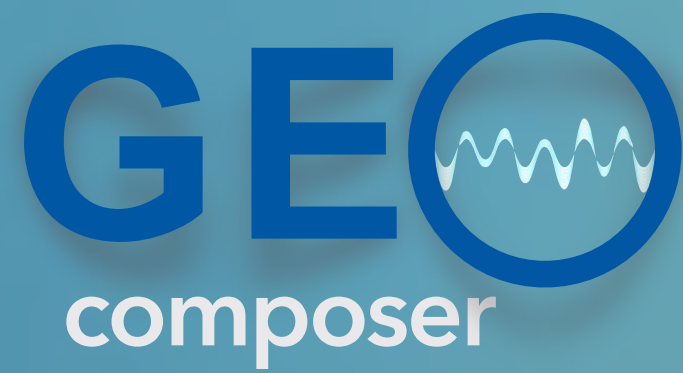
Anyone playing your piece with the **GeoPlayer** will interact with these sound objects and experience your interactive soundscape composition.

The sonicPlanet Geo apps do read your GPS position and orientation and render the composed 3D soundscape accordingly.

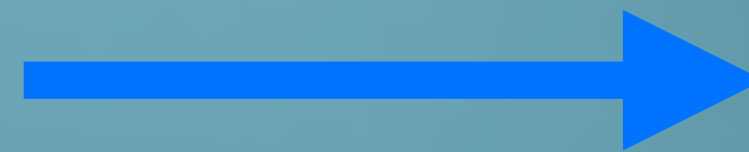


SONIC PLANET<sup>TM</sup>





Please click on the app icon to  
open and register as new user

The login screen for the Sonic Planet GEO composer app. It features a background image of Earth from space. The screen contains three input fields: "your full name", "your e-mail", and "Password". Below these fields are two buttons: "Login here" (blue) and "new user Sign In" (yellow). At the bottom, there is a "LogOut" button (light blue) and the word "pres" in large white letters.



existing users

new users

your full name

your e-mail

Password

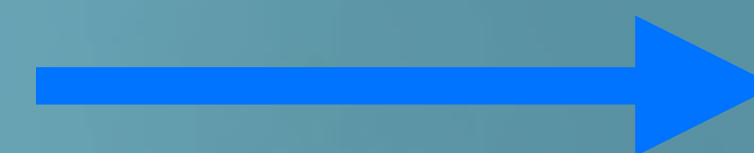
Login here

new user Sign In

LogOut

SONIC P

pres



full name

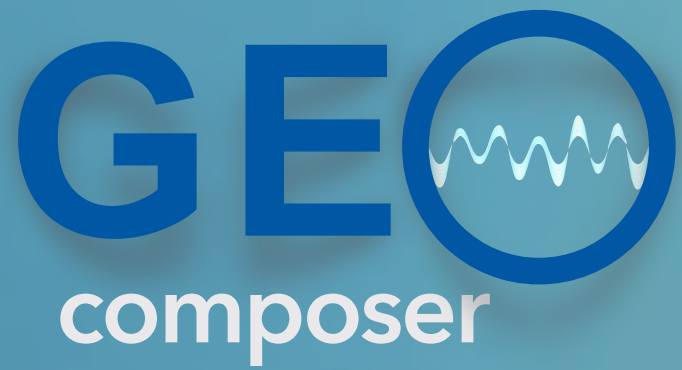
e-mail

Password

Sign in your account

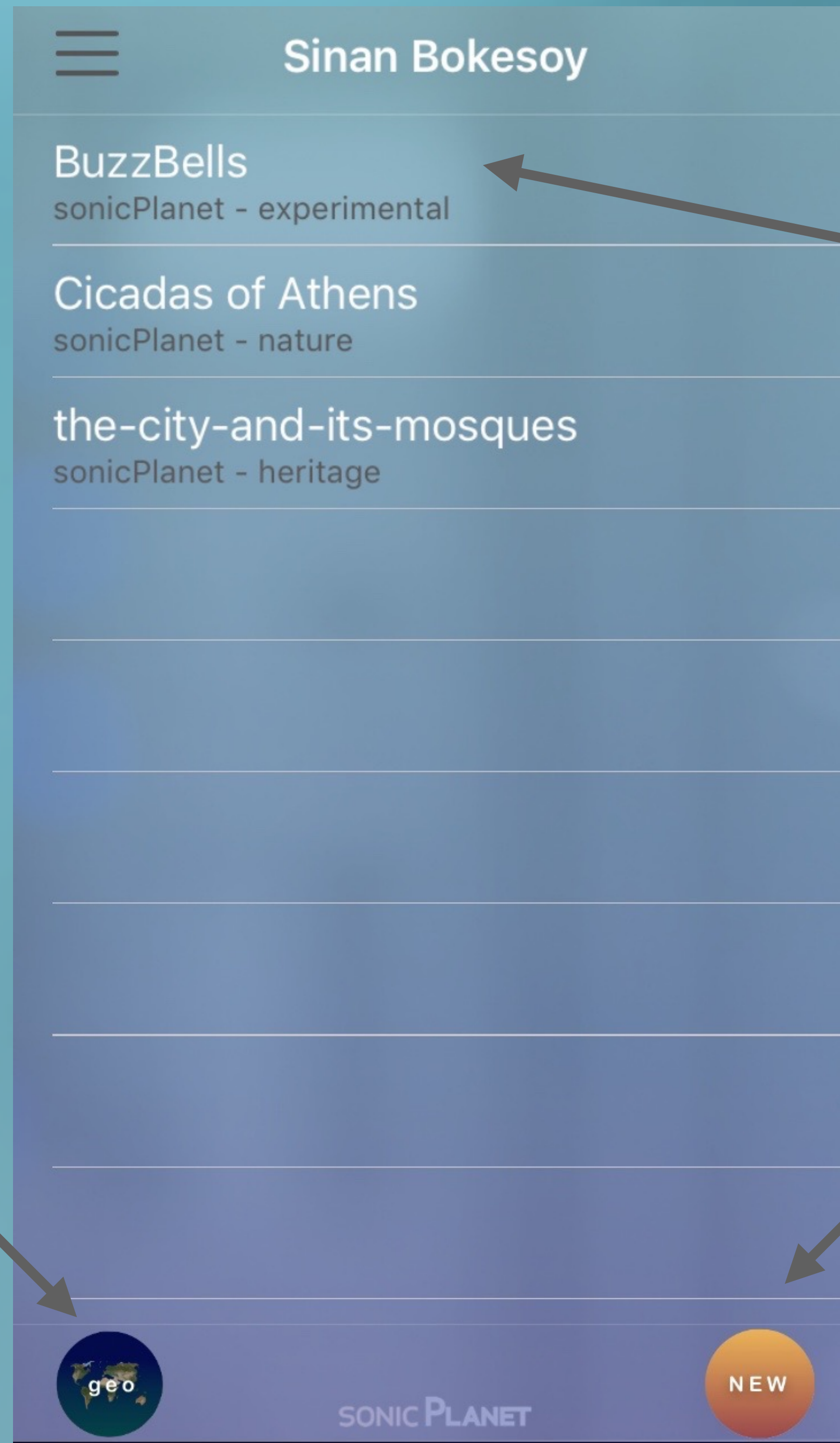
Attn: Please enter full & correct information in order for us to keep your data safely and handle upon your request.





After the login screen, the app shows the work list screen.

Get the list of your existing Geo compositions.



You can press on a piece to load it from the server to your iPhone if you haven't done yet.

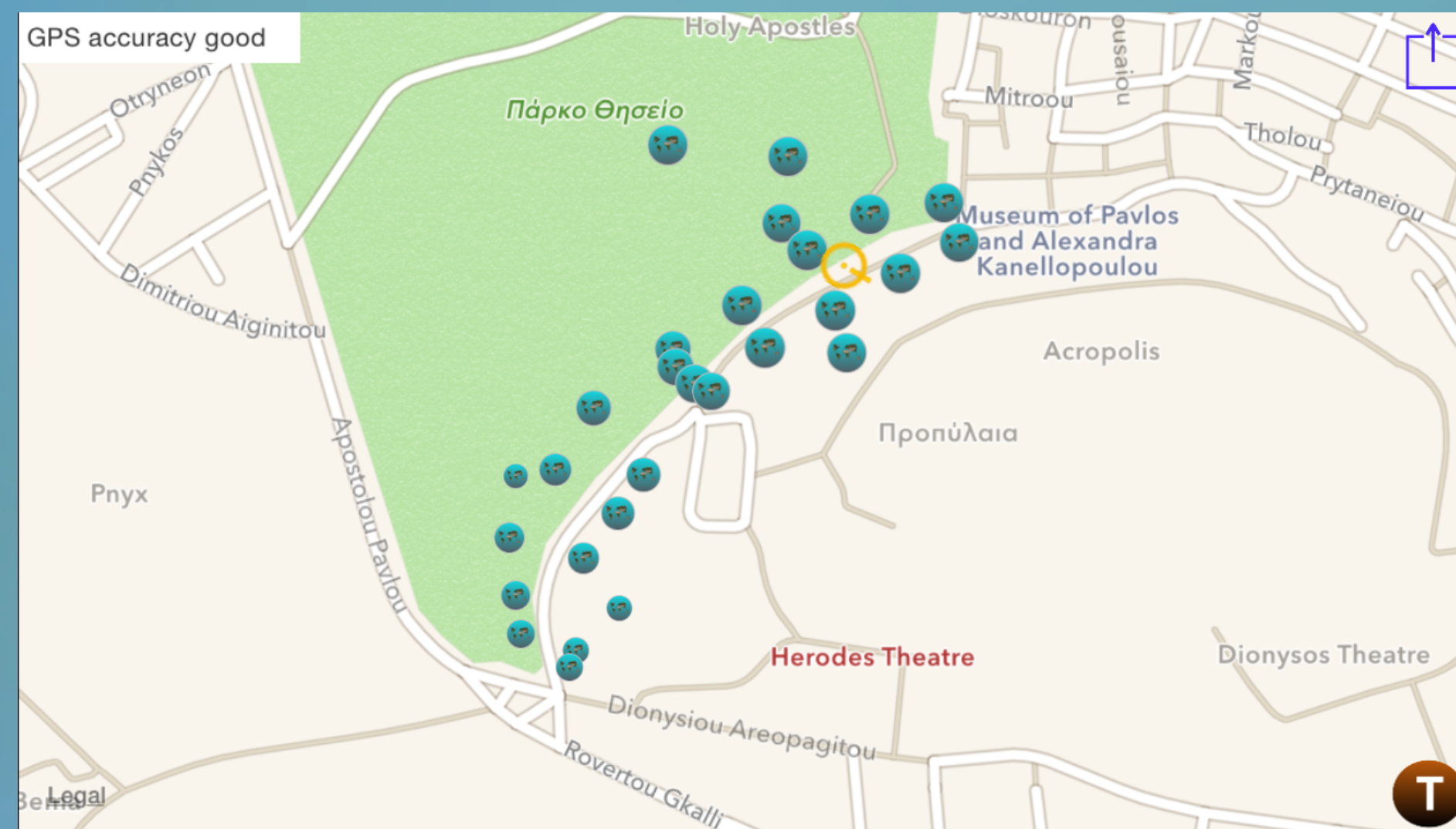
If you want to composer a new Geo piece press the “**new**” button.

## preparing the media files..

**Each Geo composed piece will have sound files and image files organised in its work directory.**



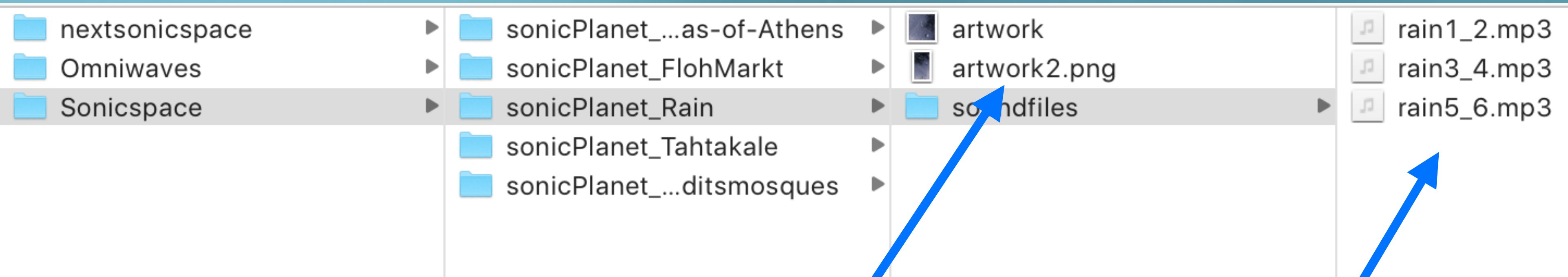
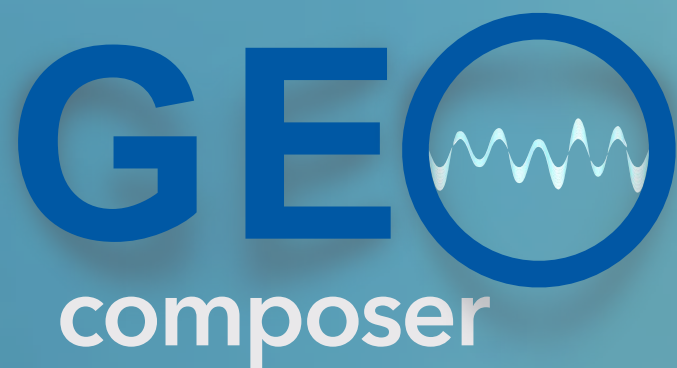
# sound material



## art work files







preparing the media files

artwork image files (png)

/soundfiles

1	Left Channel	Sound Object A
	Right Channel	Sound Object B
2	Left Channel	Sound Object C
	Right Channel	Sound Object D
.....		.....

audio material is prepared in pairs within stereo mp3 files.

The left and right channels represent separate sound objects.

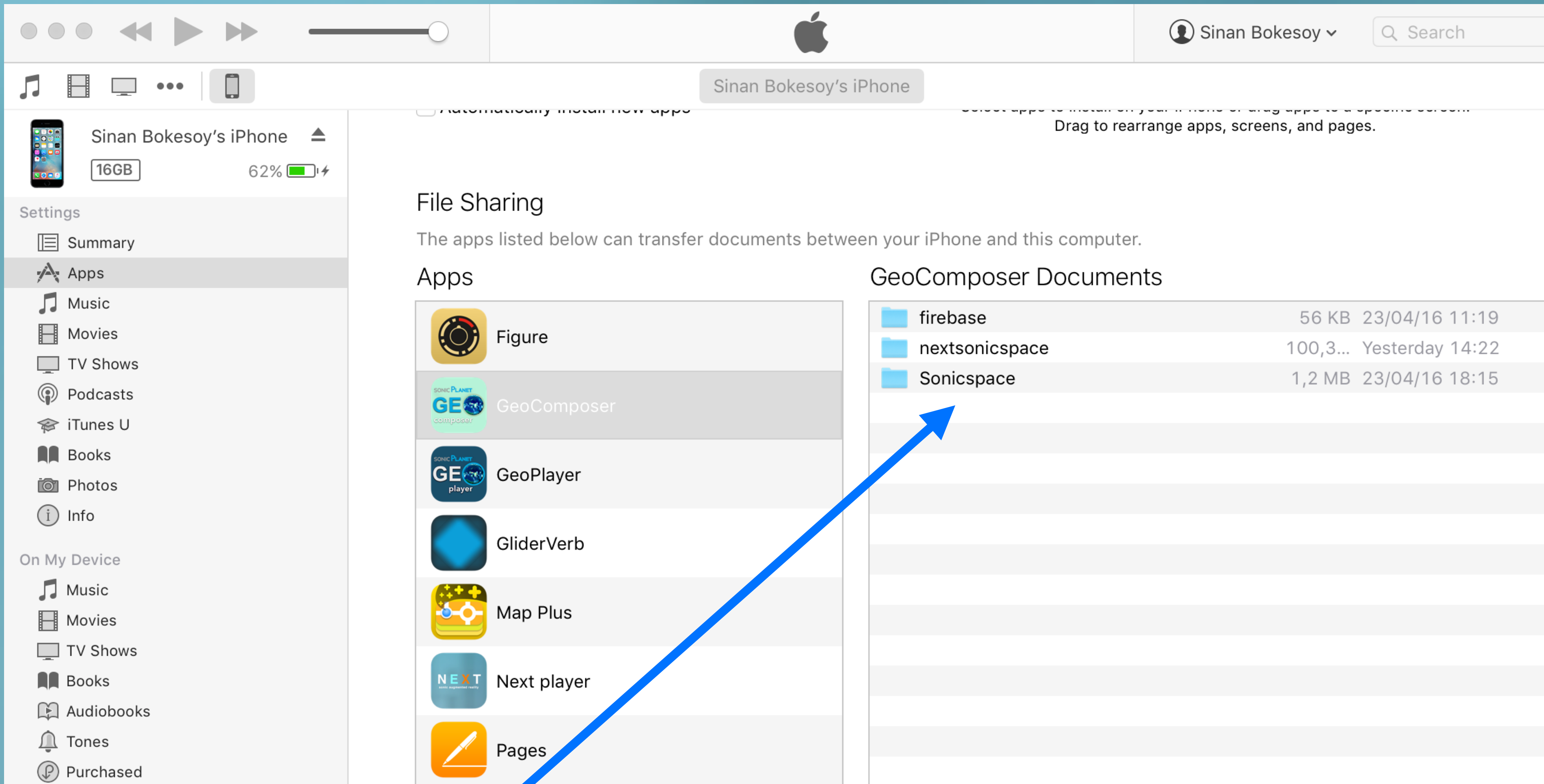
Above, there are actually 6 different rain mono sound files, organised in 3 stereo mp3 files.



you can transfer your files easily with the iTunes software

example work files:

[www.sonicplanet.com/Geo/BuzzBells](http://www.sonicplanet.com/Geo/BuzzBells)



1. open iTunes and select your iPhone at the above left.

2. select Apps on the list at the left and select GeoComposer on the Apps list.

3. Drag your 'SonicSpace' directory which includes your work directories and files from your computer.





# The GeoComposer document directory keeps the “Sonicspace” directory on the iPhone

It includes your work directory and the multimedia files inside it.  
The structure is explained below.

## example case

artist/publisher name: sonicPlanet

work title: Rain

workspace directory name

**sonicPlanet\_Rain**

the underscore is mandatory to  
separate the artist and title name

‘artist or publisher name’\_‘work title’

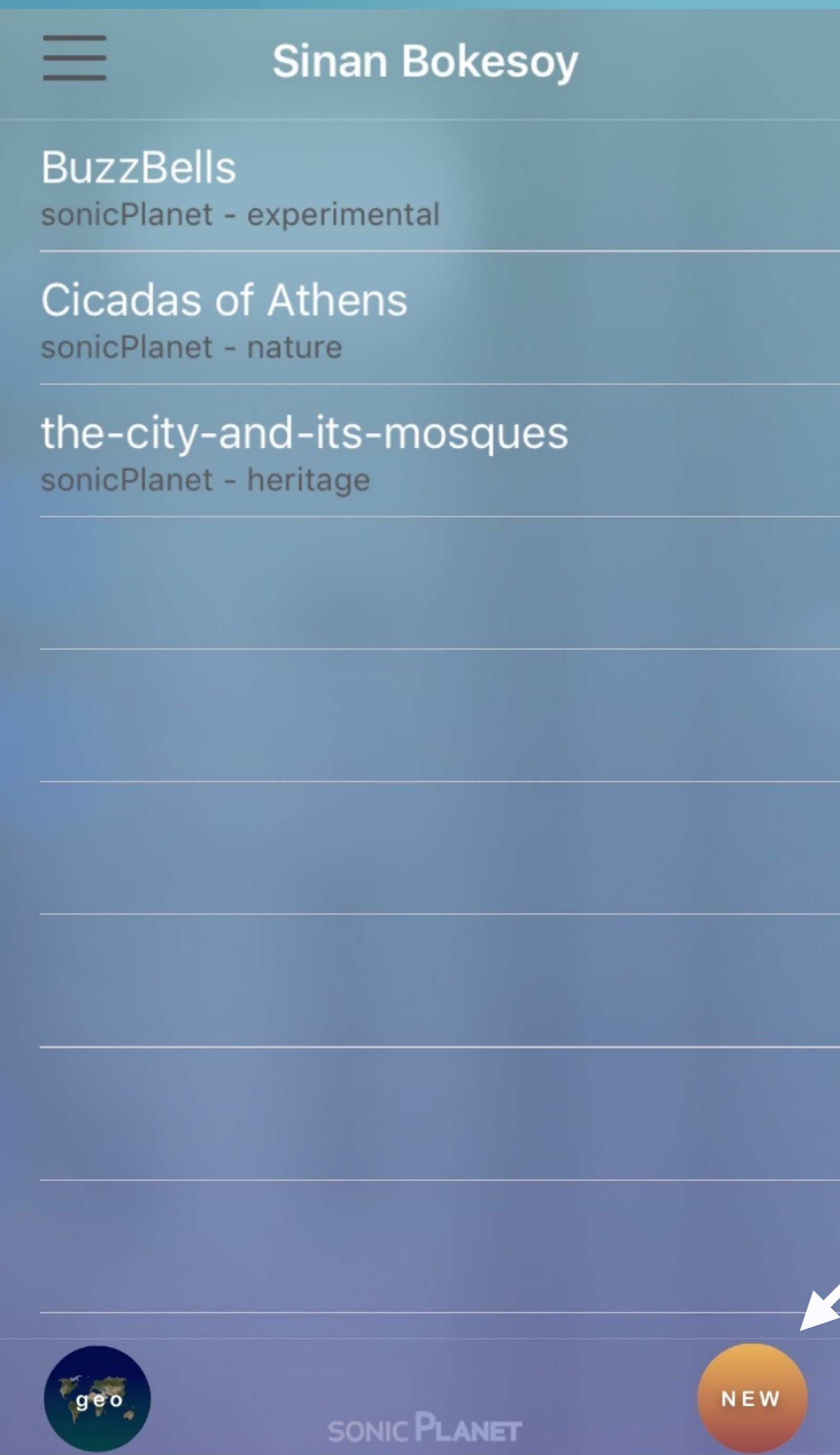
/soundfiles

artwork. png (640X640)  
artwork2.png (640X1136)

stereo mp3 files

nextsonicspace	sonicPlanet_...as-of-Athens	artwork	rain1_2.mp3
Omniwaves	sonicPlanet_FohMarkt	artwork2.png	rain3_4.mp3
Sonicspace	sonicPlanet_Rain	soundfiles	rain5_6.mp3
	sonicPlanet_Tahtakale		





**Finally...**

**....after putting your work files to your iPhone , you can launch the app and log in if you didn't before.**

**You will see the work list screen and the next step will be composing your piece with the uploaded files.**

**If you want to composer a new Geo piece press the “**new**” button.**



[Sinan Bokesoy](#) Project Settings

Artist

Project

Contact

heritage

obj name

OBJ visible

SONIC PLANET generate

Enter the new piece information  
same as you have defined the  
workspace directory name.

For example; artist name:  
‘sonicPlanet’

Project name: ‘**BuzzBells**’

type of the project

you can rename each object

when you enter the  
artist&project name, this list  
populates and automatically  
reads these files on your  
workspace directory

[Sinan Bokesoy](#) Project Settings

Objcount: 6

sonicPlanet Artist

BuzzBells Project

Contact

experimental

1. Bella

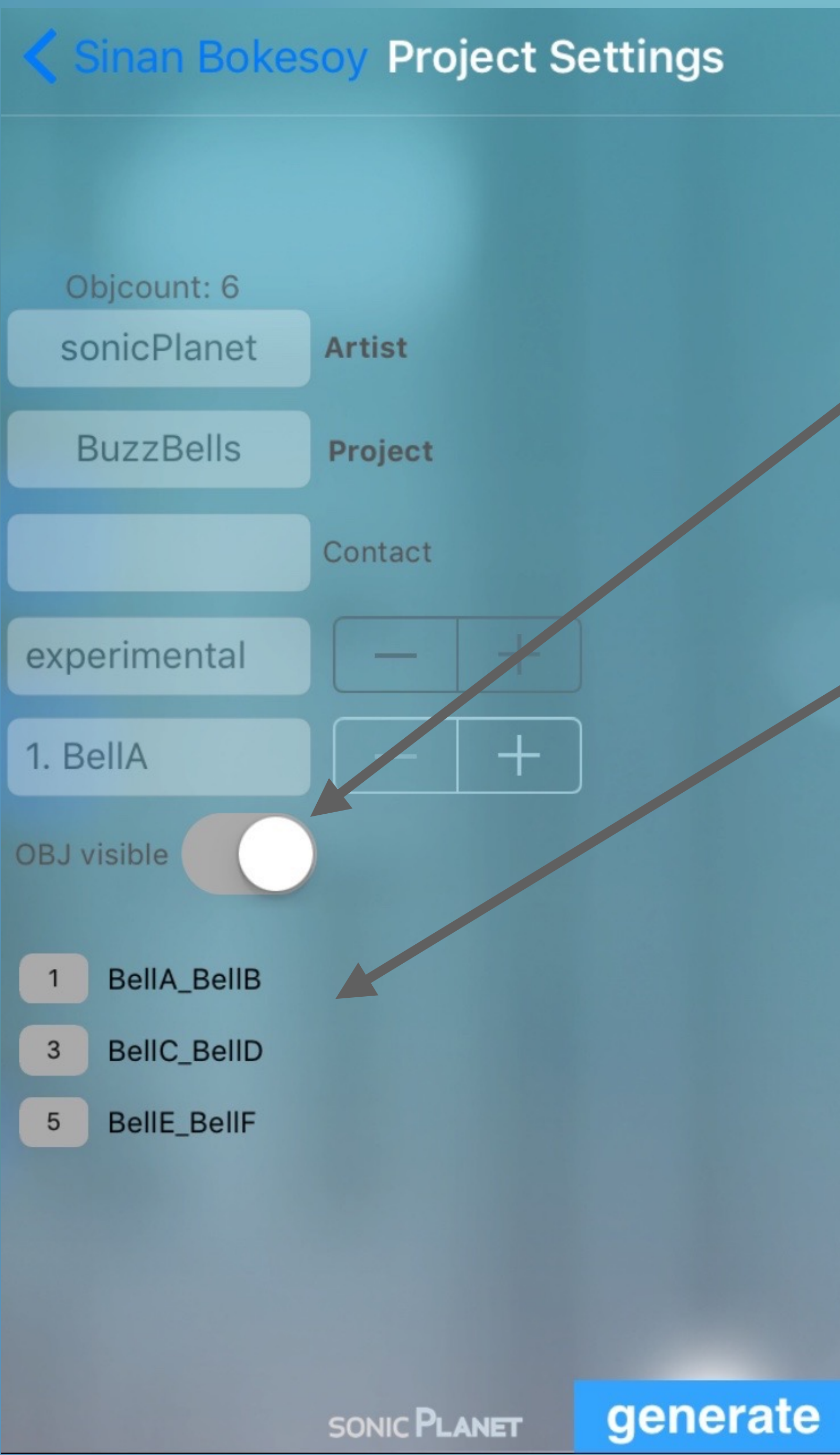
OBJ visible

1 Bella\_BellB

3 BellC\_BellD

5 BellE\_BellF

SONIC PLANET generate



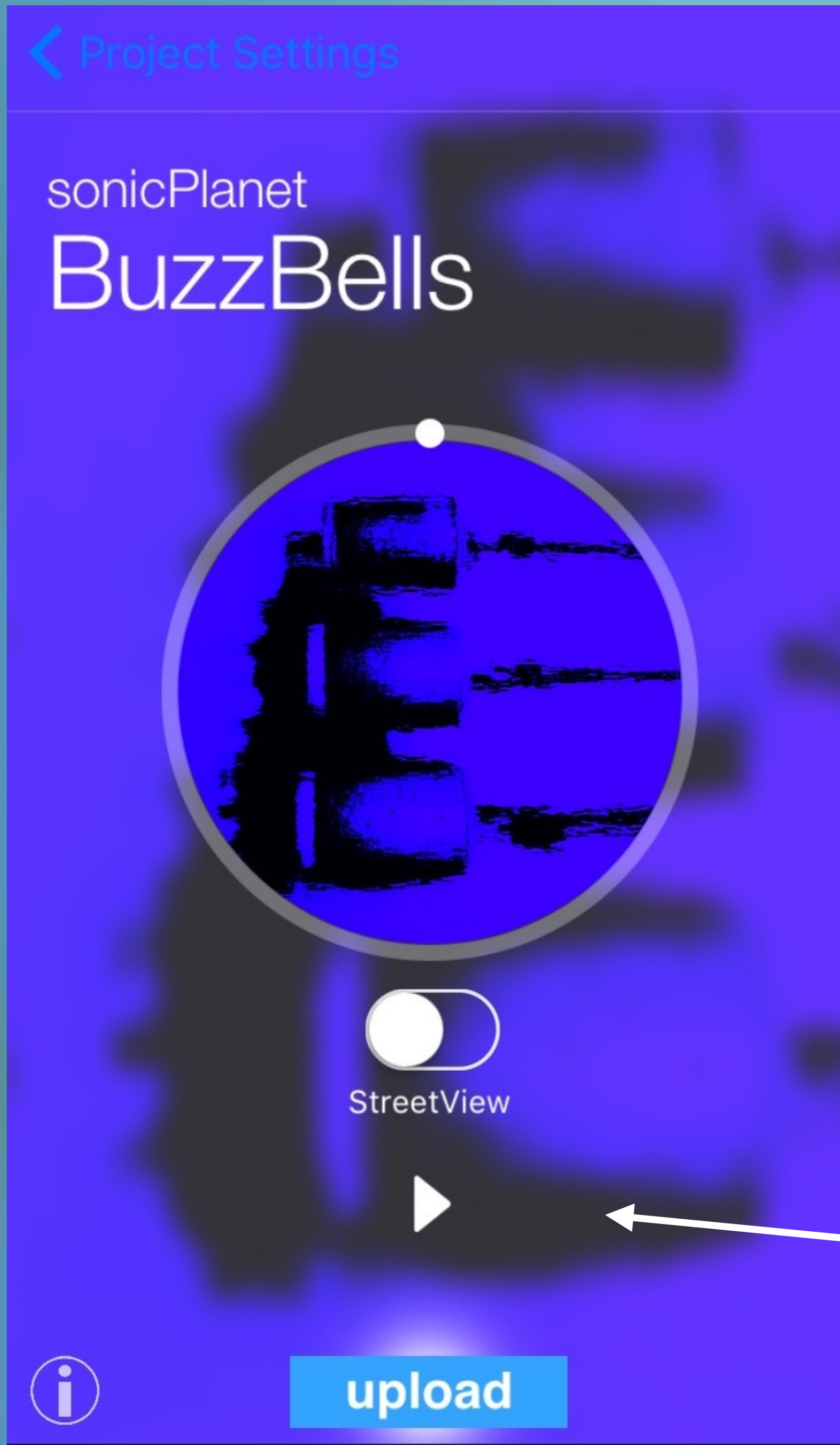
You can decide if the sound objects will be visible on the map or not.

The project has 6 sound objects delivered in 3 stereo files.

As you imagine, the first object will have the name “**Bella**” and the second will be called “**BellB**”.

When you are done, hit this button to generate the layout and switch to the next screen.





it is important to turn on **play** button  
before switching to the editor screen  
otherwise you will have no sound



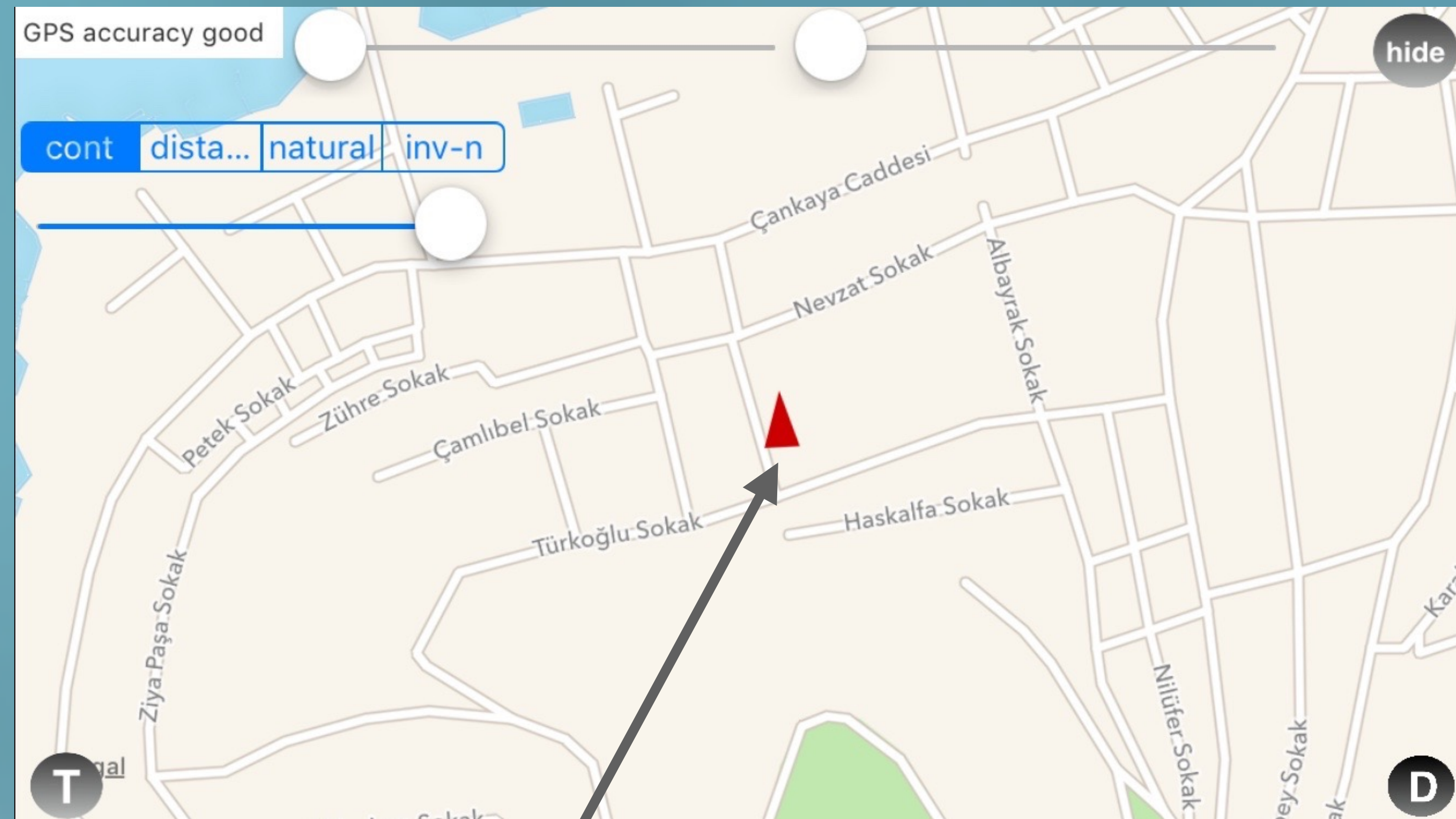
You can jog dial to any playback position on the time slider.







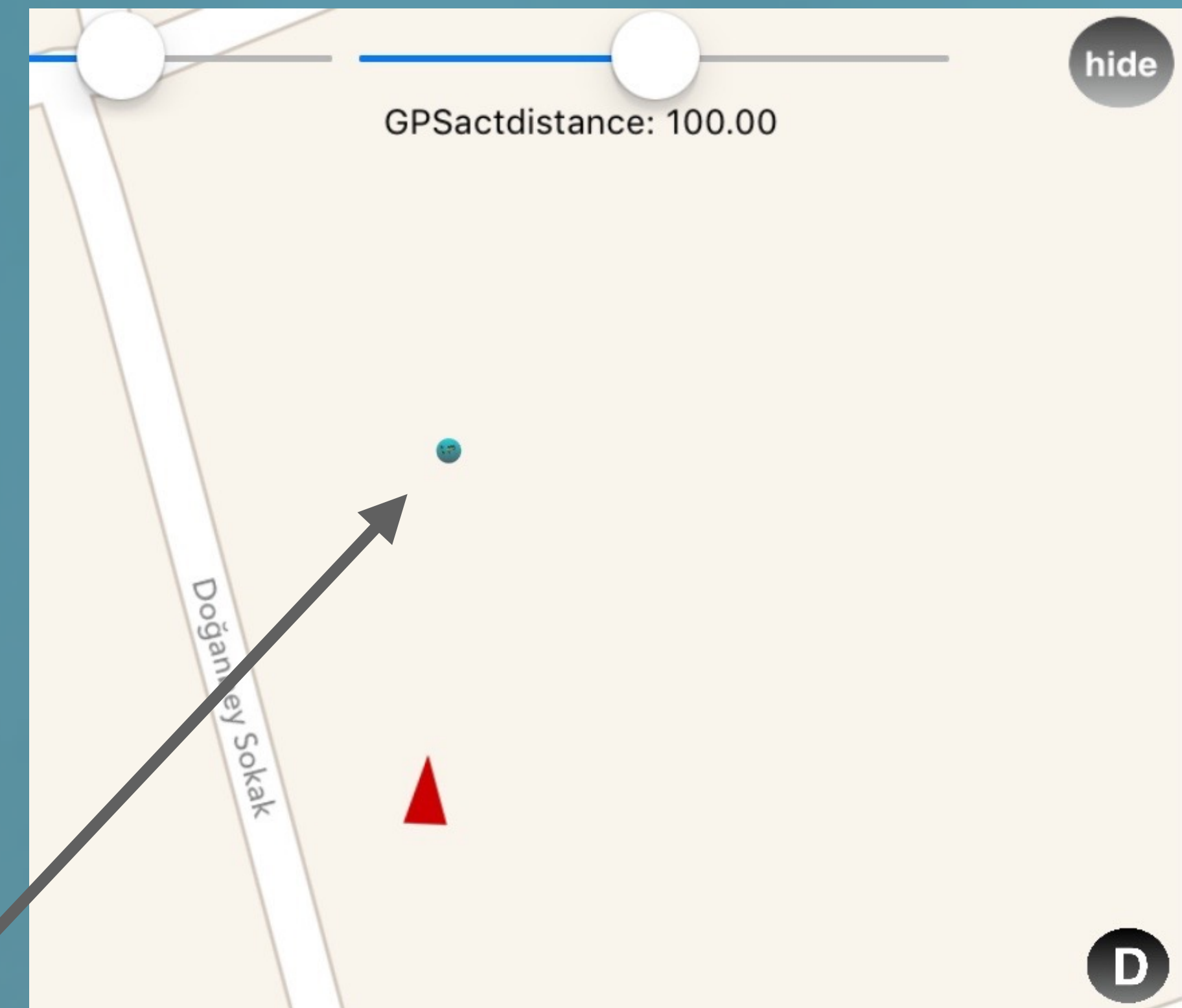
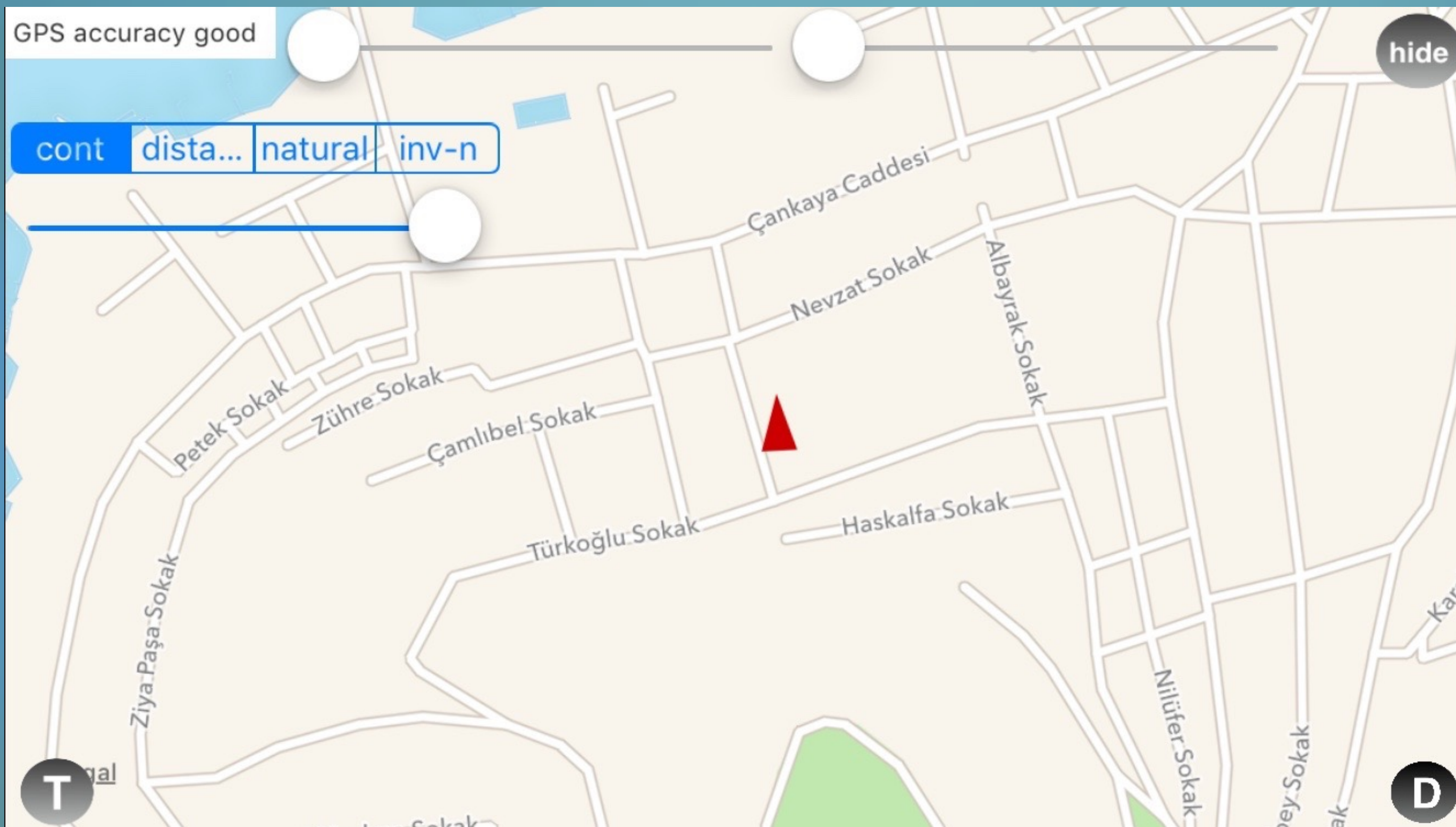
now position your iPhone in horizontal state  
to switch to the editor display



your current position is shown on the map  
this is also the listener position.



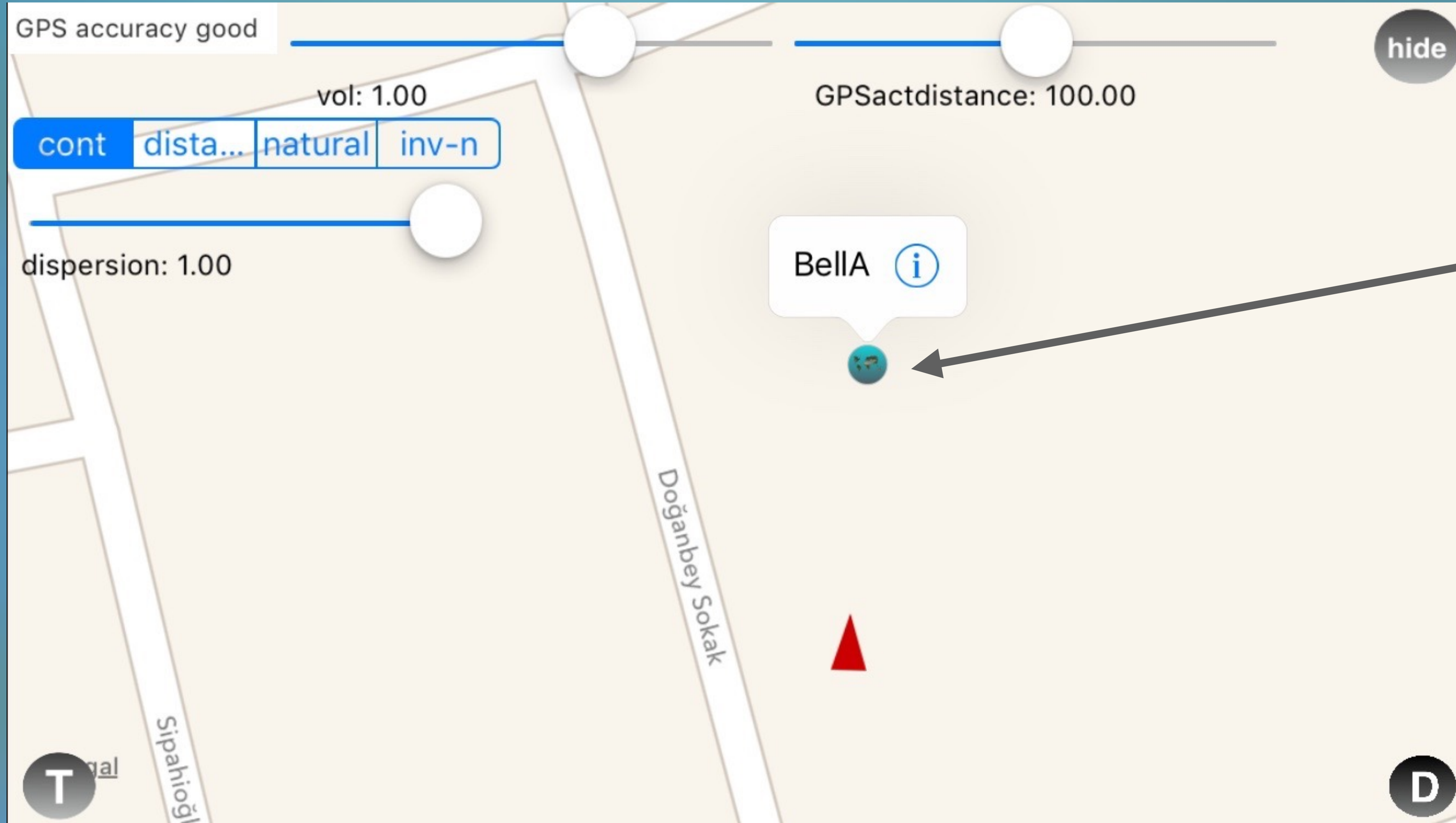
now you can insert the sound objects which you have put into the sound files directory of your work space.



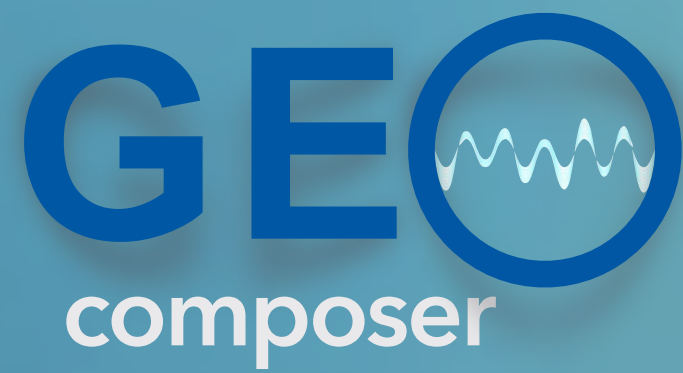
just touch and hold 1sec. to insert a sound object anywhere on the map.



The sound objects have several parameters which you can set here.

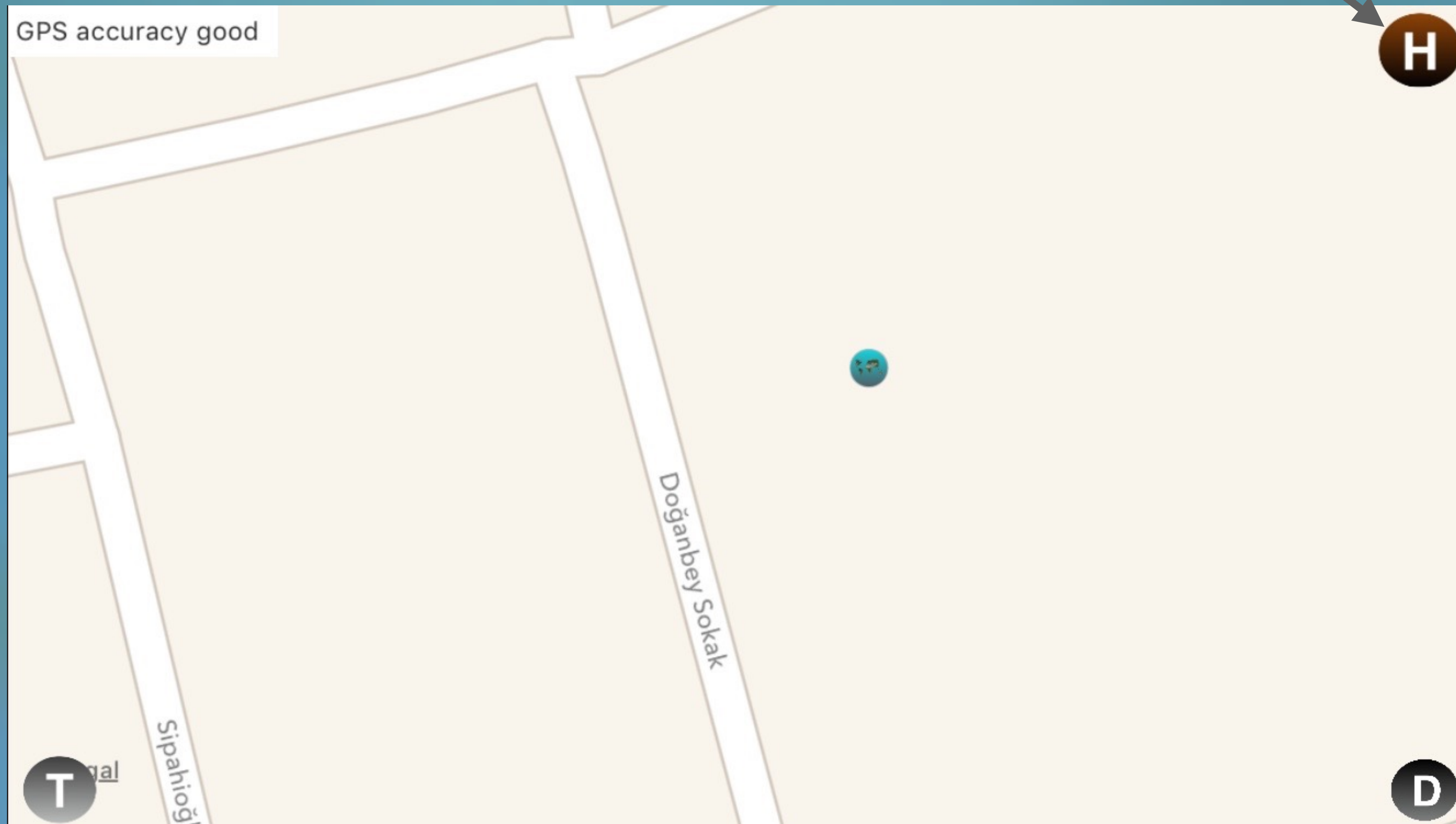


select the object by clicking on it to edit its parameters



You might need to click on this button to make the parameter sliders visible.

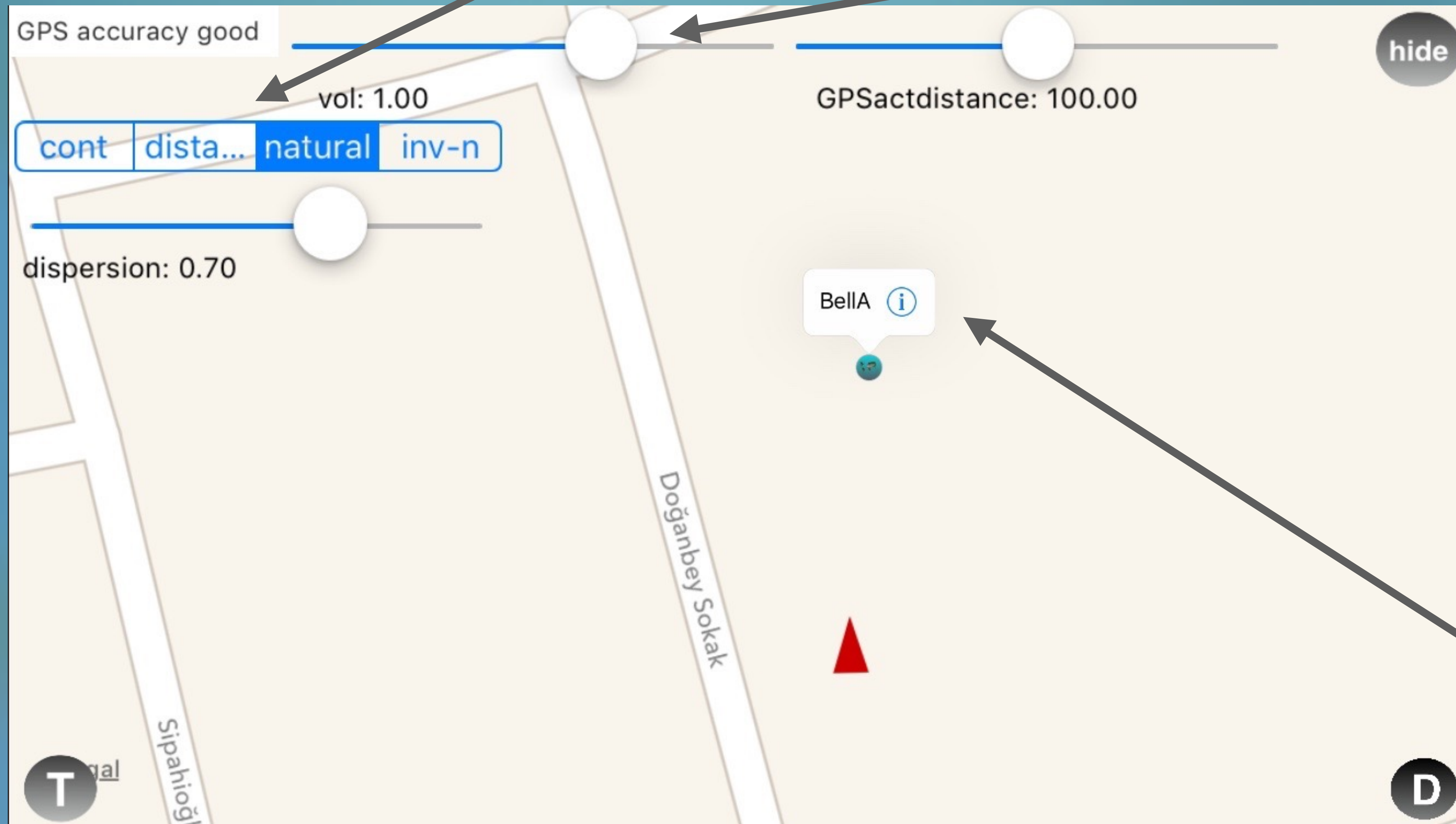
now it is in Hide mode



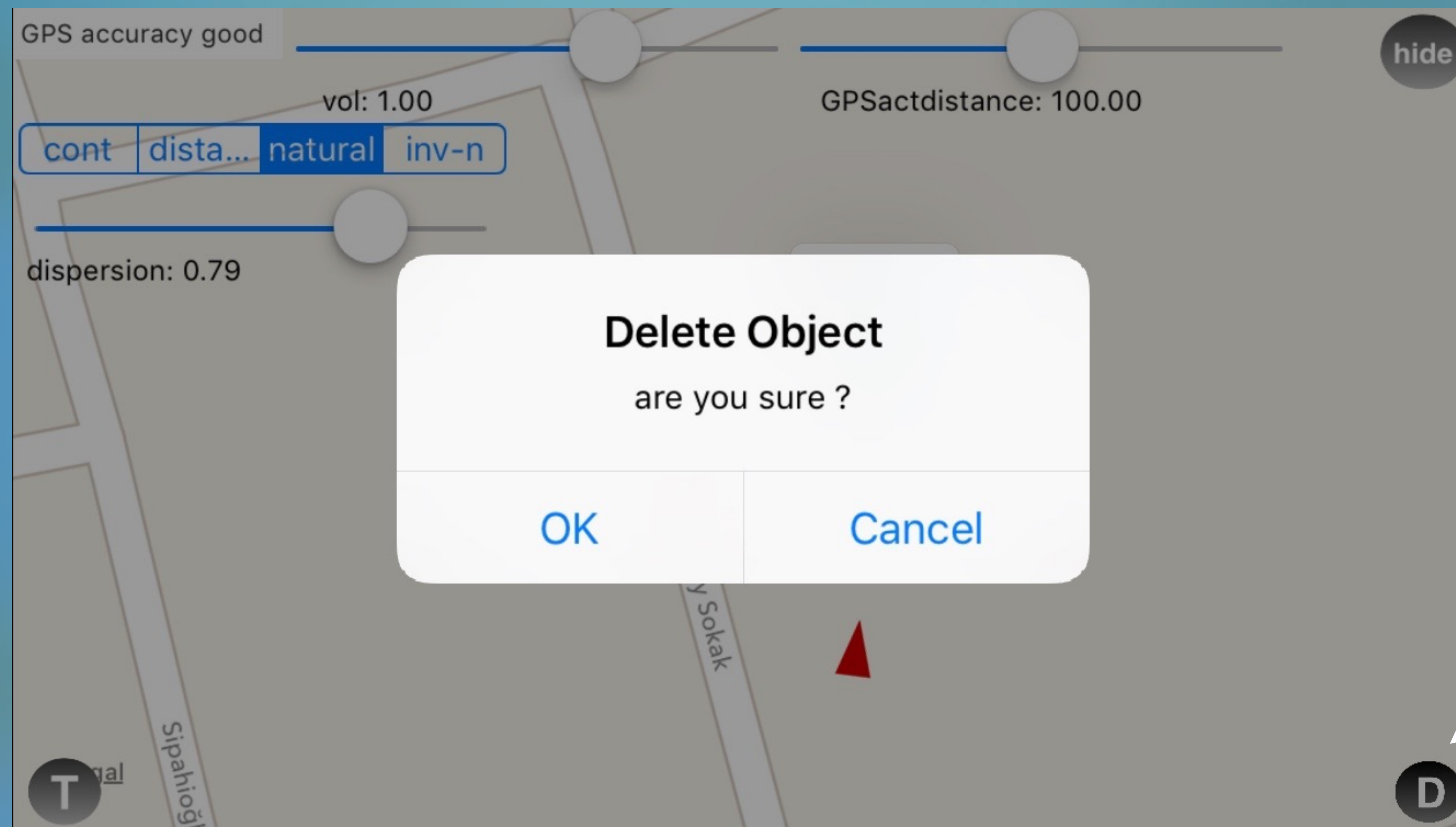


Here you can choose  
several behavior modes  
for the sound object

this is the volume of the  
sound object



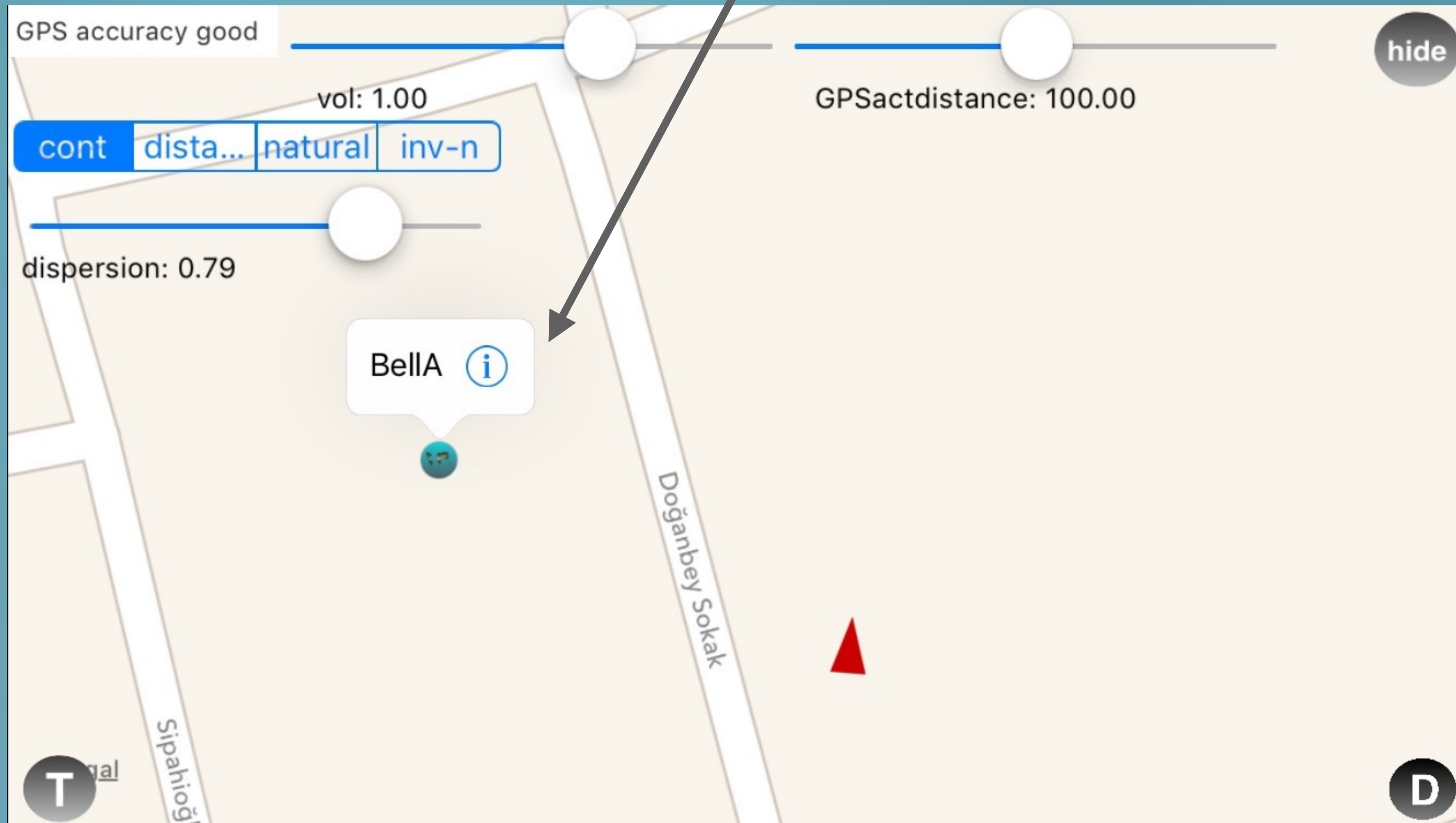
each object you do insert  
follows the names in the  
list. So here the next  
sound object will be **BellB**

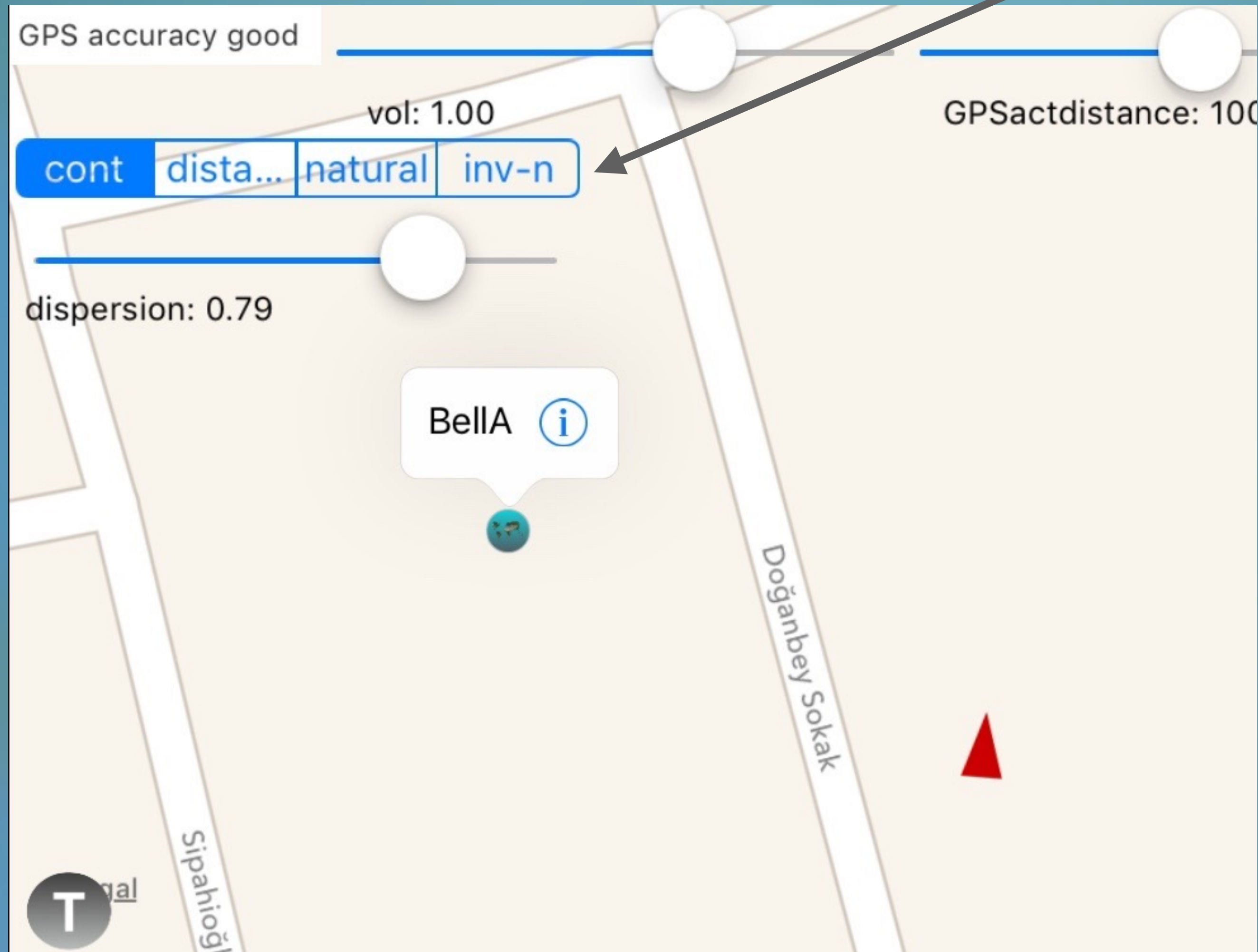


you can delete the  
selected object by  
pressing the button



After deleting an object, you  
have to insert it to its new  
position as the next step.





if the object behavior is set to :

**cont** : Then the object will have constant volume no matter how far it is from the listener.

**natural** : The object volume will be inverse proportional to the distance from the listener.

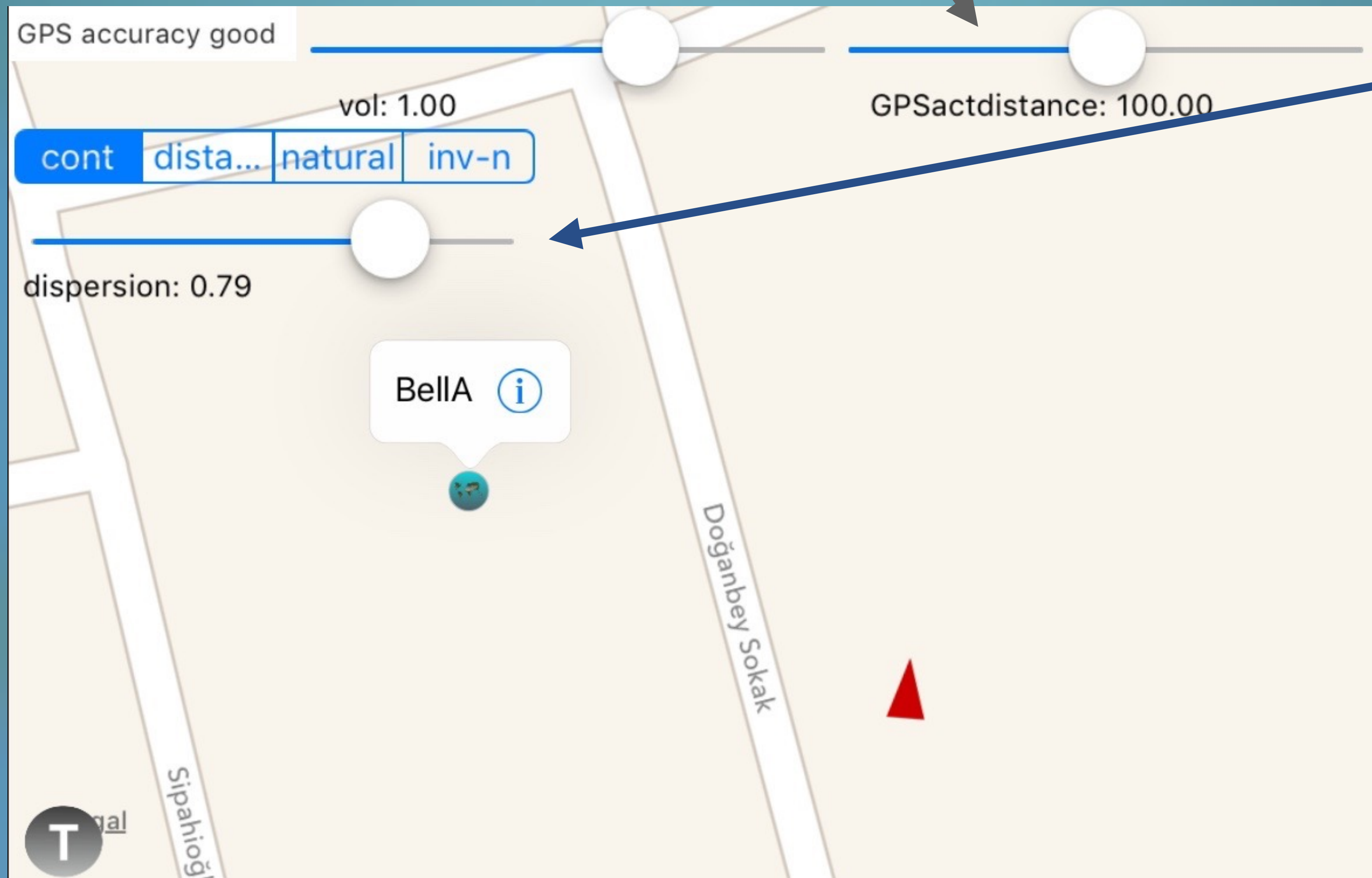
**inv-n** : The object volume will be proportional to the distance from the listener.

**distance c** : The object volume will be zero after a certain distance set by the **GPSactdistance** slider. Below this distance the object volume will be inverse proportional to the distance from the listener.



this slider sets the  
distance threshold in  
meters.

the **dispersion** slider sets how  
fast/slow the volume of the object  
decreases with the distance of the  
object from the listener.



**TIP** : If you want to create an ambient  
sound object, keep this value low so  
that the object propagates its sound  
in a larger area homogeneously. (like  
the sun)

**TIP** : If you want to create a point like  
sound object then keep this value  
high. (like the street lamp)

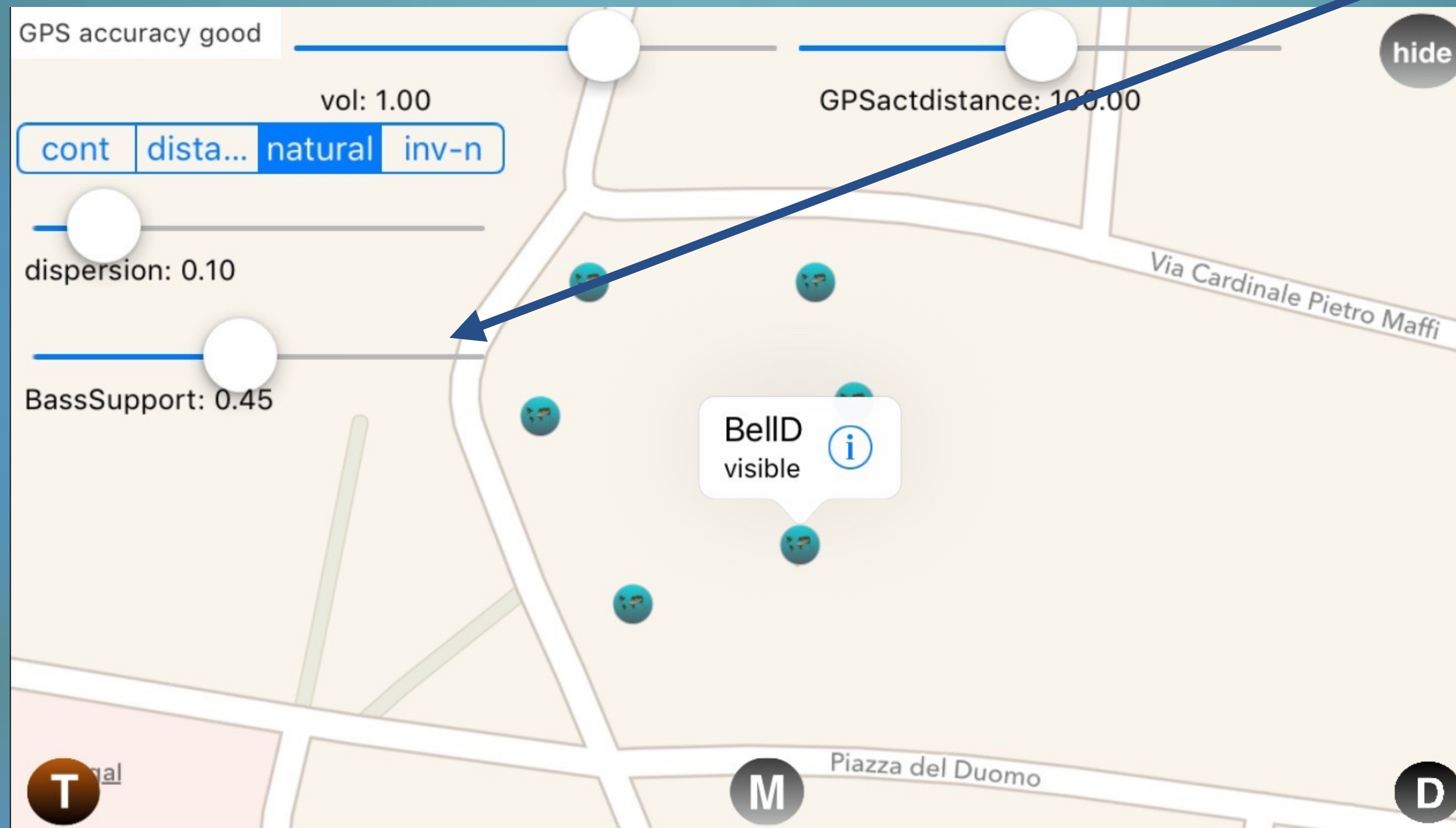


! with GeoComposer v1.2 you are able to use the intelligent bass management for each sound object

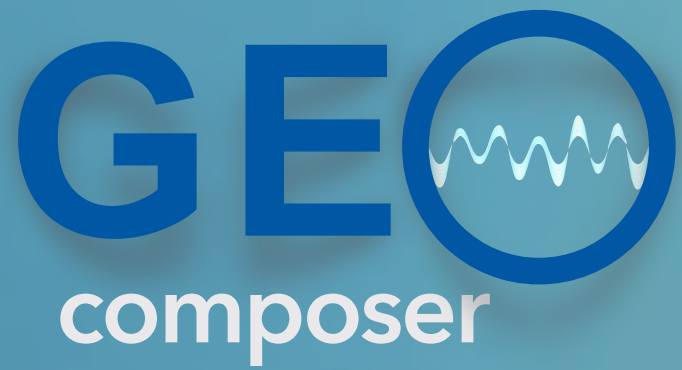
the **Bass support** slider sets how much of the bass content of the sound object will be set in the centre field independent from its position.

**TIP** : Since the bass frequencies are less subject to spatial perception, this creates a fuller sound overall.

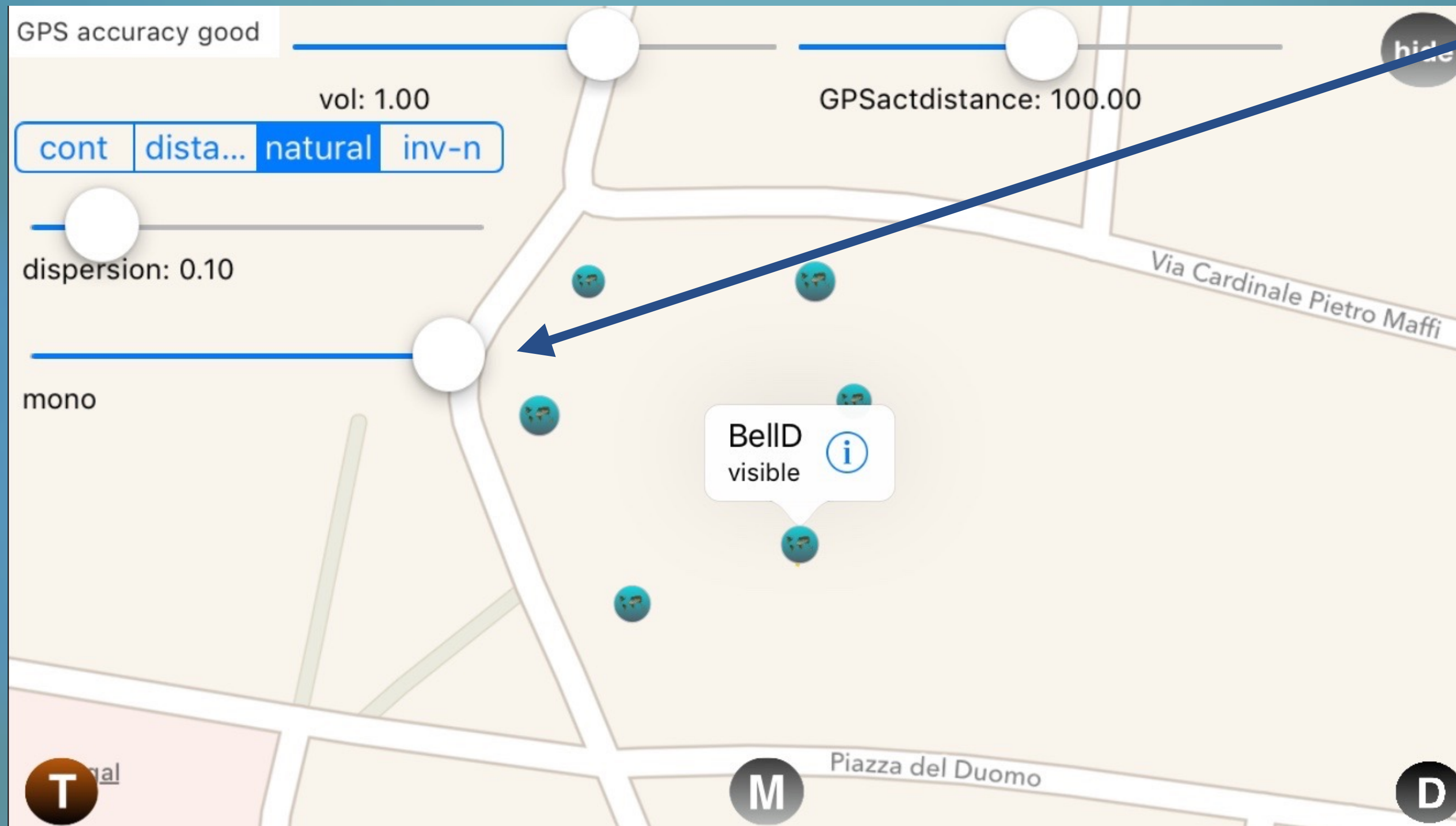
! Only the bass frequency content will be subtracted and added to the centre field while the rest of the spectrum contributes to the 3D spatial perception.







with GeoComposer v1.2 you are able to set **mono** sound objects as well.



When the **Bass support** slider is set at max value then the sound object becomes a mono sound source.

**TIP** : If you would like to create a static drone sound without being effected by the positioning and orientation then you choose the mono behaviour.

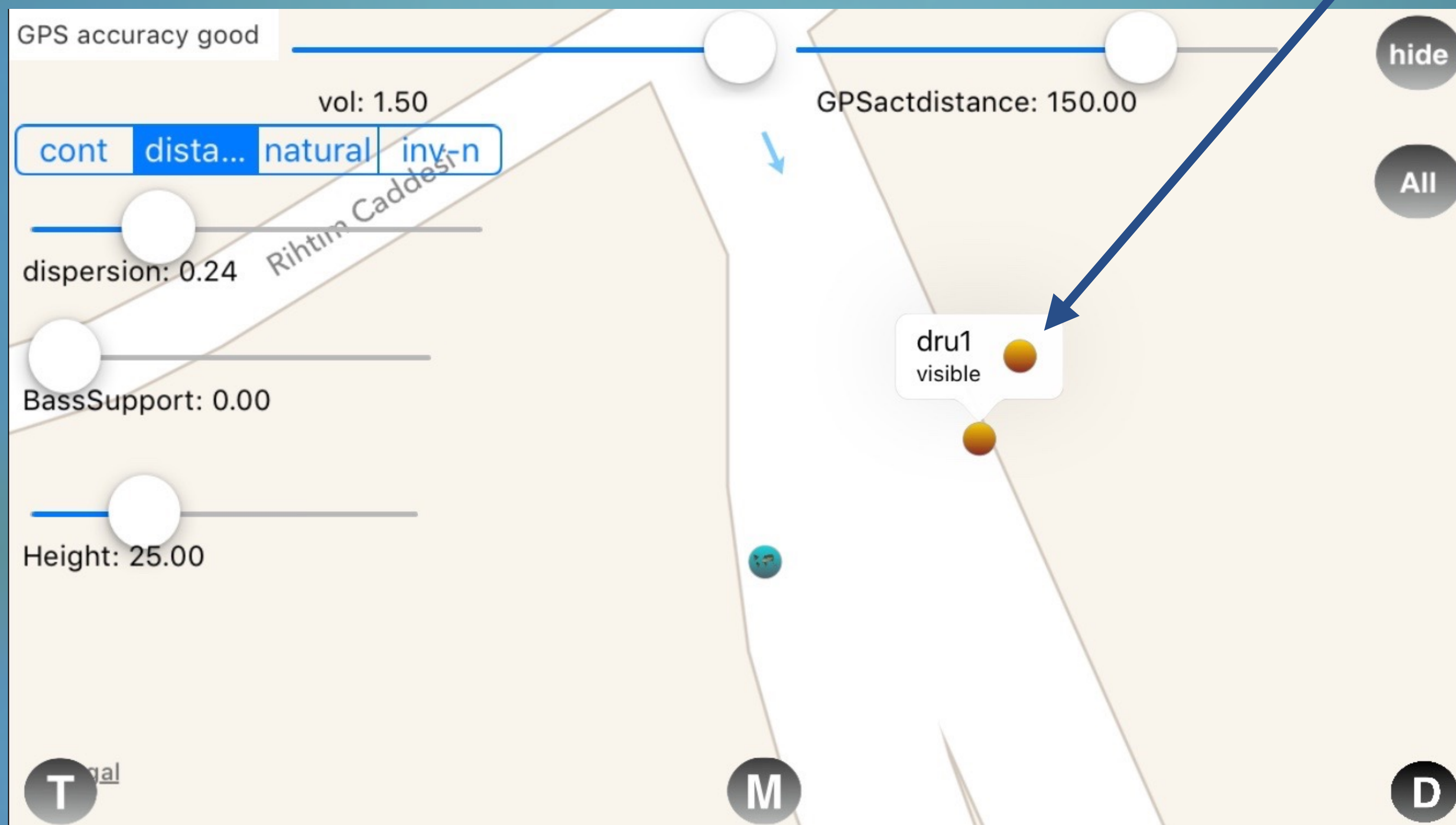


with GeoComposer v1.3 you are able to set the sound objects on solo mode.

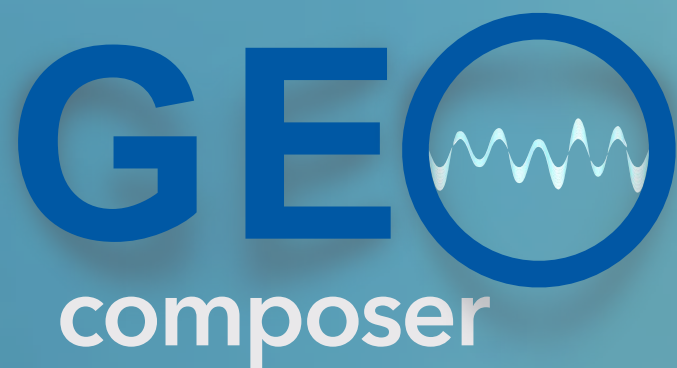
When you select the object you will now see an orange circle next to the object name.

If you press this circle, then the object icon gets the same shape and the sound object will be solo.

You can solo as many sound objects you want.

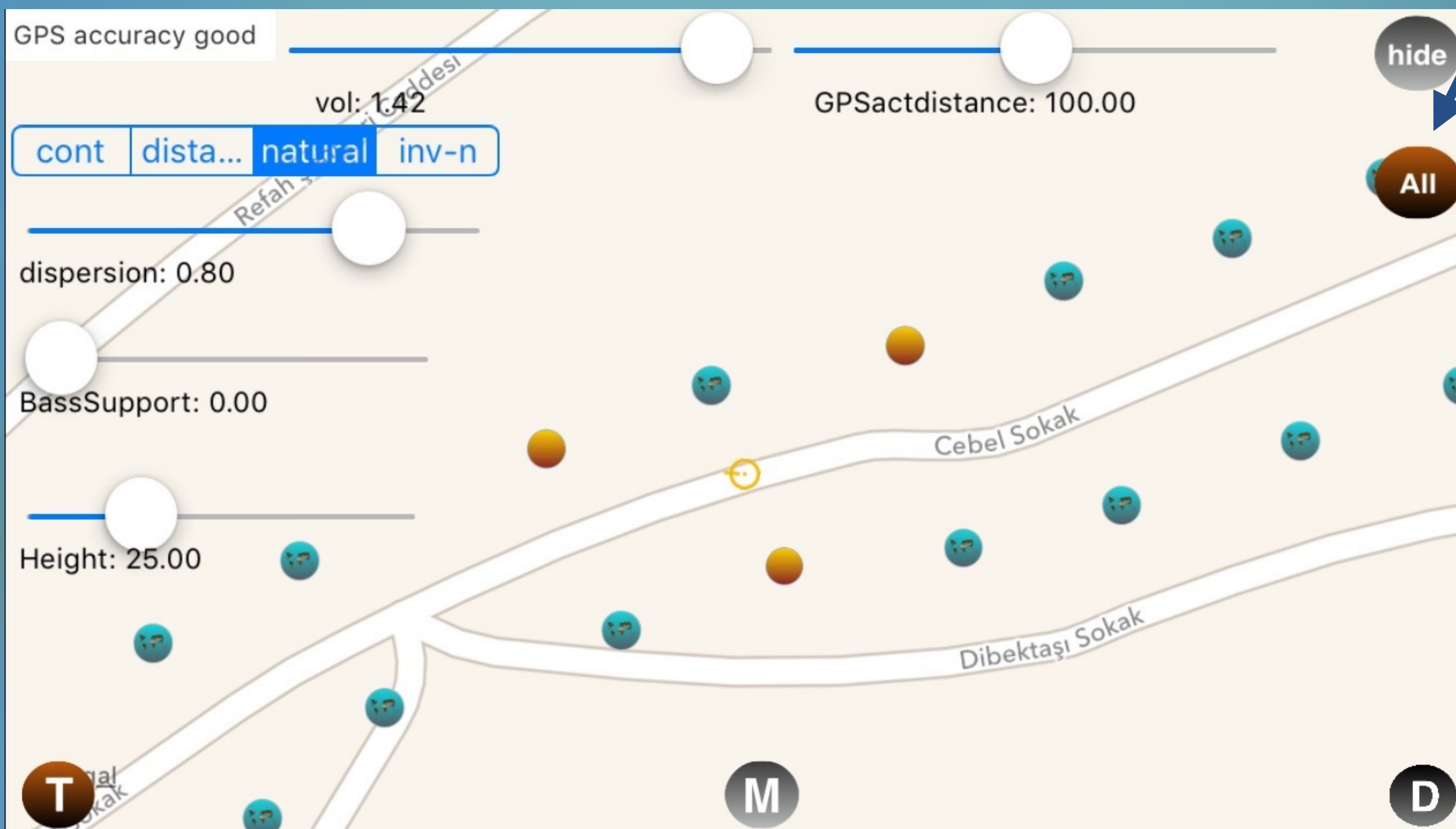






with GeoComposer v1.3 you are able to edit all the objects at the same time.

When you select the “All” edit mode, simply all the objects will be edited at the same time with the parameters you do change.



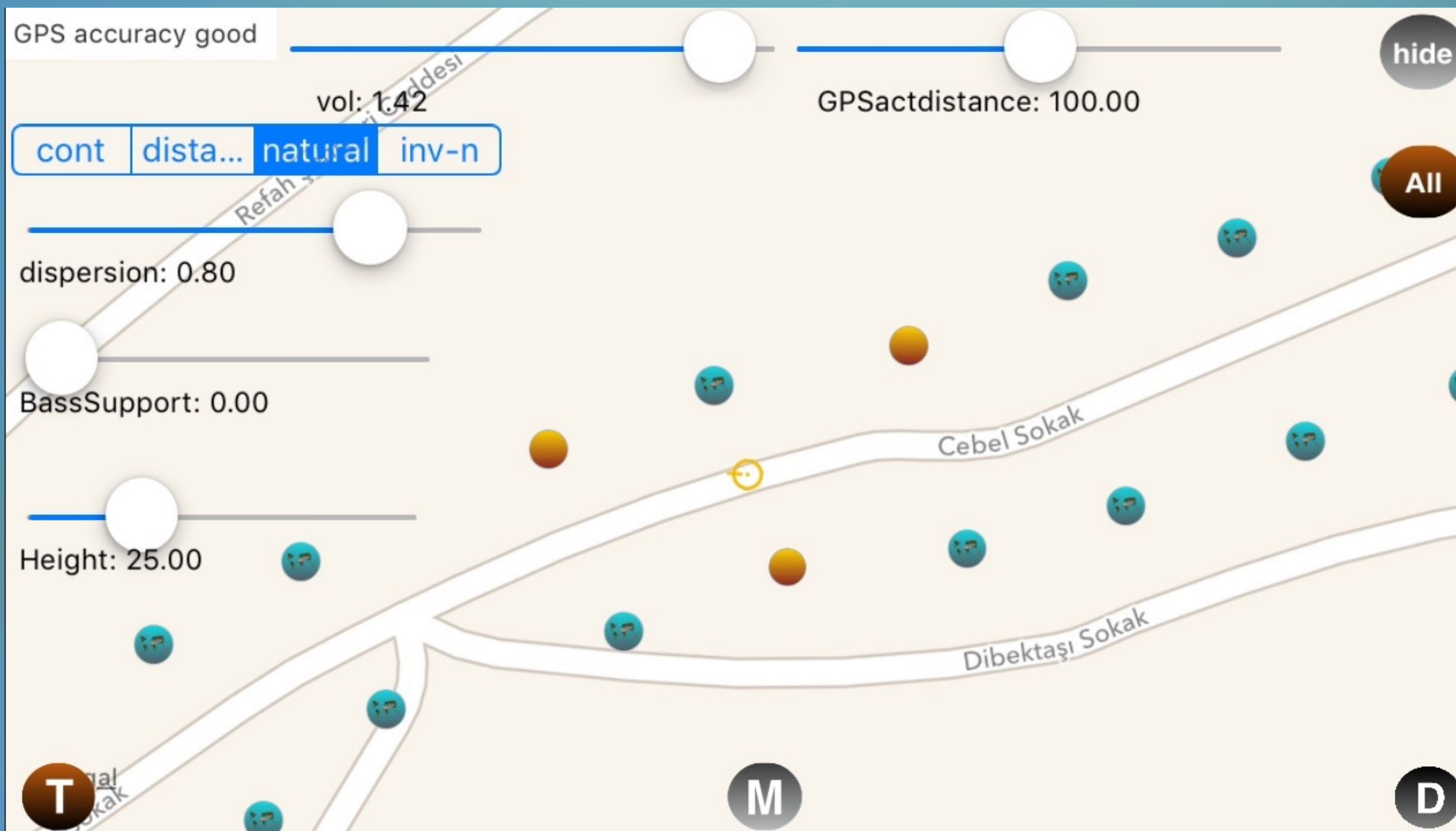


with GeoComposer v1.3 you are able to give a geographical height to each soundboject.

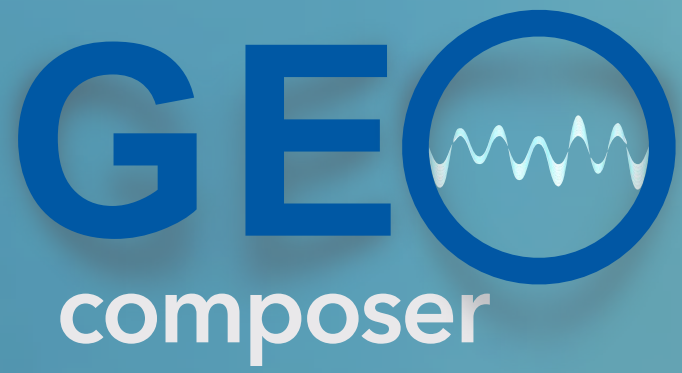
Select the object you wish to change its height and set the value in meters with this slider.

The intensity of the sound object and elevation angle between the listener and sound object will be updated dynamically during the performance according the position changes of the listener.

However this height information will not be shown on Google Street View.



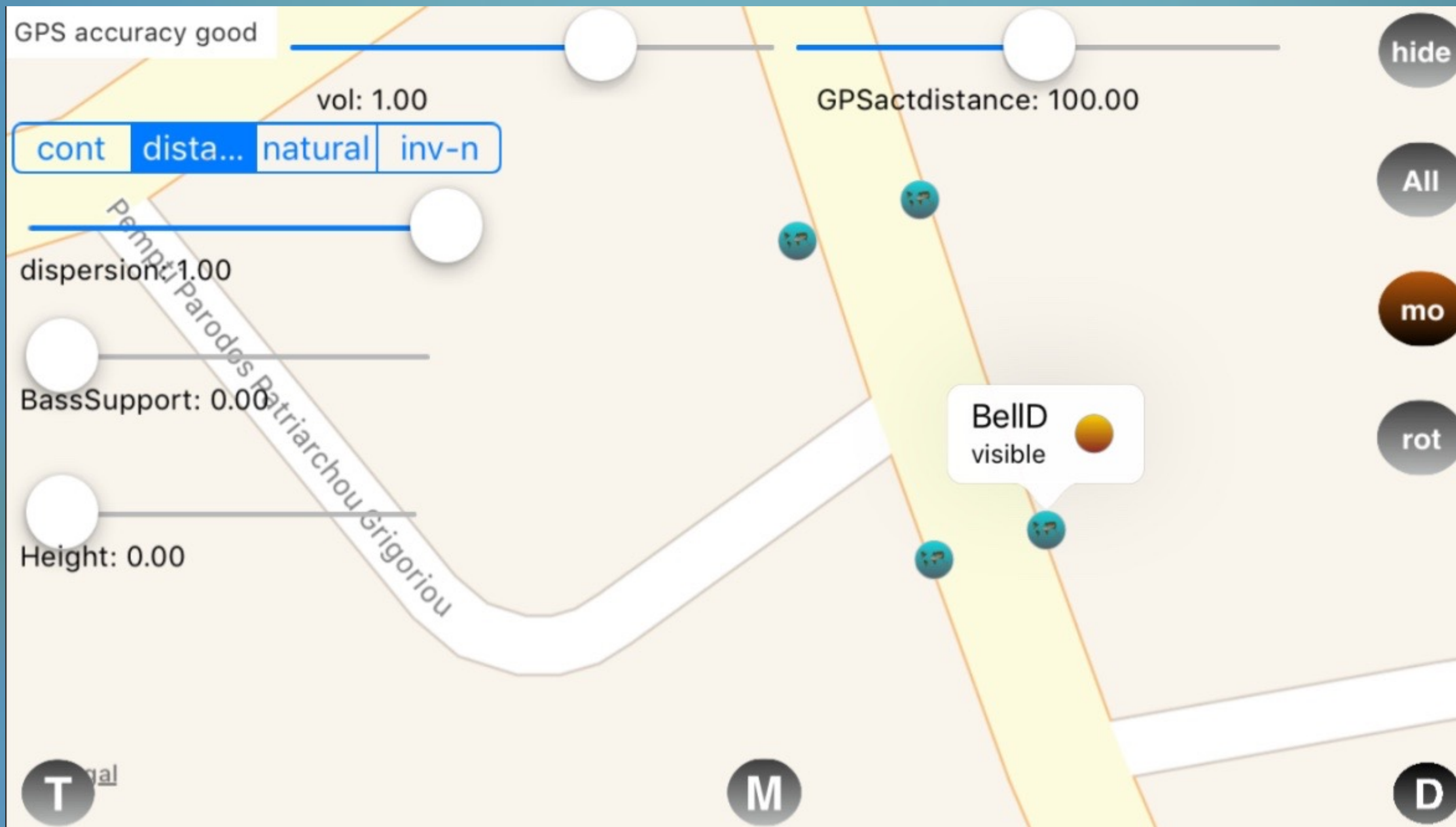


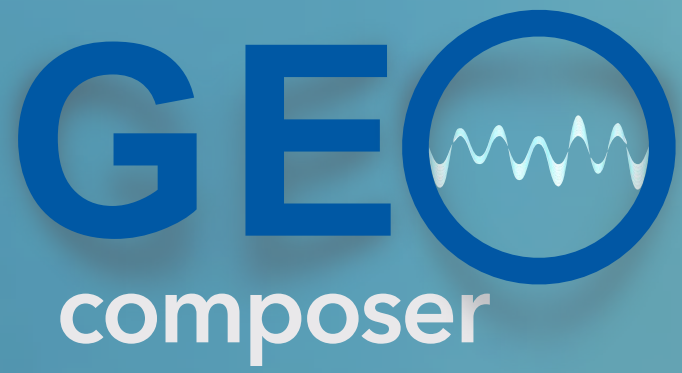


with GeoComposer v1.4 you can trigger sound objects while you are in motion, and stop them while are standing still.

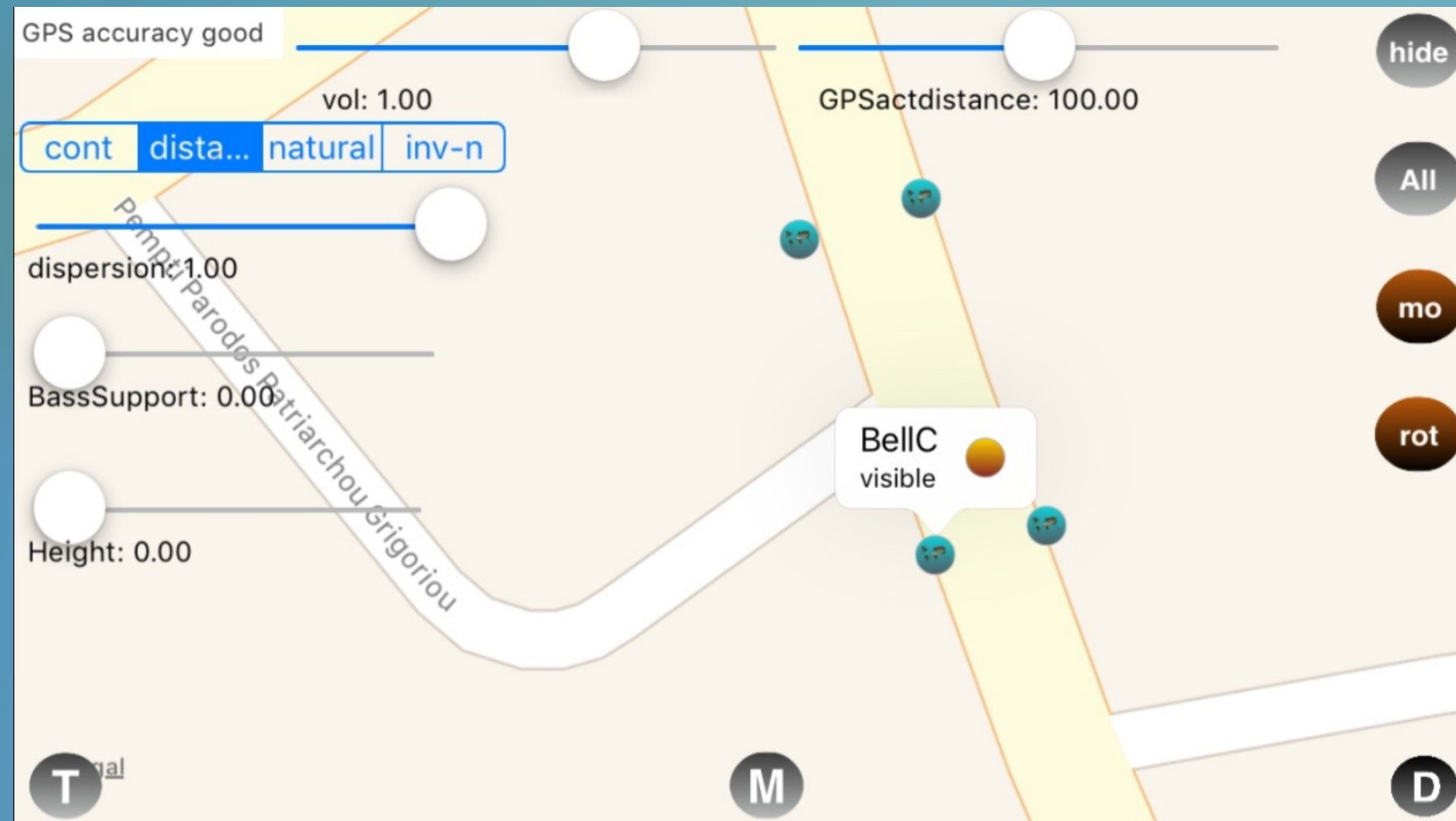
Select the object you wish to set the motion trigger feature.

Activate the motion trigger mode by pressing the relevant button.



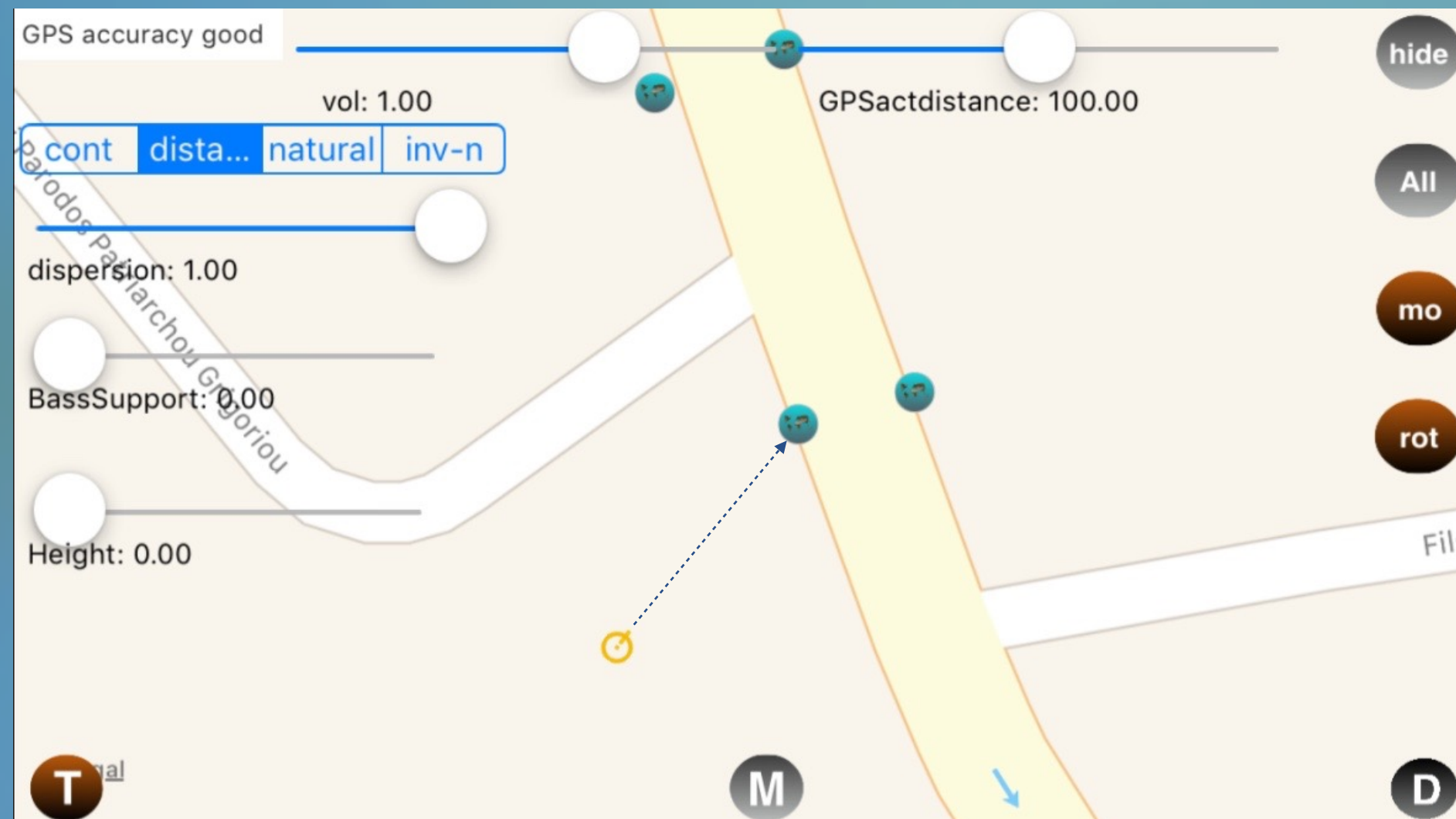


**!** on GeoComposer v1.4 you can interact with the sound objects volume through your orientation to the object.



Select the object you wish to set the Rot trigger feature.

Activate the Rot trigger mode by pressing the relevant button.

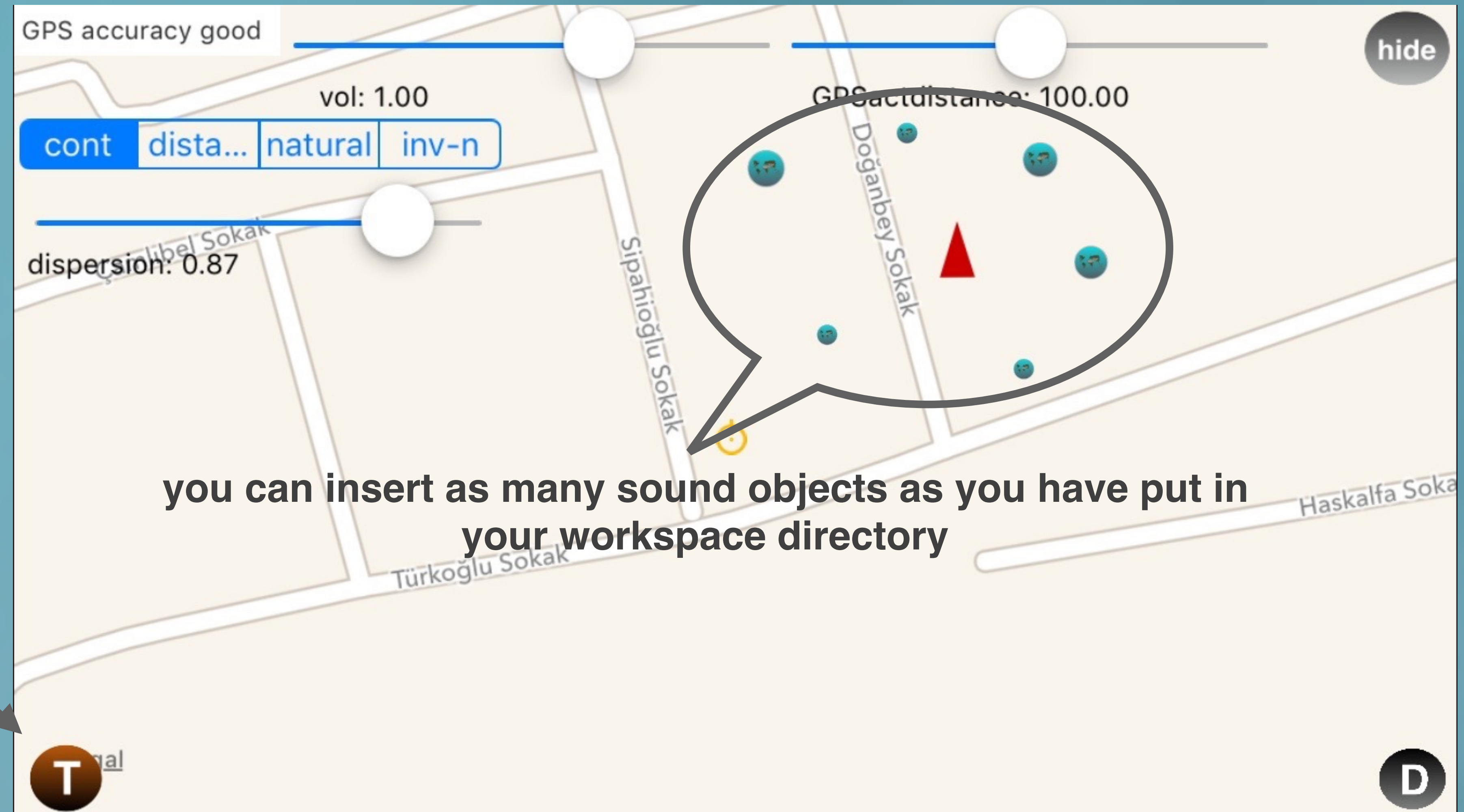


Change your orientation so that you can hear the effect. For example on the figure below the listener is looking directly to the sound object which will play at full volume.

If you turn your back to the object, then the object volume will be zero.

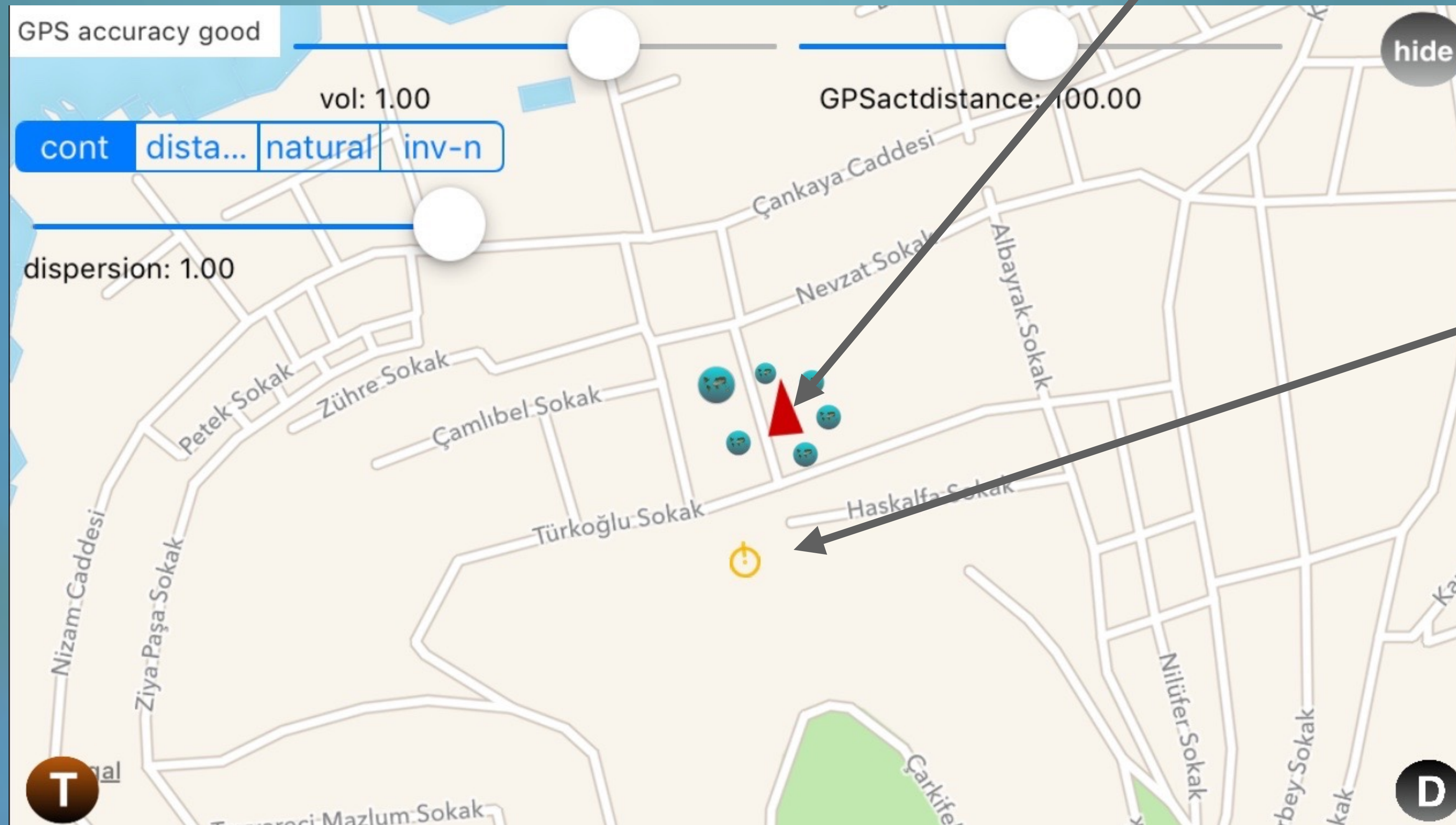


You can activate the virtual visiting mode where you can drag the listener on the map anywhere.





When you turn off the visiting mode, the 3D soundscape will be rendered according to your current GPS location.

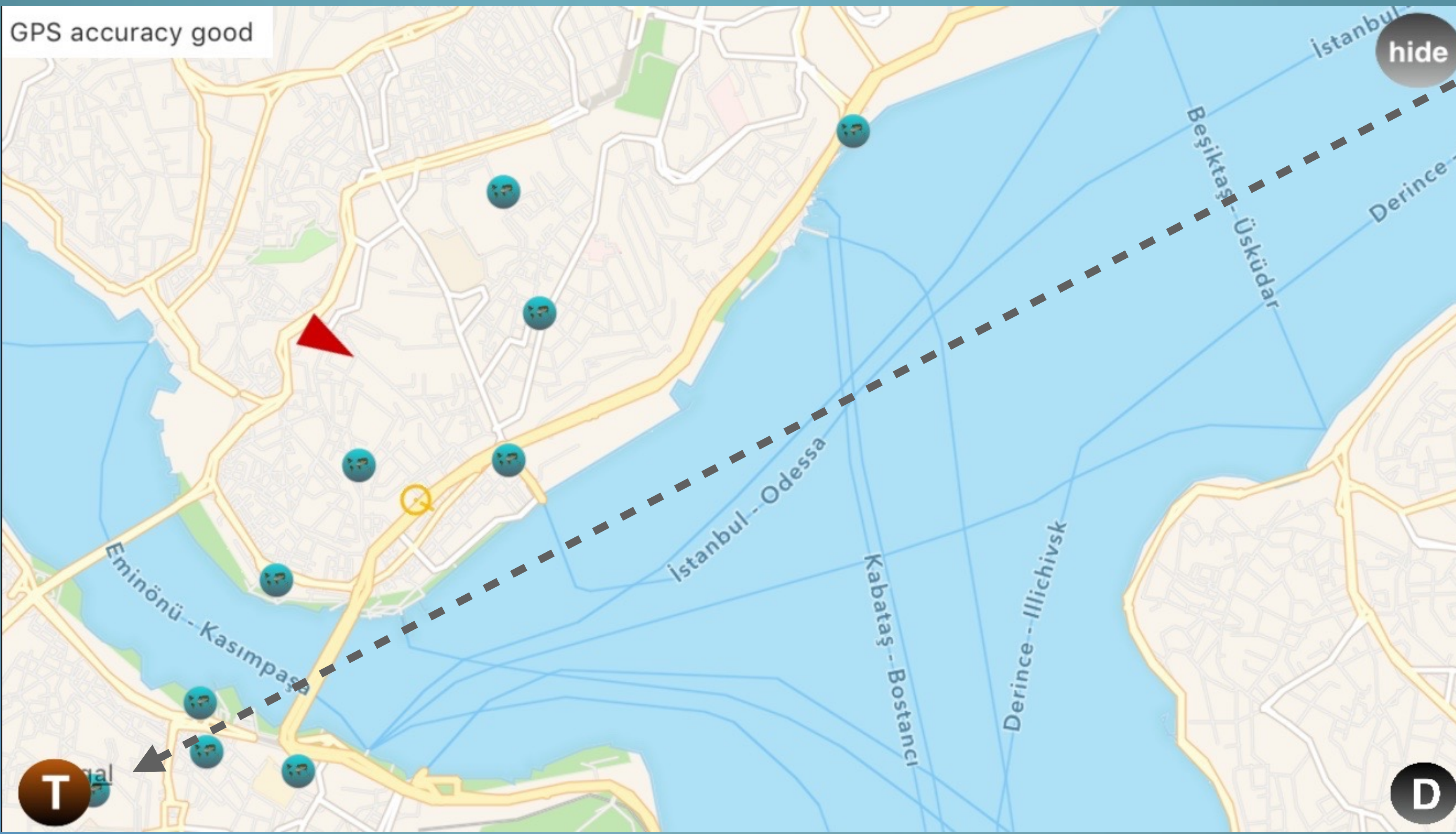


You can put the virtual visitor on the map to test the soundscape at various points and orientations.



a simple hint.....

If you press directly the “T”  
button after loading a piece,  
you will be transferred  
virtually to the piece  
environment, where ever it is  
on the world map.

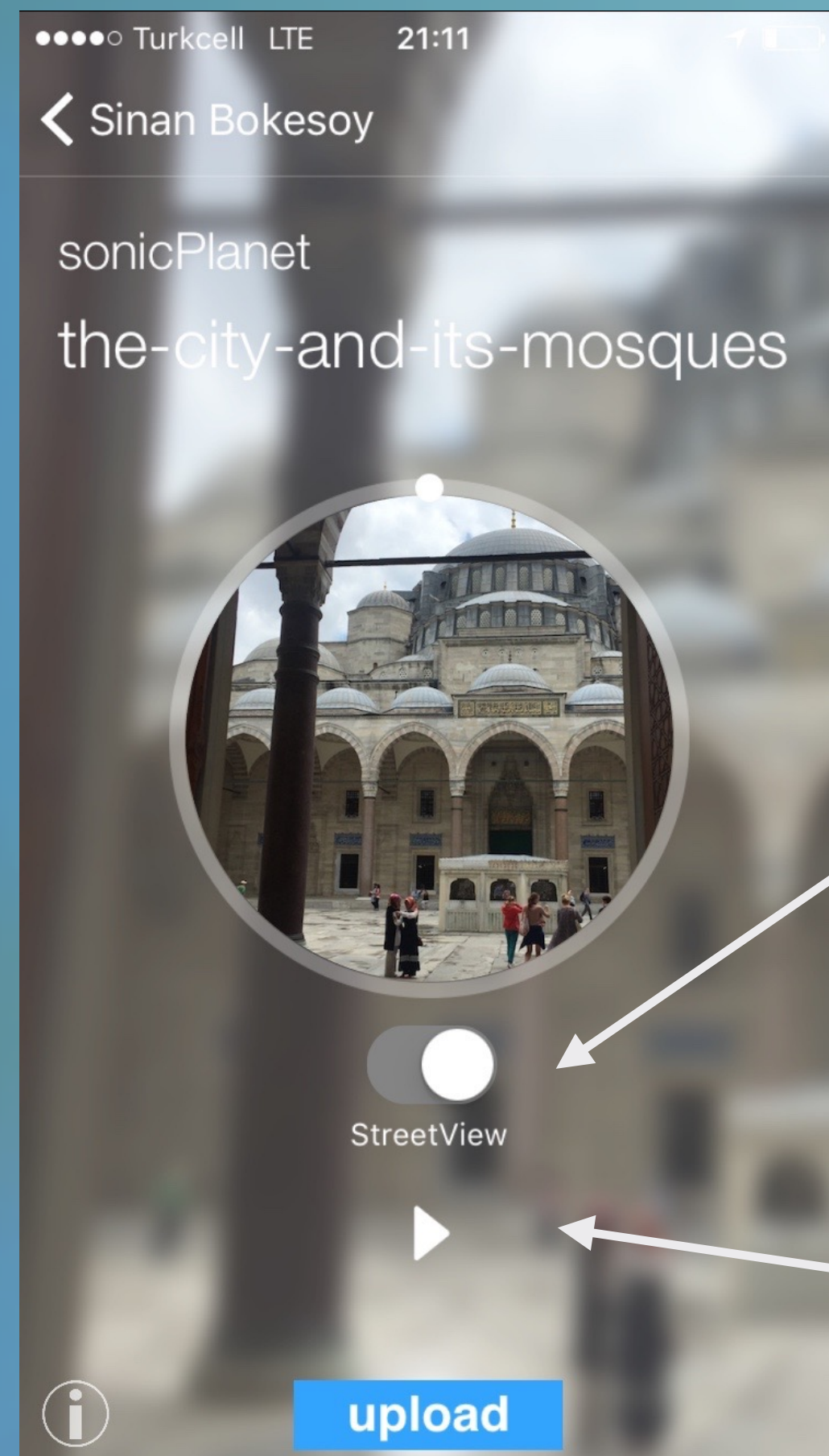






## embedding the 3D soundscape on Google Street View

turn to horizontal orientation  
and voila..



load a piece and switch on  
Google Street View

turn on as well the play mode



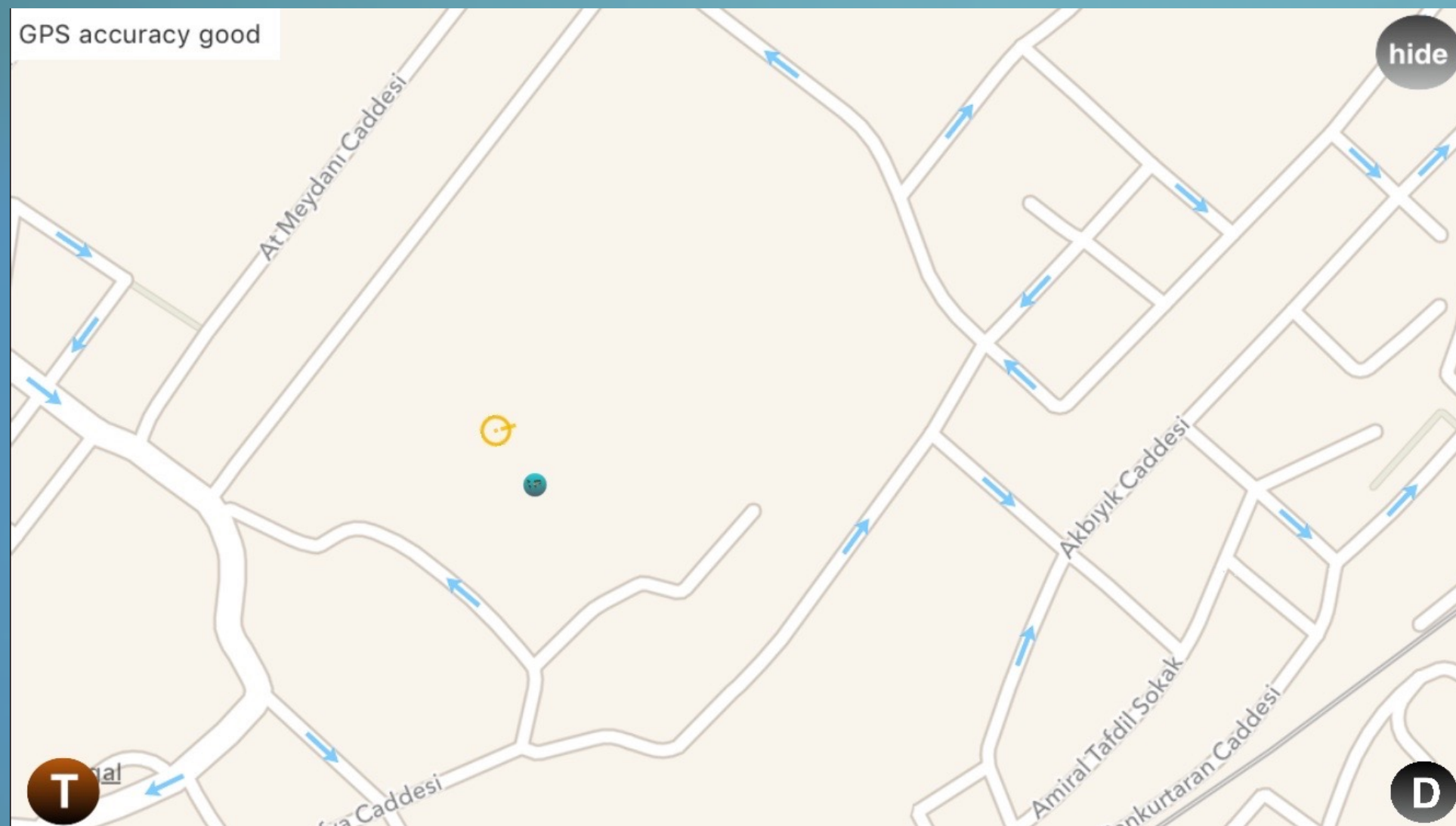
You will find yourself in the centre  
location of the piece having the 3D  
soundscape embedded and your  
navigations and orientations will  
interact with it.





# embedding the 3D soundscape on Google Street View

alternatively turn on the virtual  
tour mode

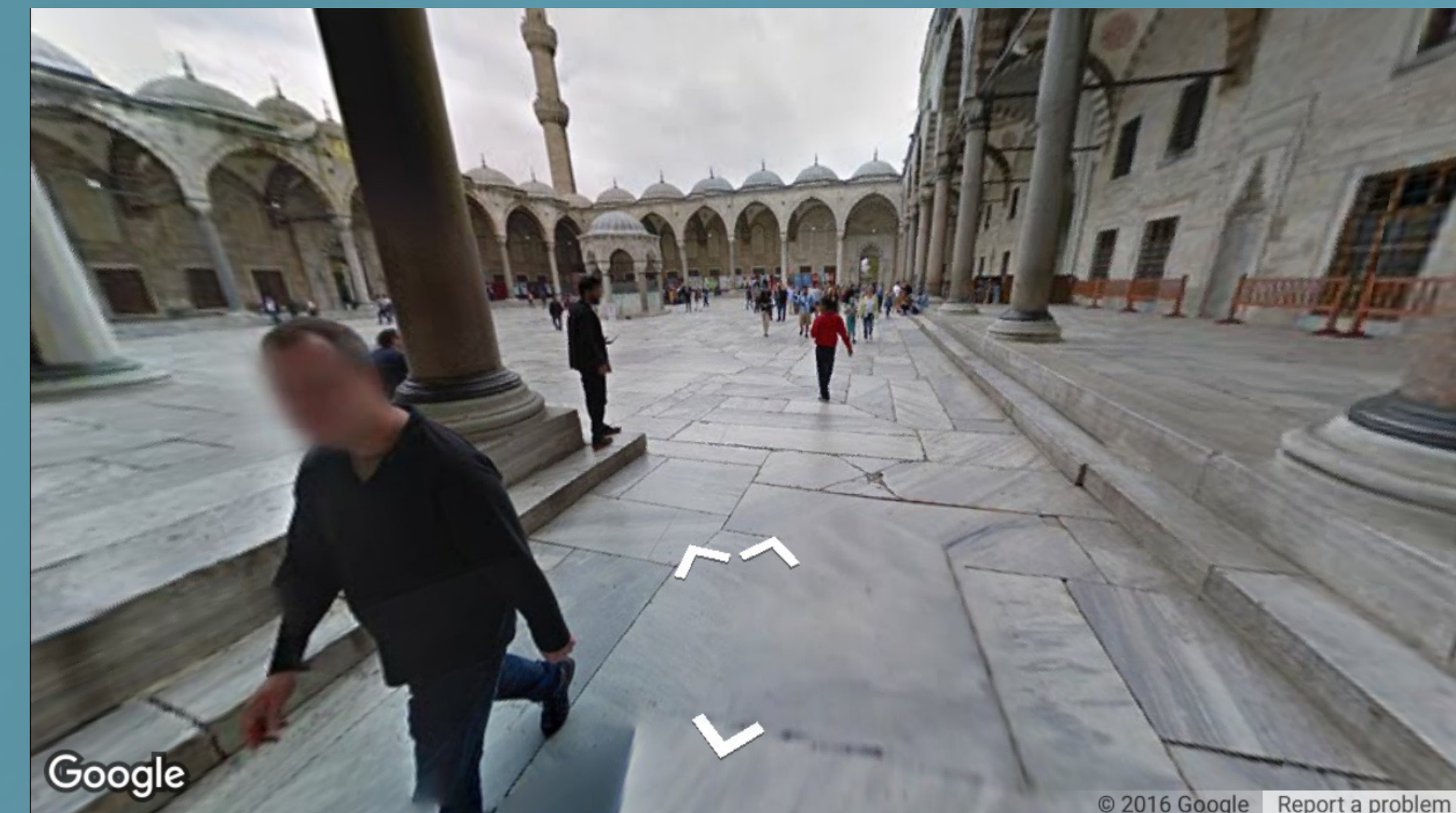


choose a point on the map you  
want to teleport yourself

switch on the  
Google Street View



go back to the horizontal  
orientation and voila..



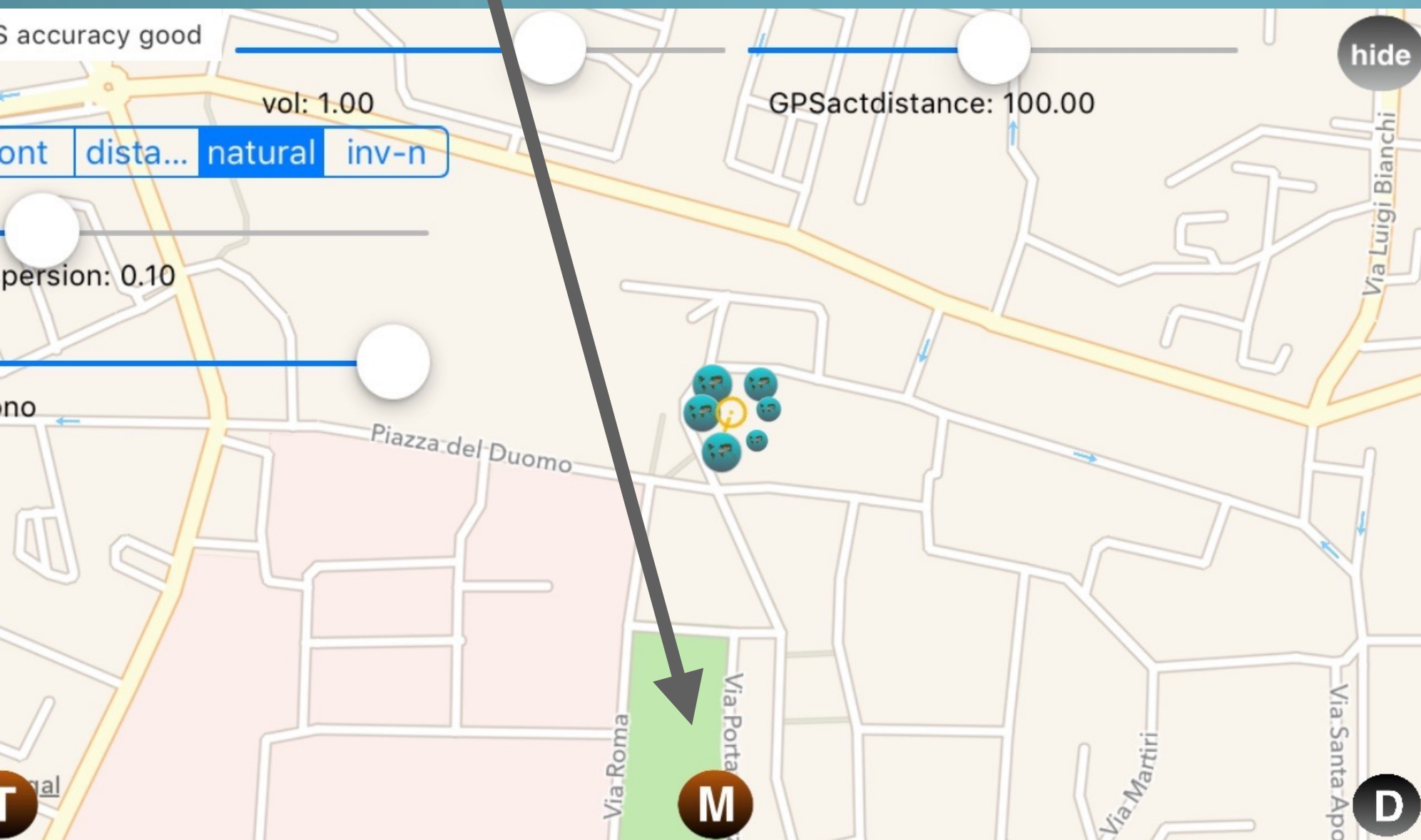
You will find yourself on the  
chosen point and your navigations  
and orientations will interact with  
the 3D soundscape.



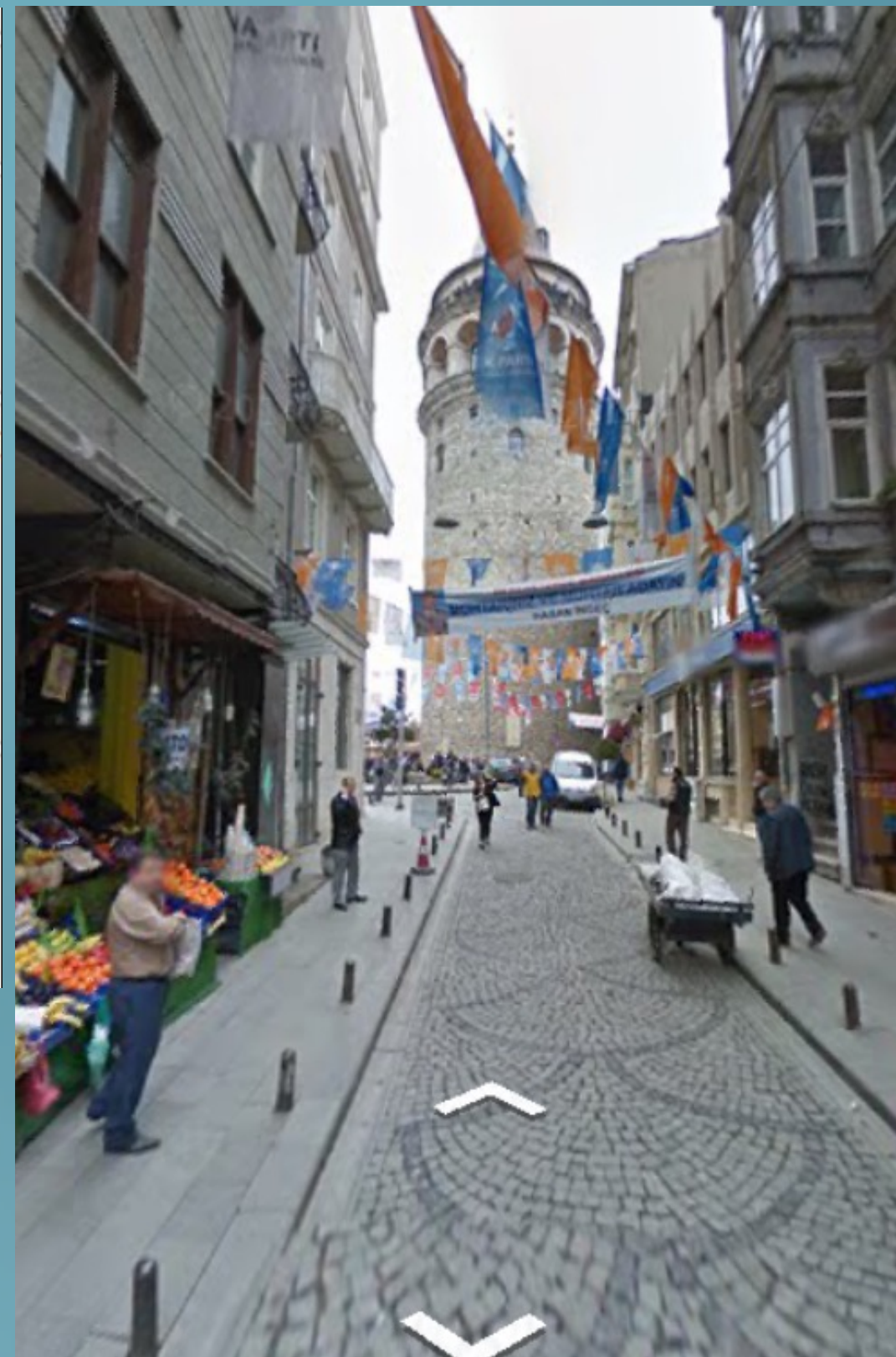
Turn on both the Virtual Touring  
and the Mapping mode

for example you are walking  
up here

GeoComposer teleports you here  
walking towards to the Pisa tower

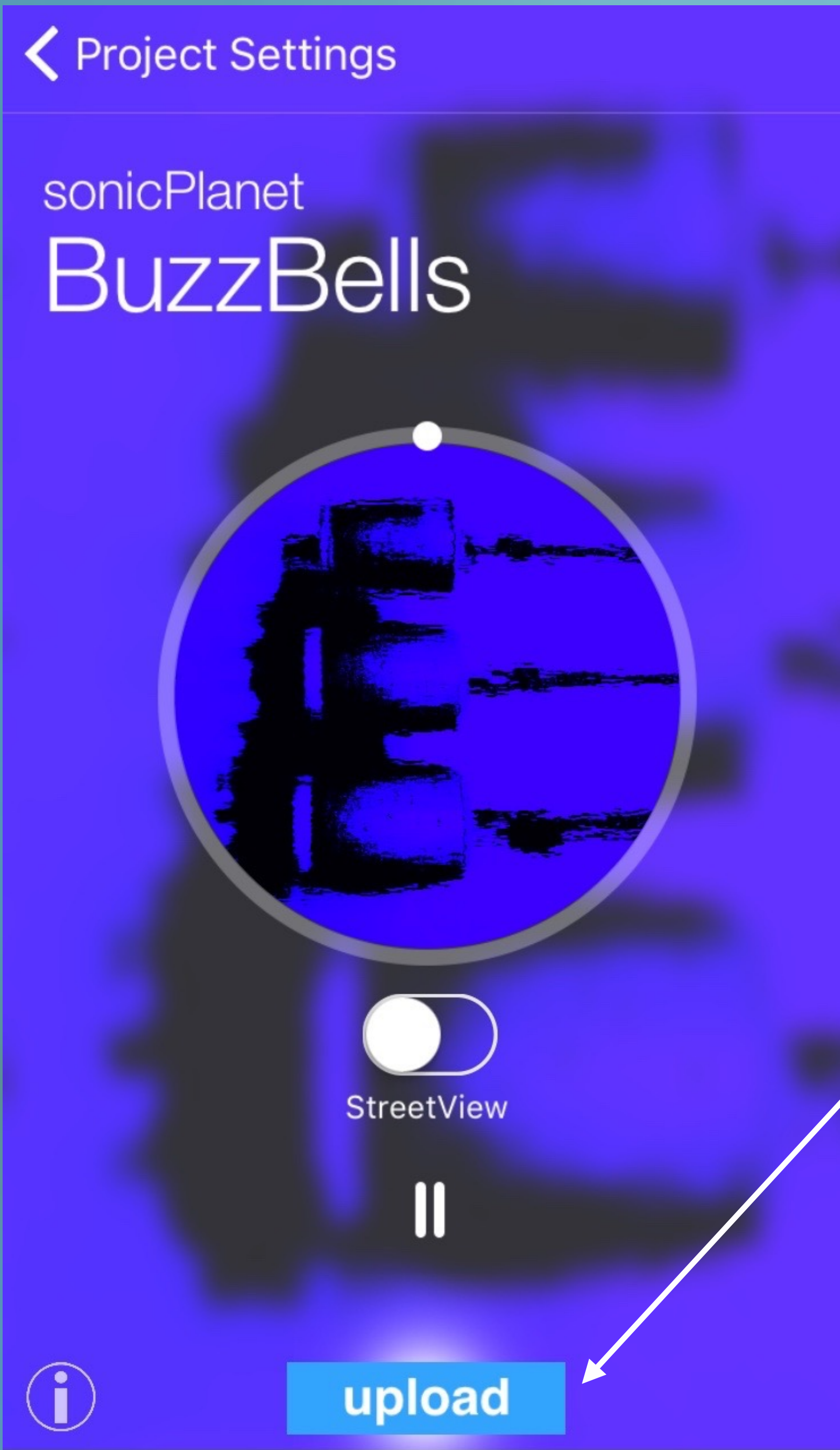


This will map your current  
physical position and  
orientation directly to the  
composed environment



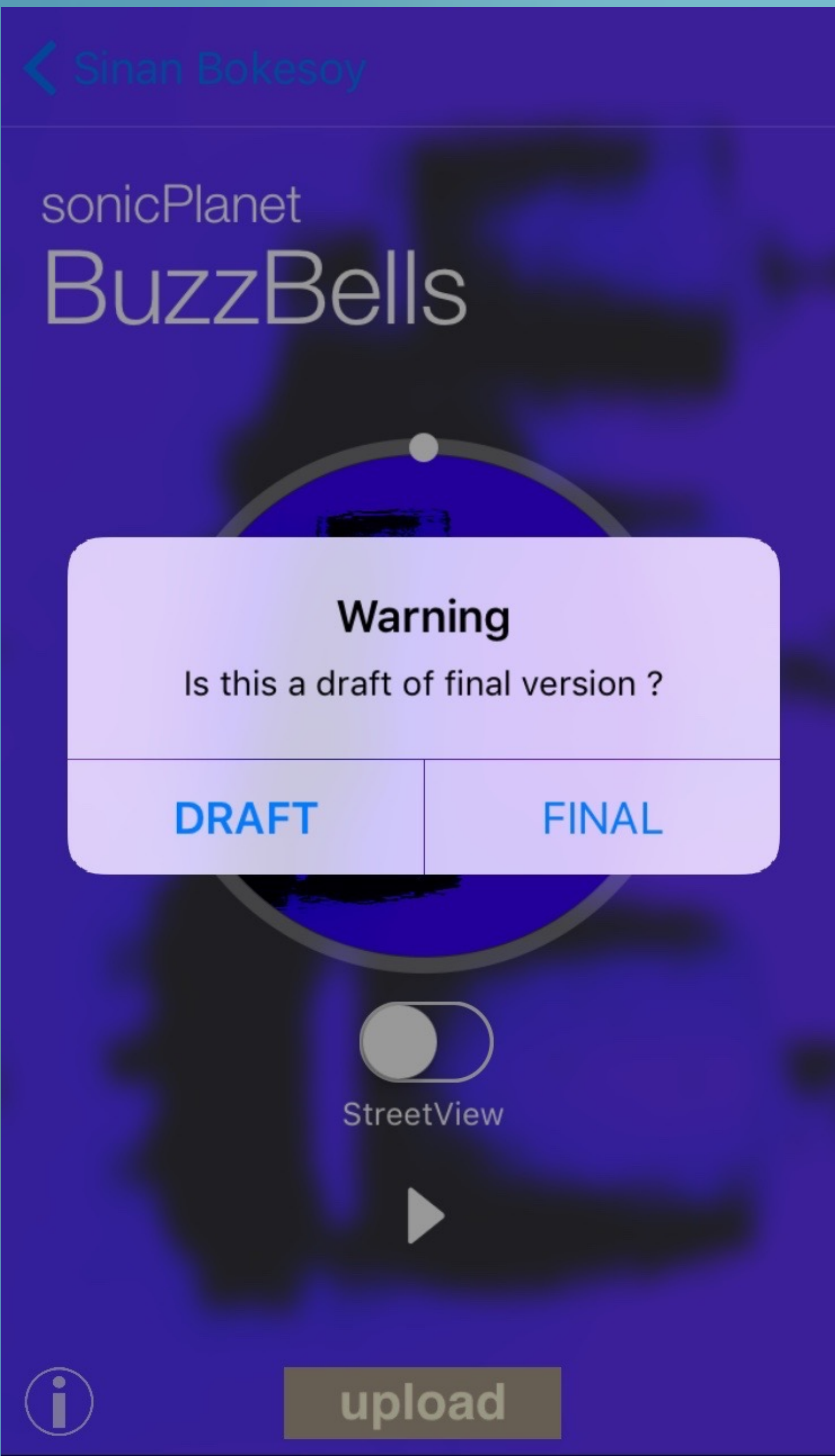
Walk around - listen to the 3D  
soundscape composers around  
Pisa tower and watch Google Street  
View changing accordingly.





When you are done with the editor screen go back to the player screen by reorienting your iPhone to its vertical position.

In order to upload all the work data to the server, hit the 'upload' button otherwise you will loose your edits.



The app will ask you whether this version is a draft or the final edition ?

The draft version means, that it will not be visible to the users of the **GeoPlayer**, since it is not finished. Only you will see it and can edit it further.

The final version means that the piece is ready and will be visible to **GeoPlayer** users as well.

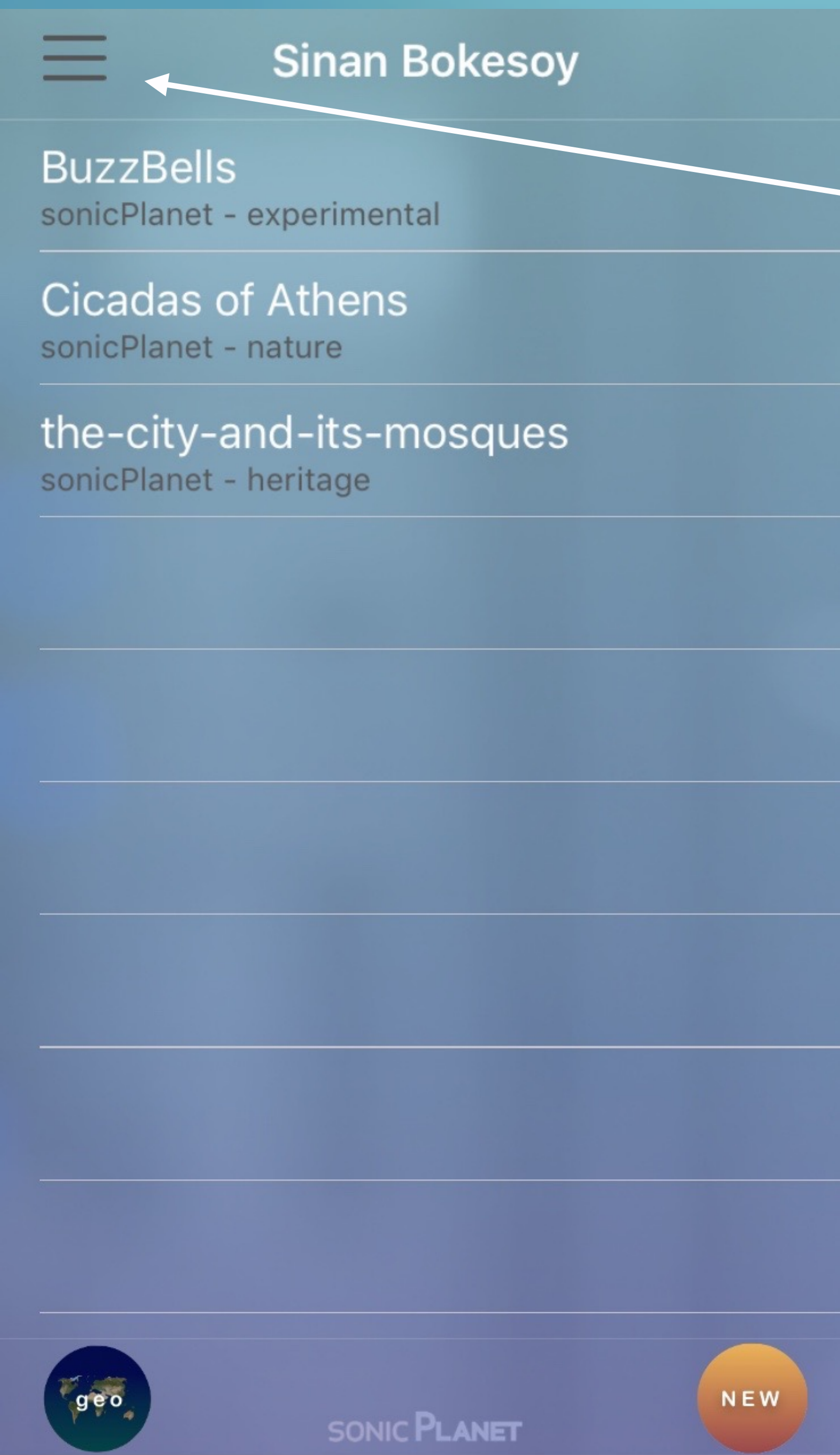




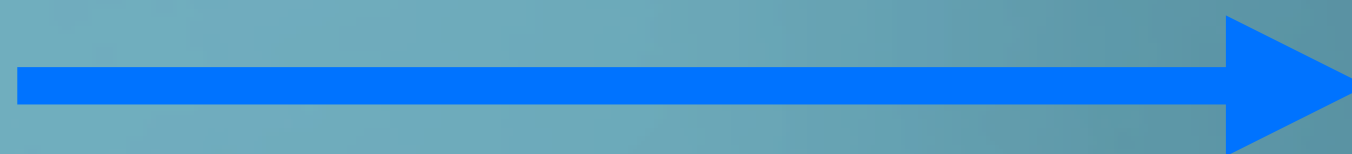
**It is important that you wait until your work files get totally uploaded on our servers. This circle shows that the operation is still on.**

**Depending on your internet speed and file sizes, the upload can take less than a minute or many minutes.**

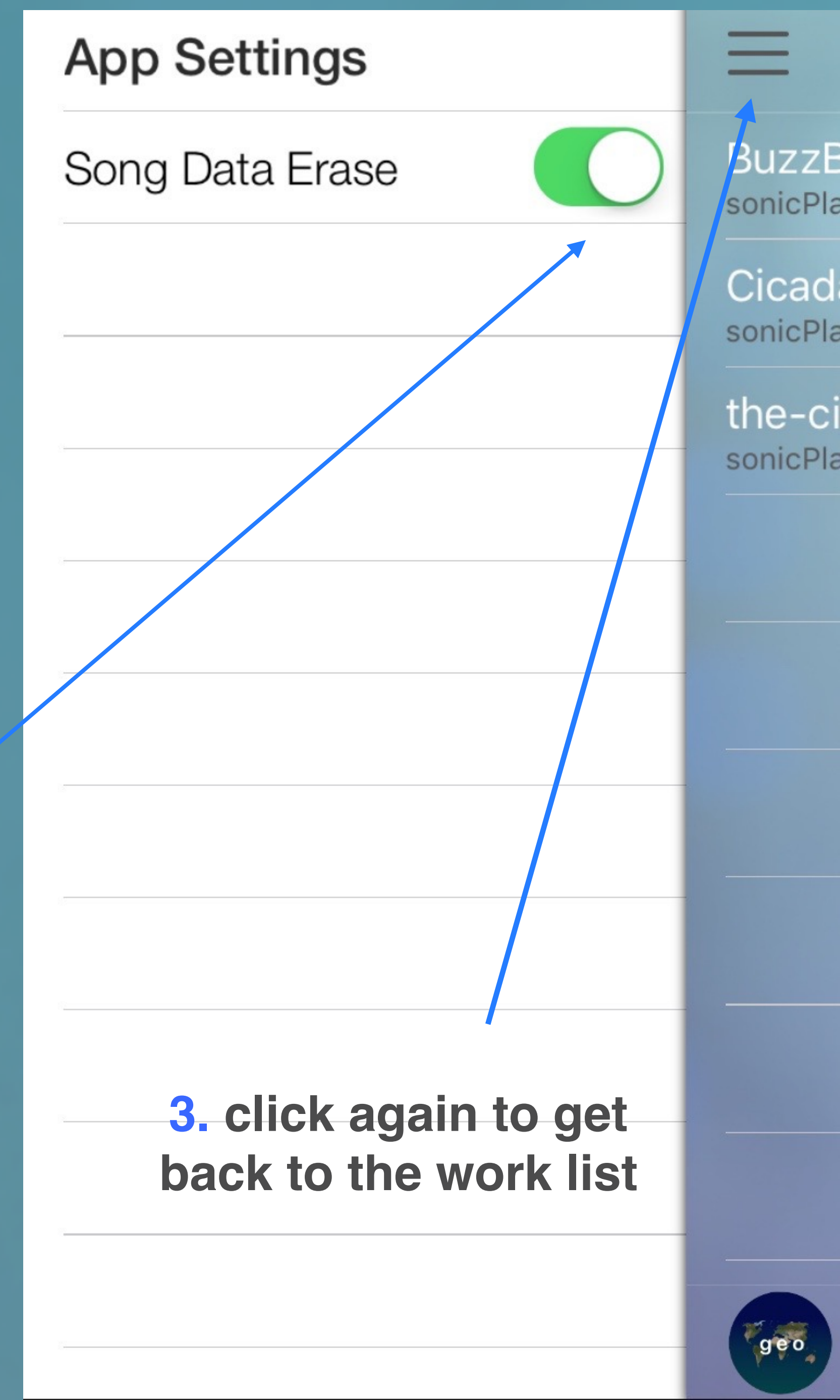




**1. If you want to delete a loaded piece from your iPhone in order to gain disk space hit this button**

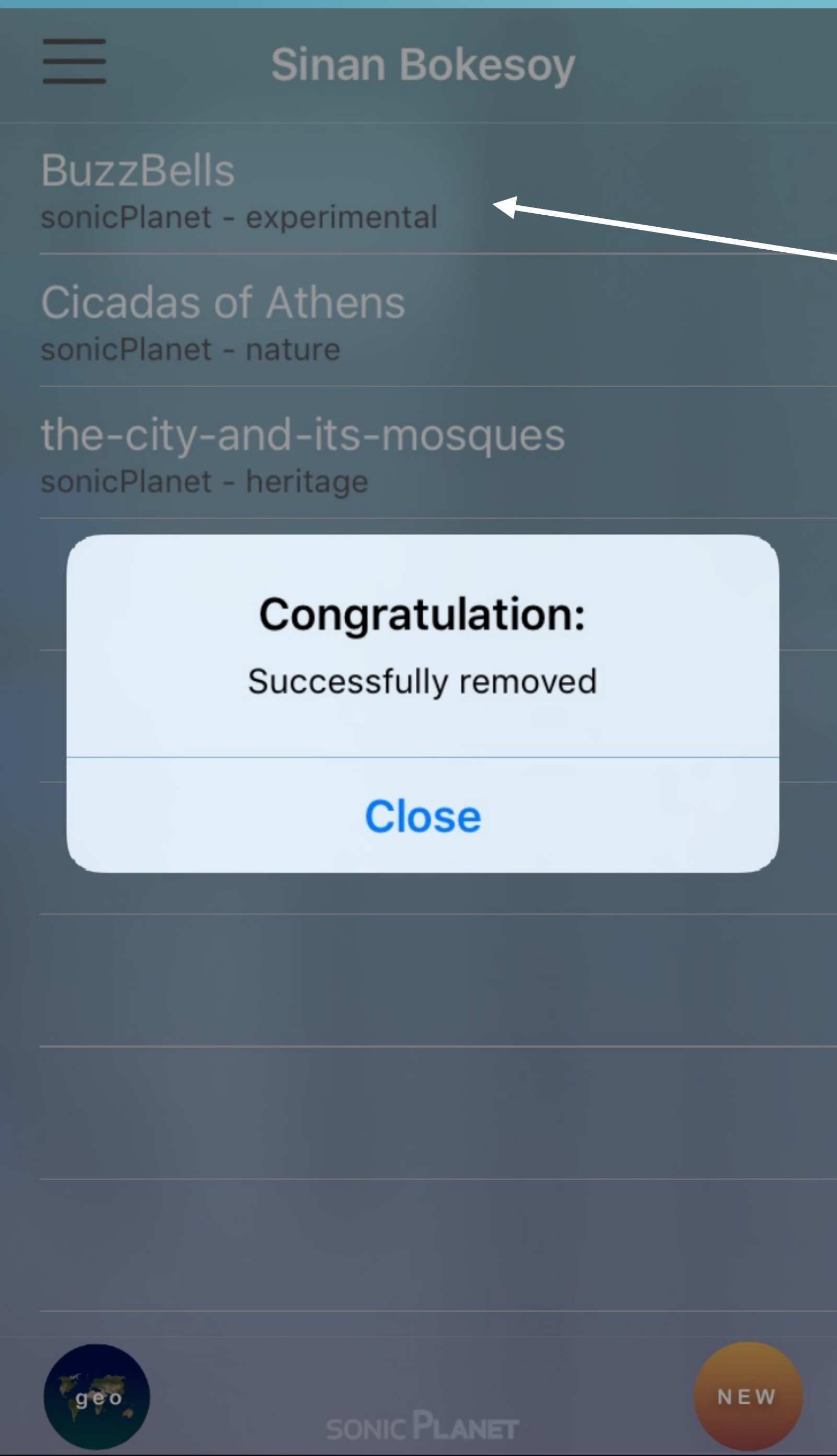


**2. turn this switch on.**

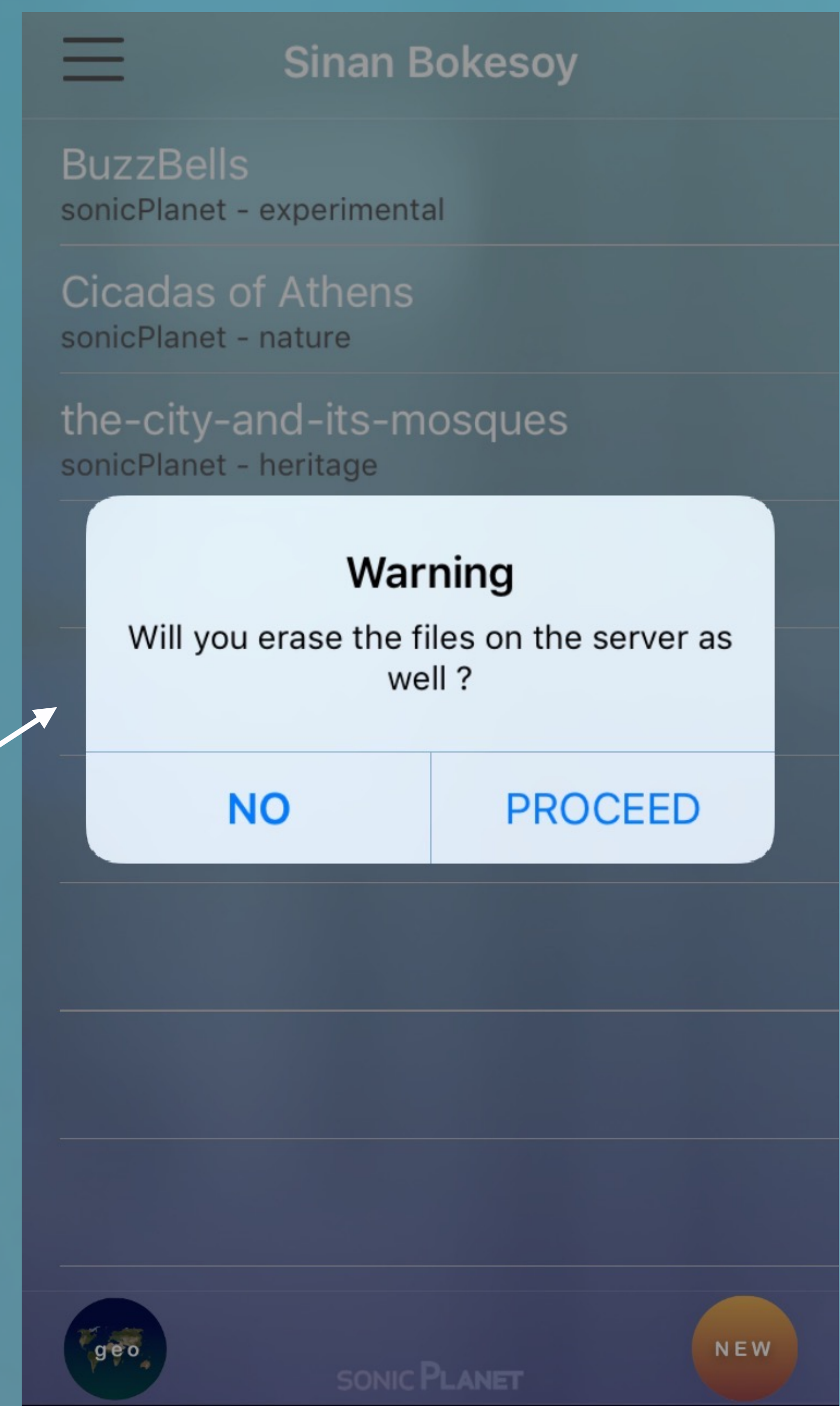


**3. click again to get back to the work list**





when you click on any piece,  
its contents will be erased  
from the iPhone



It will also ask you whether to  
erase it from the server.





Sinan Bokesoy

BuzzBells

sonicPlanet - experimental

Cicadas of Athens

sonicPlanet - nature

the-city-and-its-mosques

sonicPlanet - heritage



SONIC PLANET



You can press the “**Geo**” button to update the work list and see your recently uploaded pieces.

You can load the pieces and anytime edit them further.



