

What is the Global Sequencer?

This work is part of the Sound Design, a project Hamamatsu City is promoting to seek new possibility of sound, and is collaboration with Yuri Suzuki, Sound Designer. People across the world are invited to participate and post their sounds. Those sounds will then combine one another randomly to create new sounds. Please enjoy a new form of communication created by sound.

Yuri Suzuki



He studied at the Royal College of Art (RCA) in England after assisting Meiwa Denki, Japan. Then, while being as an artist, he also worked as an interaction designer for an up-and-coming Swedish musical instrument company, Teenage Engineering and for Research Department of Disney. In 2008, he opened a design studio, Yuri Suzuki Ltd. in London. Since 2013, he has been teaching at his alma mater, RCA Information Experience Design Department and Bartlett Interactive Architecture Lab. In 2018, he joined the London Office of Pentagram as a partner. It is the world's largest independent design firm. He offers design consulting on concept-making, interactive design, art direction and sound-related installations, etc.

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A message from Yuri Suzuki

The Covid-19 pandemic started at the end of 2019. A paradigm shift occurred and our communication has changed dramatically. We no longer have actual contact with each other and mainly communicate via internet and phone instead.

The situation has improved in 2021 but the pandemic is still going on. The Global Sequencer is an attempt to connect people in the world through sound online. Here people can not only browse and share sound but also create their own music using sounds from all over the globe. Even those who are not good at music can enjoy making music by a simple step sequence method.

This project is for the whole UNESCO family as well as for Hamamatsu City since it aims to connect people across the world. The Global Sequencer will continue to expand over the next few years. I am looking forward to seeing how people create new sound with it.

Let's post your sound 🎵

How to use the Playback Mode

- ① Click to enter the Global Sequencer



www.GlobalSequencer.com



Japanese



English



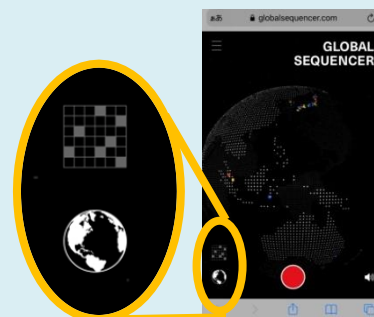
- ② The globe comes to appear in the Playback Mode as default. Adjust its size by pinch-in or -out.

Sequencer

Mode →

Playback

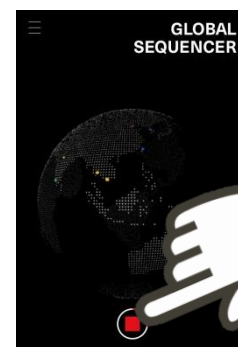
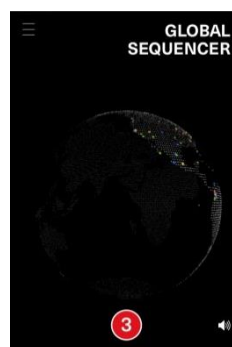
Mode →



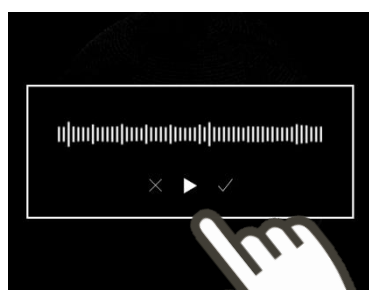
- ③ Colored dots indicate places where sounds are posted. Touch any dot and hear the sound stored there.



- ④ Let's record your sound. Press the Red button, count 3 and the recording starts. Press the button again to stop.

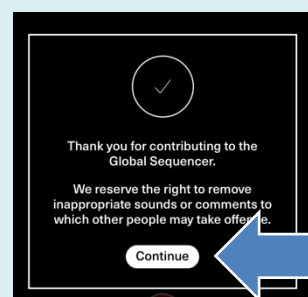


- ⑤ After recording, 3 symbols will appear on the screen. Touch ✓ to post.



× Delete
▶ Play
✓ Post

- ⑥ The message below comes to appear after posting. If you want to post more, press the Continue to go back the start. You can post any sound as many times as you like.



※For your safety, watch out your surroundings when you record sound outdoor.


※You can use Global Sequencer for free but may be charged by your provider for data use.

※There may be some time delay from your post until its dot indication on the globe.

Let's create music by using posted sounds🎵

How to use the Sequencer Mode

- ① Click to open the Global Sequencer.

 www.GlobalSequencer.com



Japanese



English



- ② The Playback Mode comes to appear as default. Choose the Sequencer Mode.

Sequencer

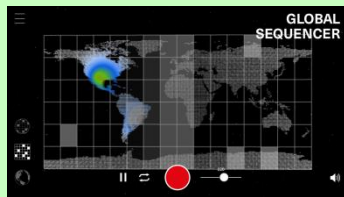
Mode →

Playback

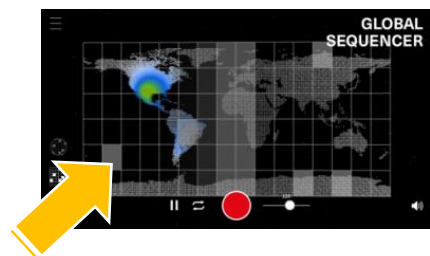
Mode →



- ③ The 2-D flat globe appears. The posted sounds are indicated by colored dots on the globe. The stored sounds are playing, corresponding to the movement of white squares.



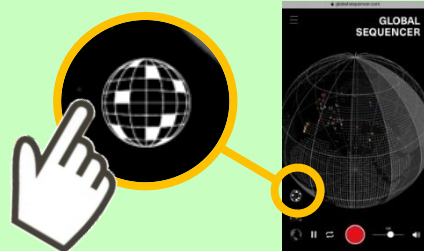
- ④ Choose a square and let it playback the sound.



- ⑤ If you choose several squares, it will playback these combined sounds in order. Press the Shuffle button, it will choose squares and playback them randomly.



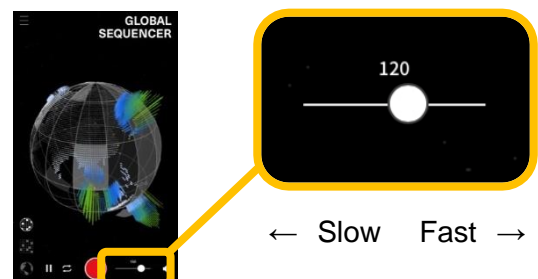
- ⑥ Touch the round button to switch to the 3-D globe. Press the Shuffle button to play sounds in the white squares randomly.



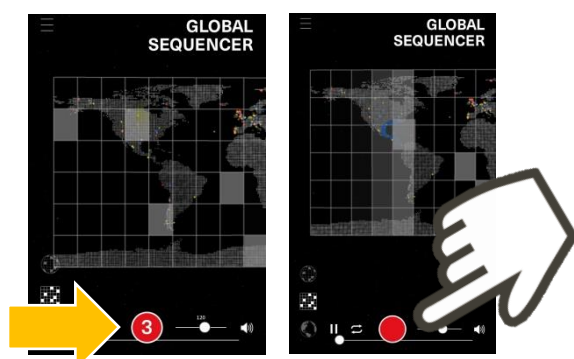
- ⑦ You can slide the globe while touching it to make scratch noise. Pinch-in or -out it as you like.



- ⑧ Adjust the pitch of sound by sliding the Bar. Create your own unique sound by combining sounds, sliding the bar and scratching noise.



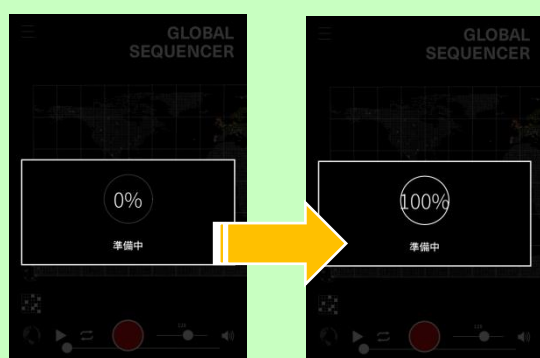
- ⑨ Let's record the sound you have created.
Touch the Red button to start recording.
Touch it again to stop.



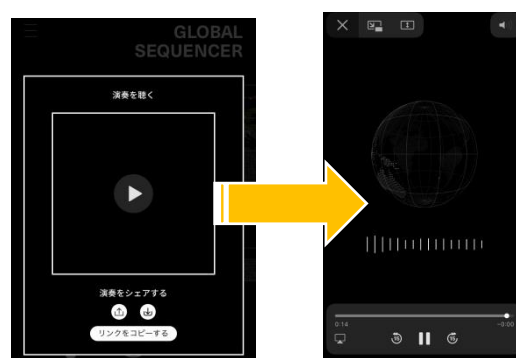
- ⑩ In the 3-D globe mode, you can record sound with scratching noise when you are sliding the globe.



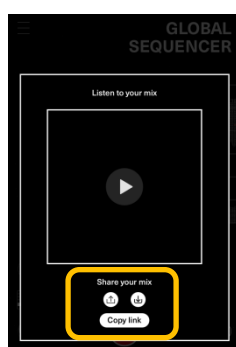
- ⑪ When the recording is completed, wait until the figure is 100%.



- ⑫ The process is completed when you see the image below. Touch the button ▶ to play the sound you have created.



- ⑬ Save, copy and share the sound as you like.



Share on SNS



Save the file by
the mp4 format.



Copy the link for pasting

Share the sounds you created on SNS with
#HamamatsuSDF2021.



The Sound Design Festival will be on live
streaming in our YouTube channel.



Creative City,
Hamamatsu
Click here for the website



We're also updating
information on
Facebook.