

NEURIPS 2026 · CREATIVE AI TRACK

Windchime: an Audiovisual Installation with Audio-Language Model implementations

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1 **Spoken language retrieves the artist's material**
A local ASR model transcribes each prompt, an audio-language model embeds it, and retrieval over 406 stems returns a soundscape with live-coded Strudel fragments.

2 **Tactile control of 135 Three.js scenes**
Each spoken input also retrieves an animation scene with its own monome grid and arc mappings and LED feedback, so language shapes the audio and tactility shapes the visuals.

3 **Agency distributed in three directions**
The artist authors the corpus and sets the configuration, the visitor initiates every retrieval, and the ALM settles which parts of the corpus a prompt can reach.



Gray Area event page
grayarea.org/event/cultural-incubator-showcase-2026

Documentation
grashopr-888.github.io/current-projects