

Material for Viola and Electronics

Material is a controlled improvisation for viola and electronics. Over the duration of the piece, the violist introduces a series of gestures into a four-channel probabilistic computer playback system. The computer operator creates an accompanying montage by adjusting the probability, rate, direction, and speed at which sampled viola sounds are played back.

Notes on Performance:

1. Violist plays musical gestures (numbered 1 through 33) in succession.
2. Gestures marked with a repeat sign can be repeated as many times and as frequently as the violist deems appropriate.
3. Using a probabilistic playback system (see below), the computer operator should intuitively adjust the playback parameters based on the violist's performance.
4. Violist and audio playback should start and end at roughly the same time.

Technical Setup:

1. Mic the live viola and send to the computer
2. Send five channels out from computer (live viola, front left, front right, back left, back right) to house system (quad), hard panning the four audio playback channels to each of the four speakers and the live viola sound to all four (the live player and audio playback should be equal loudness at the center of the hall).

Hall Setup (violist in center):

Speaker 1
(ch.1/live)

Speaker 2
(ch. 2/live)

audience

audience

violist

audience

audience

Speaker 3
(ch.3/live)

Speaker 4
(ch. 4/live)

Optional Hall Setup (violist on stage):

stage

violist

Speaker 1
(ch.1/live)

Speaker 2
(ch. 2/live)

audience

Speaker 3
(ch.3)

Speaker 4
(ch. 4)

*note: with this optional configuration, send live viola sound to speakers 1 and 2 only

Probabilistic Playback System Controls:

<input type="checkbox"/> audio	ON/OFF	TIME:	SAMPLE:	PLAYBACK:			
<input type="checkbox"/> dac~ 1 2 3 4 5	<input type="checkbox"/>	onset interval	deviation (%)	bank min	bank width	Speed	deviation
		<input type="text" value="0."/>	<input type="text" value="0."/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0."/>	<input type="text" value="0."/>