## Making People Move: **Collaborative cross-domain real-time score generation and** performance

Reflective Conservatoire

Guildhall School of Music and Drama, March 1st 2015

This presentation is available here: **http://rhoadley.net/** presentations/ccde-s.pdf

V0.01

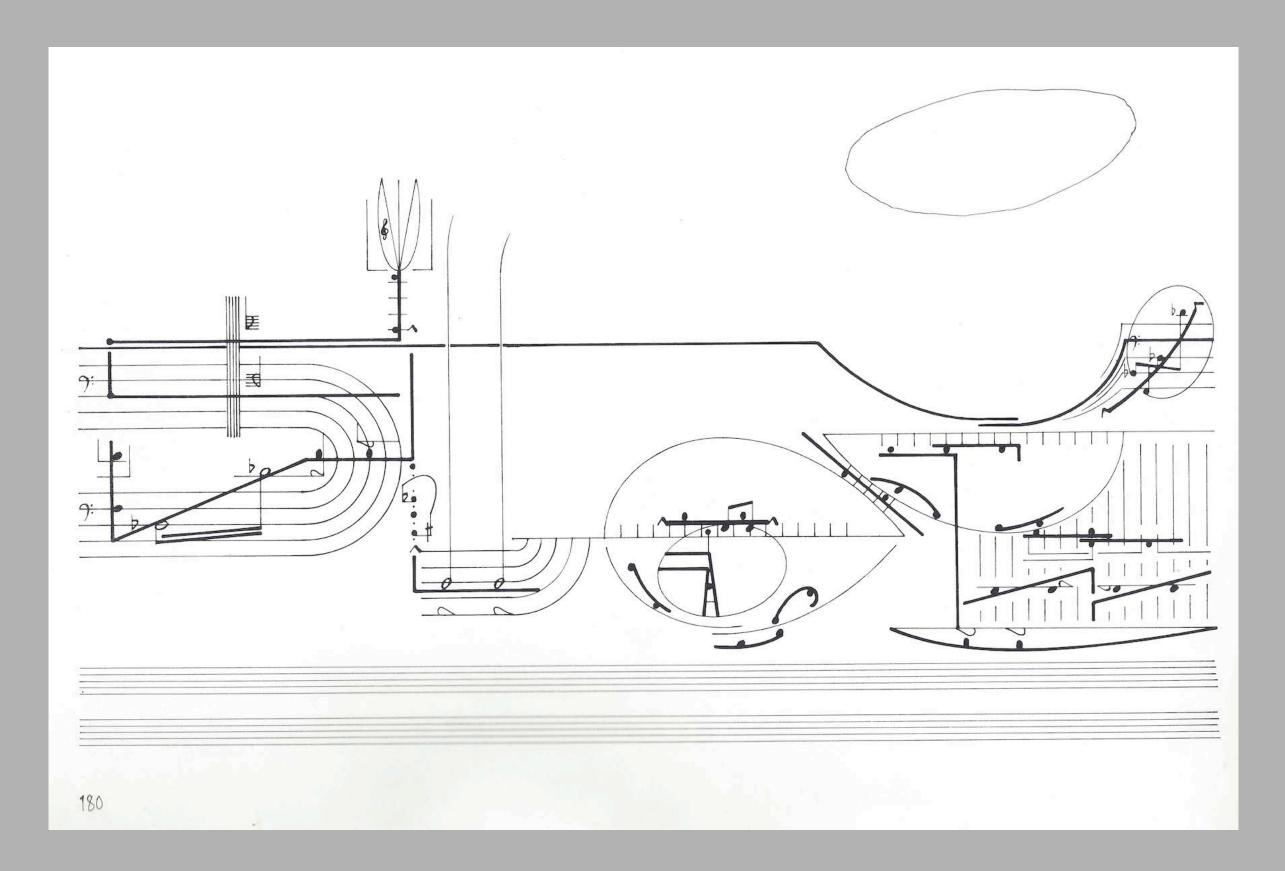
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#### 8th Feb 1963

66 Notation is a way of making people move. If you lack others, like aggression or persuasion. The notation should do it. This is the most rewarding aspect of work on a notation. Trouble is: Just as you find your sounds are too alien, intended 'for a different culture', you make the same discovery about your beautiful notation: no-one is willing to understand it. No-one moves.

Cornelius Cardew, from Treatise Handbook, 1971



# Three research streams

- algorithms (patterning)
- physical computing
- notation/representation

#### Cross-domain expression and interpretation link these

# Cross-domain expression?

Music is already cross-domain (as are all arts): it is formed of physical action to create patterns of music, text or graphic notations



# Physical computing NIMEs or what?



#### Laetitia Sonami Lady's Gloves

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### Laetitia Sonami <u>Lady's Gloves</u> (local video file)



#### Marije Baalman <u>Wezen-Gewording</u> (2013)

Gewording (Becoming) is the first performance version where the link between physical and sonic gesture is explored during a live performance, combining movement of the body and live coding.



## Marije Baalman <u>Wezen-Gewording</u> (2013) (local video file)

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#### Imogen Heap <u>Me the Machine</u> (2014)



#### Imogen Heap <u>Me the Machine</u> (2014) (local video file)



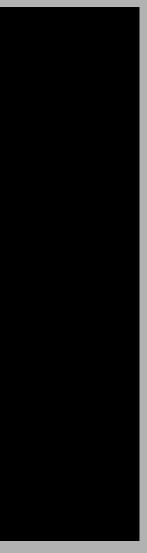


#### TEDXBRISTOL 2011 - CREATIVITY SESSION - IMOGEN HEAP

#### see particularly 7:45+ (violin bow)



## TEDxBRISTOL 2011 - CREATIVITY SESSION - IMOGEN HEAP see particularly 7:45+ (violin bow) (local video file)





#### Kinect advert (2011)

# Games players don't seem to like the Kinect One - it's too invasive, too personal



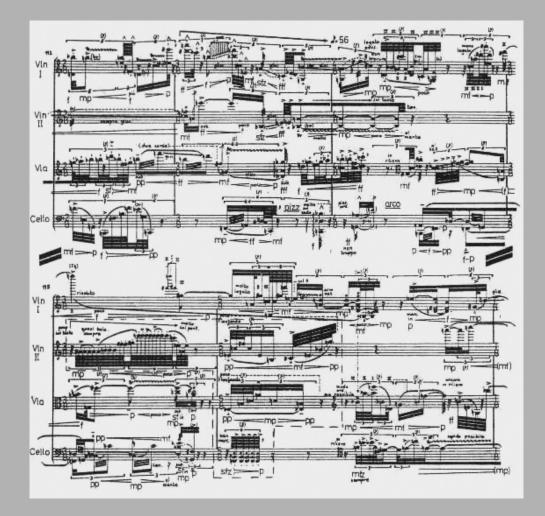
#### Kinect advert (2011) (local video file)

# Games players don't seem to like the Kinect One - it's too invasive, too personal

# Notation/representation

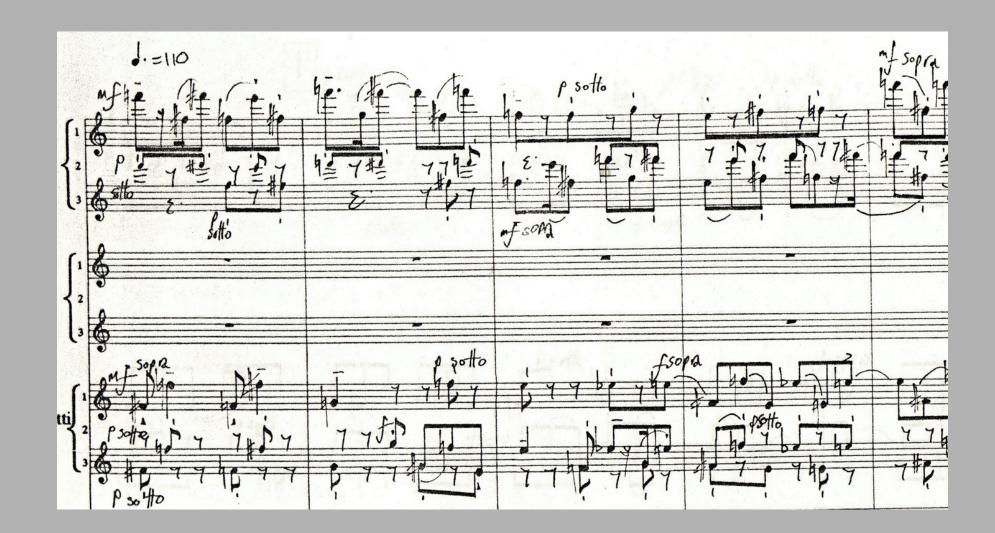
- is a complex semantic and graphic form of 'language'
- is not really suited to non-specialised environments
- presents many challenges concerning electronic implementation and display

## Notation: complexity



#### Ferneyhough **Second String Quartet** (1980)

## Notation: Mea culpa



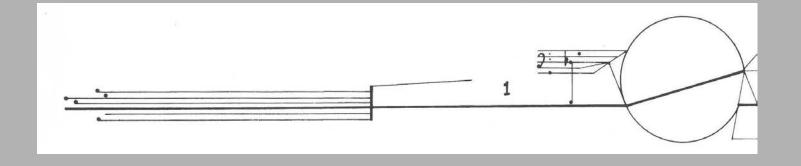
Richard Hoadley **Four Archetypes** (1995)

## Graphic notations: Cardew



#### From Cardew **Octet 61** (1961)

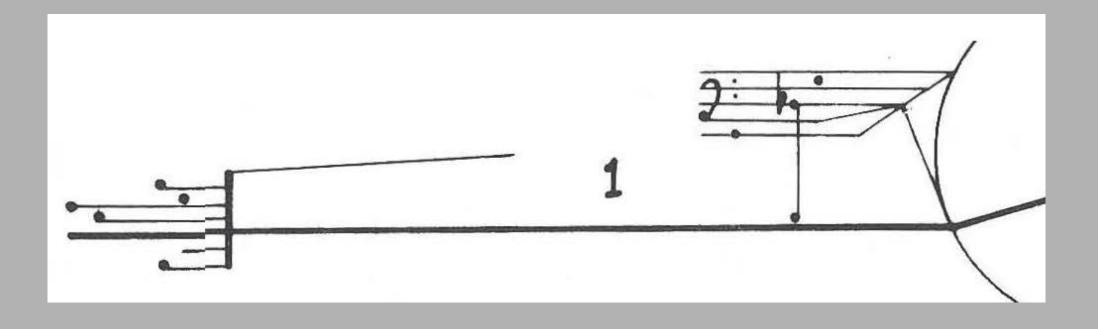
# Graphic notations: Cardew **Treatise** (1963) and **Bun No. 2** (1964)

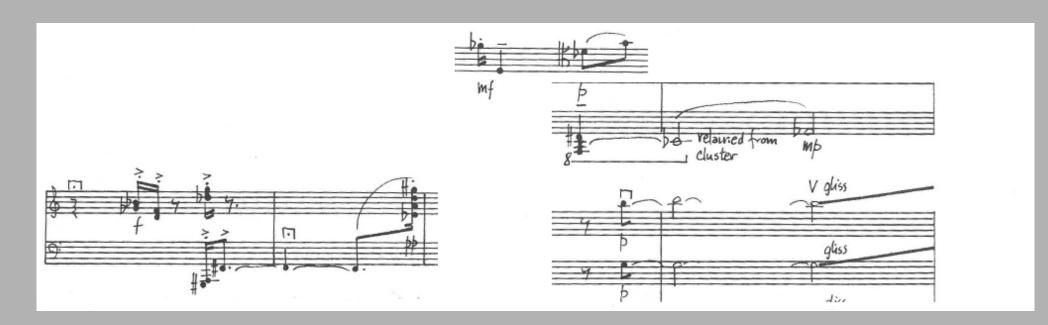




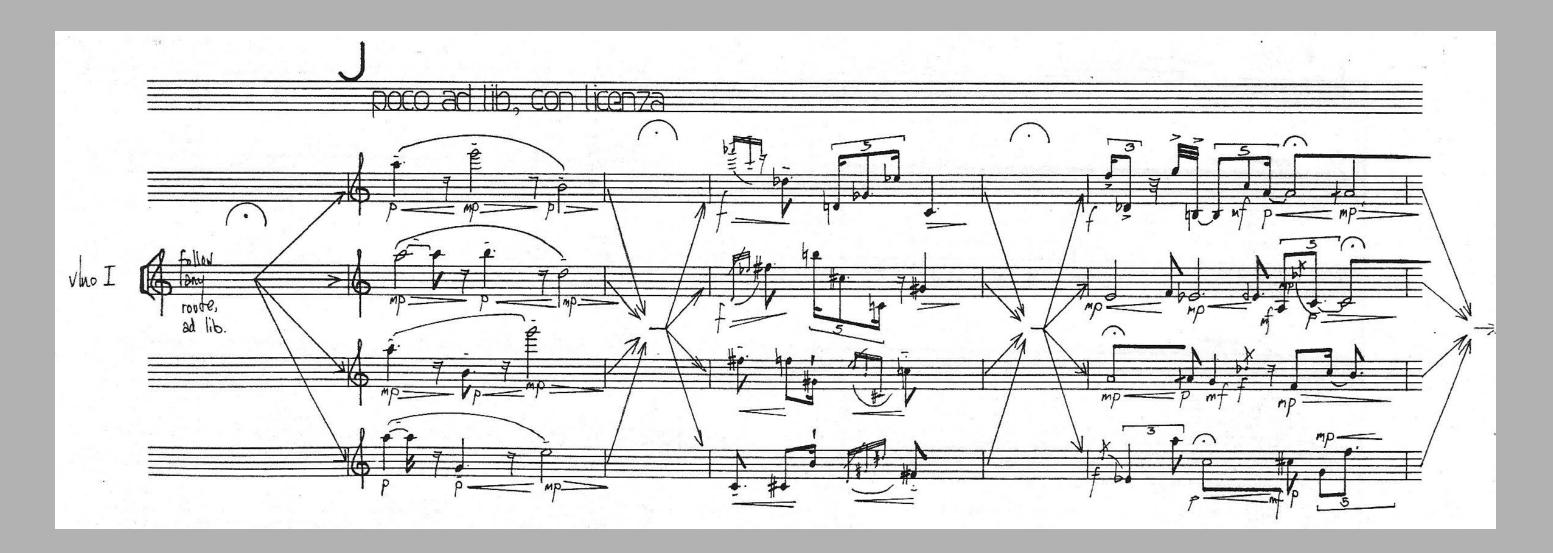


#### Detail from Treatise and Bun 2...

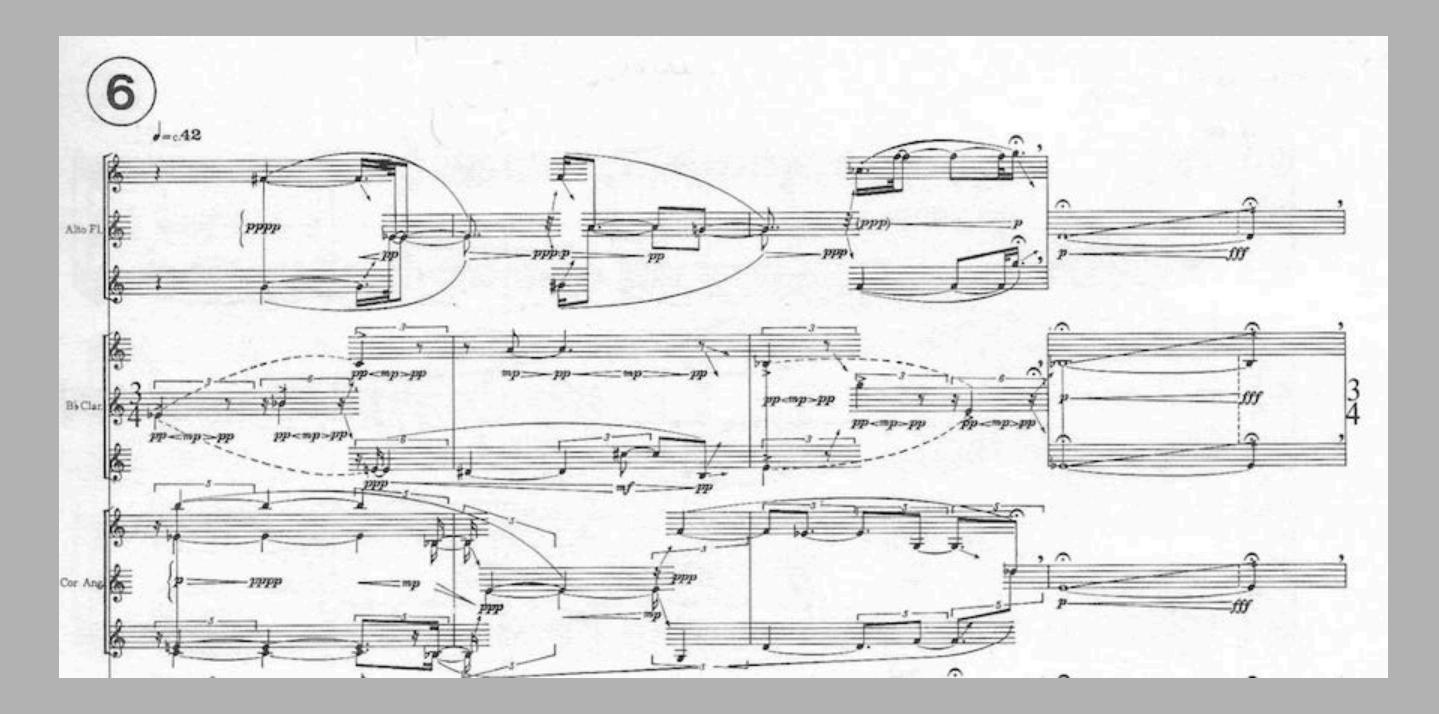




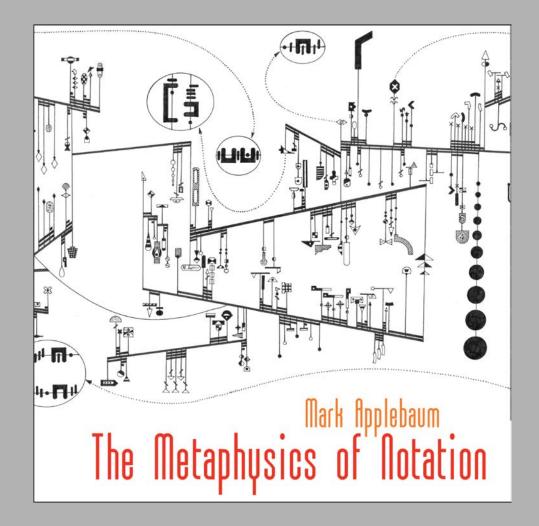
#### alternatives...



#### from... Birtwistle Verses for Ensembles (1968-69)

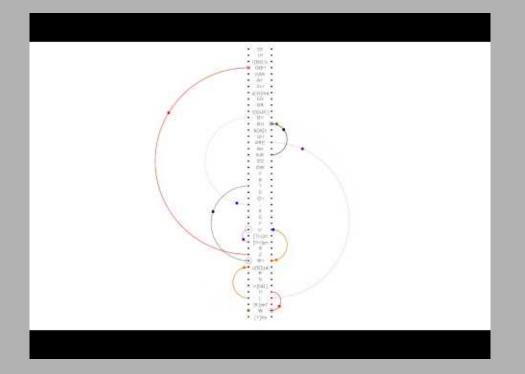


# Graphic notations



From Appelbaum (Stanford), **The Metaphysics of Notation** (2010)

# Dynamic scores and live notation



#### Ryan Ross Smith - Study no. 46 [for vocalists]

# Why pursue these lines of research?

- it illuminates the act of composition
- it unifies dots and signals: enriching electronic music with live performance and algorithmic patterning [Boehm quote below]
- it enables the live synchronised algorithmic generation of electroacoustic material and notation

• it links expressive domains - algorithms, physical gesture and live notation - the 'meaning' of gestures becomes a part of the creative process

• it utilises virtuosic performance and investigates liveness in music performance and improvisation

• it allows analysis of compositional processes through automation

• ...as a consequence and to clarify, it's a technique and a tool, just as these compositions are both pieces and experiments

# dots vs signals

**66** 'Music processing'...denotes the processing of music information, which is stored in its structured symbolic musical 'Gestalt'. The term 'music processing' implies a difference from the signal processing community, in that it does not deal with sound as the source material for investigation, but deals with music as score or music as timebased structure stored in a symbolic form. **99** 

Carola Boehm, Book Review, Organised Sound 7(1): 79–82, 2002

# Live notation

We consider real-time music notation to be any notation, either traditional or graphic, which is created or transformed during an actual musical performance. However, the term has not been standardized, and various articles in this issue refer to real-time music notation using other terms, such as dynamic music notation, live scoring, virtual scoring, and reactive notation.

Contemporary Music Review, Vol. 29, No. 1, February 2010, p. 1, Preface: Virtual Scores and Real-Time Playing, Arthur Clay and Jason Freeman

# The tools

- provide a structure for the generation of music and/or common practice notation as well as many arbitrary graphical elements
- facilitate communication between SuperCollider and INScore
- offer the beginnings of a more standard interface for physical mapping





## nd/or common cal elements and INScore for physical

# and are located...

- https://github.com/supercollider/supercollider
- http://inscore.sourceforge.net/
- http://rhoadley.net/inscore (eventually...)

#### Gaggle, HCI conference, Cambridge, UK, 2009



### Gaggle, Museums, interfaces, spaces, technologies, 2010



### **Calder's Violin**, SuperCollider Symposium, London 2012





## Calder's Violin, (local file) SuperCollider Symposium, London 2012



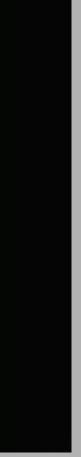


#### The Fluxus Tree, LIPAM, Leeds UK, September 2012



### The Fluxus Tree, (local file) LIPAM, Leeds UK, September 2012





# **Quantum Canticorum**, Museum of Modern Art, Barcelona, June 2014





### **Quantum Canticorum**, (local video file) Museum of Modern Art, Barcelona, June 2014



# **System Demonstration**, Natural History Museum, London, June 2014

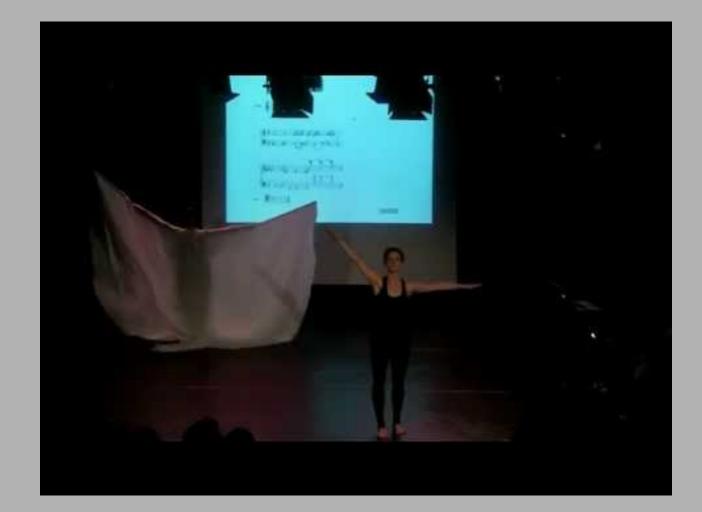




# **System Demonstration**, (local video file) Natural History Museum, London, June 2014



### Semaphore, Cambridge, October 2014

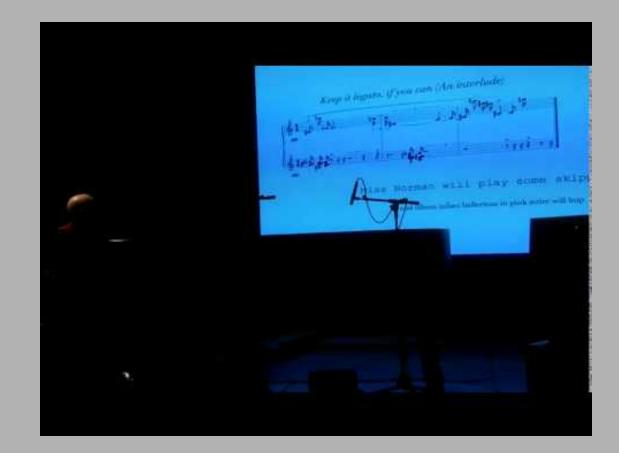


### Semaphore, (local video file) Cambridge, October 2014





# **How To Play the Piano**, (Hoadley/Norman) Leicester, February 2015, piano: Philip Mead



#### **How To Play the Piano**, (local video file) (Hoadley/Norman) Leicester, February 2015, piano: Philip Mead



# Peer comment and criticism

- many comments asking about the possibilities of machine musicianship as a compelling reason for using real-time notation (imagination over reality)
- possible difficulties in keeping track of one's place in the score
- the feasibility of obtaining an 'accurate' and structured rendition due to lack of rehearsal

- the 'fetishisation' of the notation (when displayed)
- the dancer being 'caged' by the 'cone of the Kinect' (MSphobia?)
- the 'conservative' nature of the music (old fashioned modernism? a reasonable point, maybe, and there are no stylistic predicates with the technology)

(performers involved do not tend to agree with the majority of these comments, nor were views expressed at Natural History Museum)

# Forthcoming performances

- How to Play the Piano with Philip Mead, 26th February 2015, Exchanging Cultures Festival, de Montfort University, Leicester
- **Collaborative Cross-domain performance and real-time** score generation: extreme sight-reading and beyond, workshop at the Guildhall Reflective Conservatoire Conference, Guildhall School of Music and Drama, London, 10am Sunday March 1 2015

### Semaphore @ Drawing Towards Sound, University of Greenwich, 20th March 2015

### Semaphore @ Lunchtime Concert, Mumford Theatre, ARU, 17th Aptil 2015

**INScore** workshop, 28th May 2015, Centre Universitaire Clignancourt, Paris-Sorbonne, a part of the first international conference on Technologies for Music Notation and Representation (TENOR) 29-30 May 2015, University of Paris-Sorbonne/IRCAM, Paris, France

### video recordings of past performances are at **rhoadley.net/** youtube and

# Workshop demonstration

#### Just in case:





Thank you

any questions?

contact: research@rhoadley.net

# this presentation is available at **http://rhoadley.net/presentations** as **ccde-s.pdf**