

Sculpture as music interface

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Richard Hoadley

Digital Performance Laboratory Anglia Ruskin University

Contact

richard.hoadley@anglia.ac.uk research@rhoadley.net

this presentation is available at: http://rhoadley.net/presentations

Why?

I have always felt that music in performance is highly visual (Charlotte Green, but note 'cinema of the mind')



musical instruments are physical, visual entities; these and other references to and metaphors of music are commonly used in visual and graphic arts (Picasso, Matisse, Klee, Mondrian, Christian Marclay, Norman Maclaren)



music scores are intriguing graphically; many musicians (Satie, Cardew) and artists (Kandinsky) have exploited this



musical instruments are finite pieces of physical technology. Those who are skilled at playing have something solid to push against (unlike computers); this physicality implies a physical form, the style and functionality of which has an aesthetic, sculptural perspective. Charlotte Green, Saturday Live, BBC Radio 4, 19th January 2013

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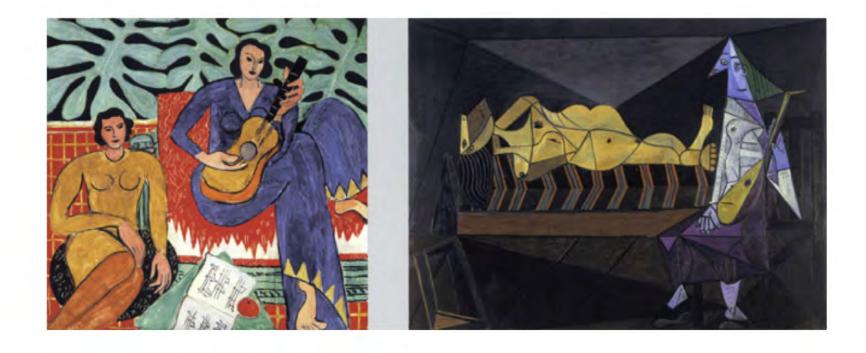


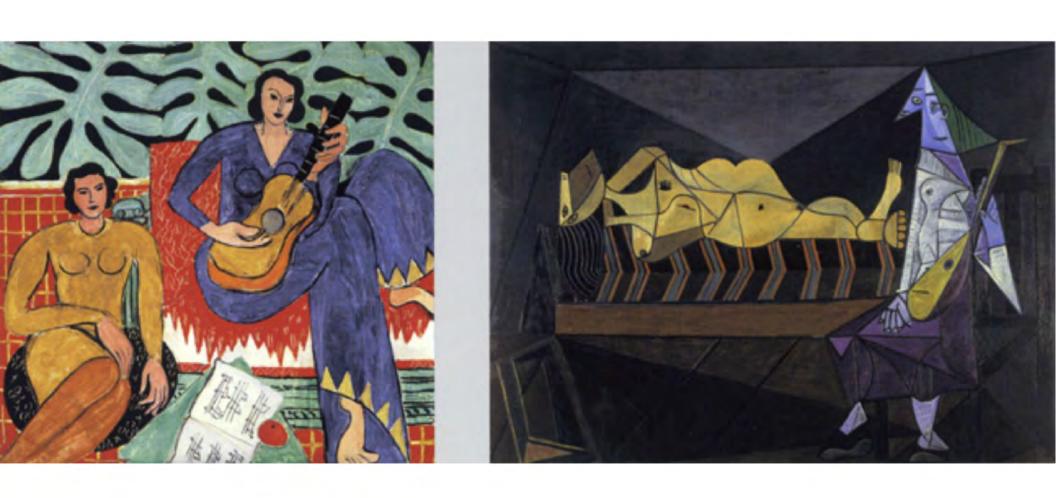




Picasso, Matisse

Matisse 'Music' (1939) & Picasso 'Serenade' (1942)

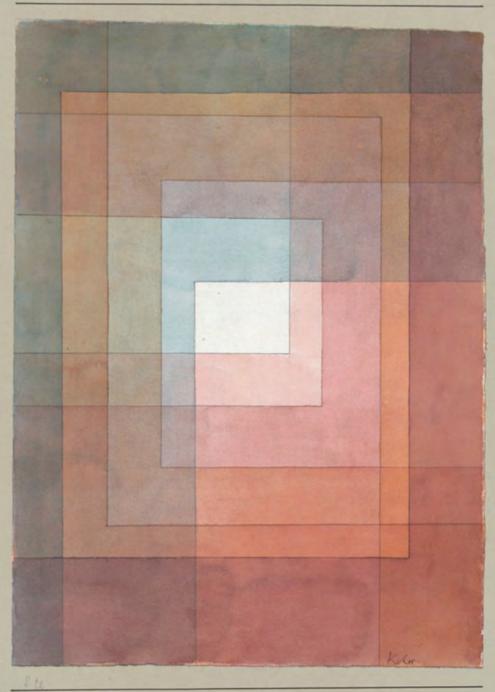




Klee

polyphon gefasstes Weiss (1930)



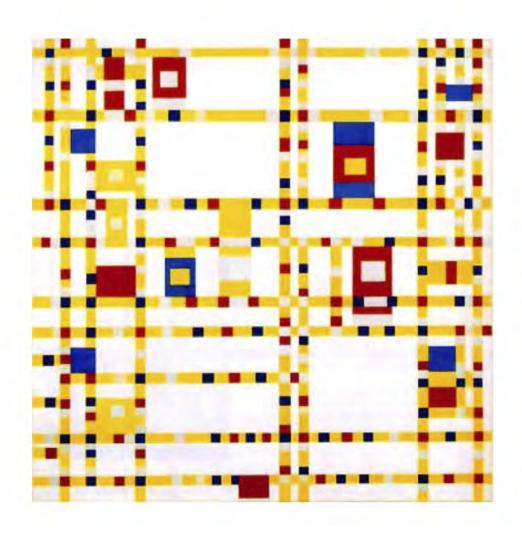


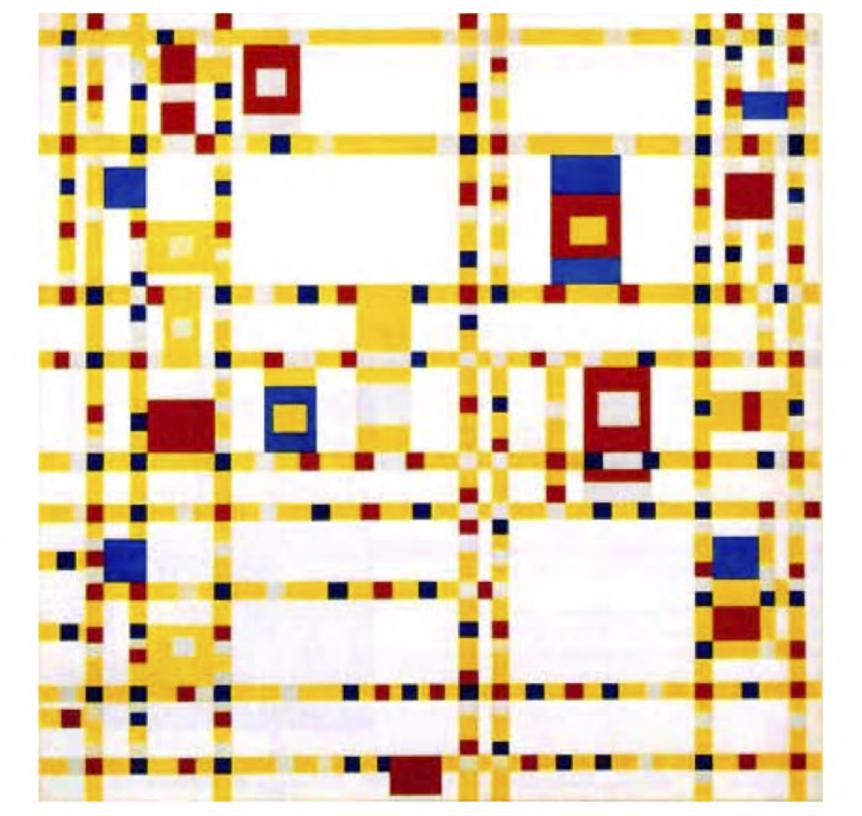
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1930 × 10. polyplor gofantes Weiss

Mondrian

Broadway Boogie-Woogie (1942-43)





Christian Marclay

Band, 2002; including "Virtuoso" (2000), "Drumkit" (1999) and 'Lip Lock" (1992)



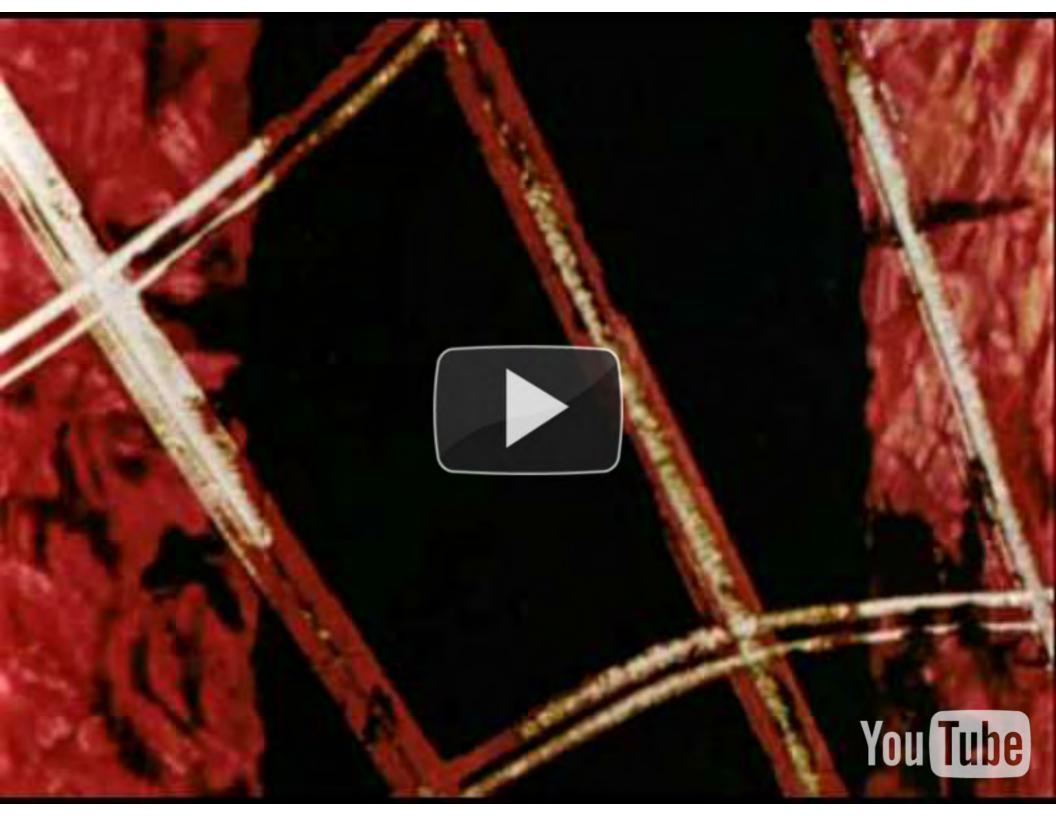
http://prezi.com/kw1zidlk0-b7/christian-marclay-presentation/



Norman Maclaren

Begone Dull Care (1949)





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Richard Hoadley, Four Archetypes, 1995



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Eric Satie

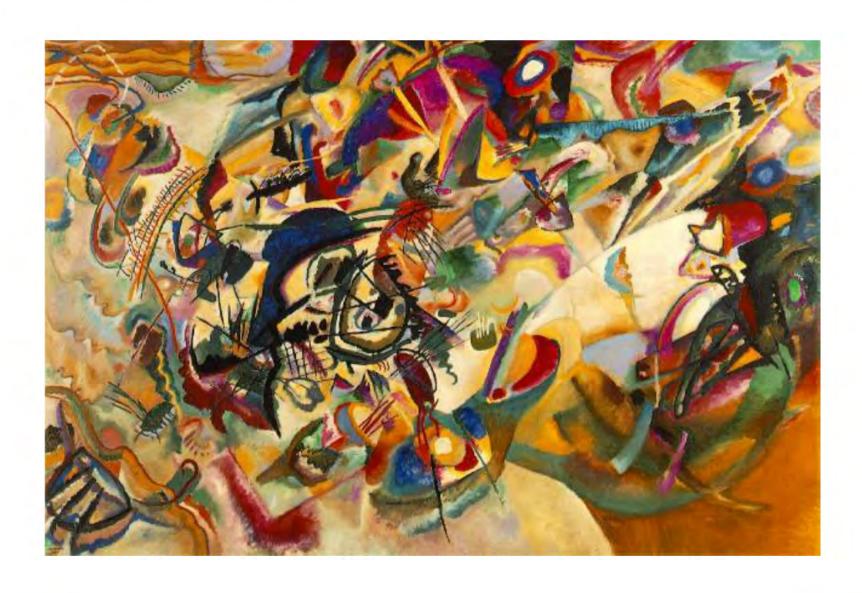
Verset laïque & semptueux (Sumptous lay verse), 1900

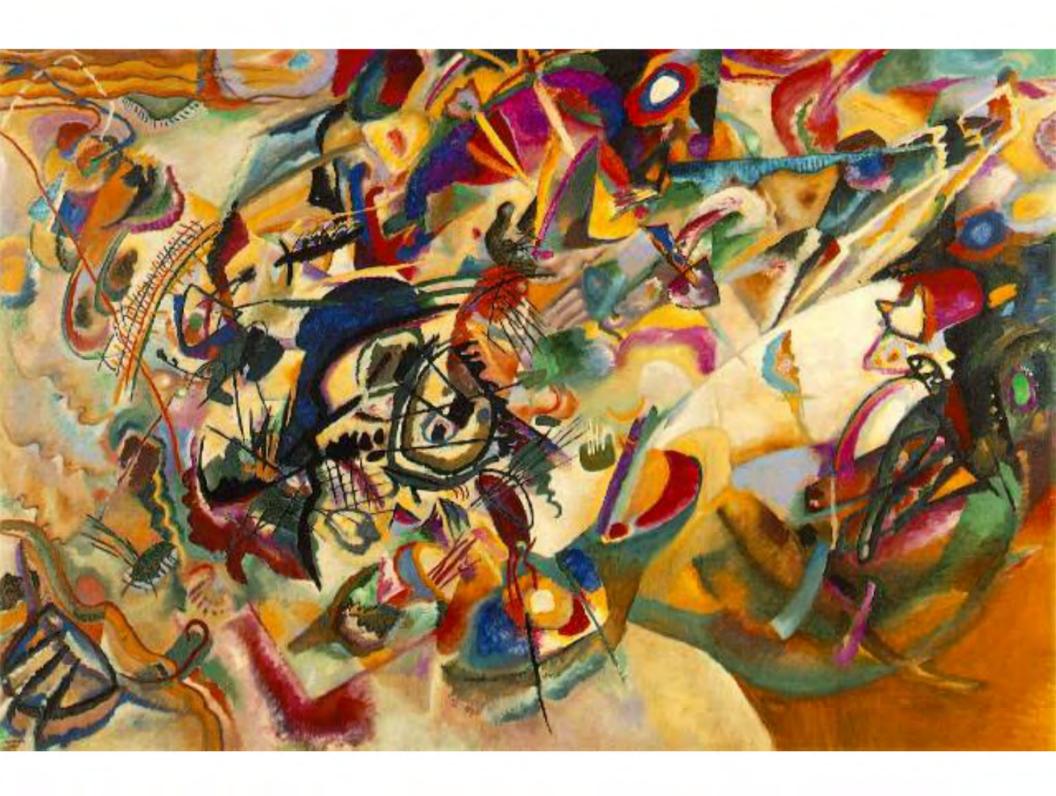


VERSET LAÏQUE & SOMPTVEVX



Kandinsky Composition 7 (1913)





Cornelius Cardew

Treatise (1963-67)





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Digital electronics...

...give us a means to explore more concrete links and mappings between technologies and performance behaviours: mapping between domains; algorithm and physical gesture into live notation; understanding which affordances and gestures have 'meaning' and which don't

...allows us to 'build' skills into the design of instruments rather than requiring the acquisition of new skills (with disadvantages)

...allows investigations of unification dots and signals: enriching electronic music with live performance and algorithmic patterning [quotation =>]

...allows investigation of liveness in music performance and improvisation

...facilitates learning about and analysis of compositional processes through automation

...provides techniques and tools, expression and experiment

Music and signal processing

Not provide the state of the

Music and signal processing

'Music processing', in the way that this community uses it, 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, such as codes, languages, etc. Obviously the boundary between signal and 'music processing' can become very blurred, but it is useful to mention this division as it seems that the research, its communities and their methodologies tend to be different and do not overlap in a major way.

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

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How? Techniques...

...investigate and implement:

- automated, algorithmic composition
- physical computing and interactivity
- considerations of aesthetic design, mapping and affordance (almost by accident)
- also more recently adds the ability to use notation

Changes to notions of composition

"former by when one worked alone, at a given point, decision was made, and one went in one direction rather than another; whereas, in the case of working with a mother person and with computer facilities, thin need to work as though decisions were scarce—as though you had to limit yourself to one lidea—is no longer pressing. If a change from the influences or searchy or economy to the influences of abundance and if the willing to say in water.

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John Cage, 1969

Changes to notions of composition

"Formerly when one worked alone, at a given point a decision was made, and one went in one direction rather than another; whereas, in the case of working with another person and with computer facilities, the need to work as though decisions were scarce - as though you had to limit yourself to one idea - is no longer pressing. It's a change from the influences of scarcity or economy to the influences of abundance and - I'd be willing to say - waste"

John Cage quoted in CMJ 16:4 by Larry Austin

"Computers are bringing about a situation that's like the invention of harmony. Subroutines are like chords... [and] ... are altered by a single punch. We're getting music made by man himself, not just one man."

The tools...

provide a structure for the generation of music and/or common practice notation (plus) according to stylistic rules

facilitate communication between SuperCollider and INScore

http://supercollider.sourceforge.net/



http://inscore.sourceforge.net/

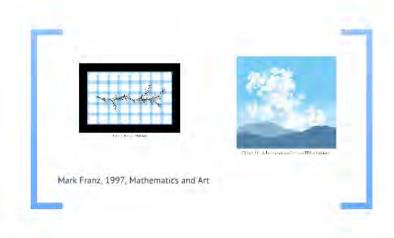


http://rhoadley.net/inscore (from April 2013)

eventually, maybe, offer the beginnings of a more standard interface for physical mapping

algorithms might be...

top down bottom up hybrid bespoke



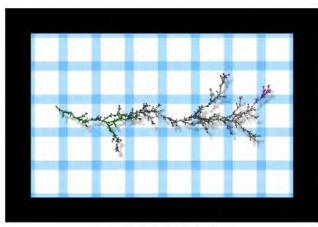


Figure 1. Vine and Tablecloth



Figure 11. A landscape made from IFS attractors.

Mark Franz, 1997, Mathematics and Art

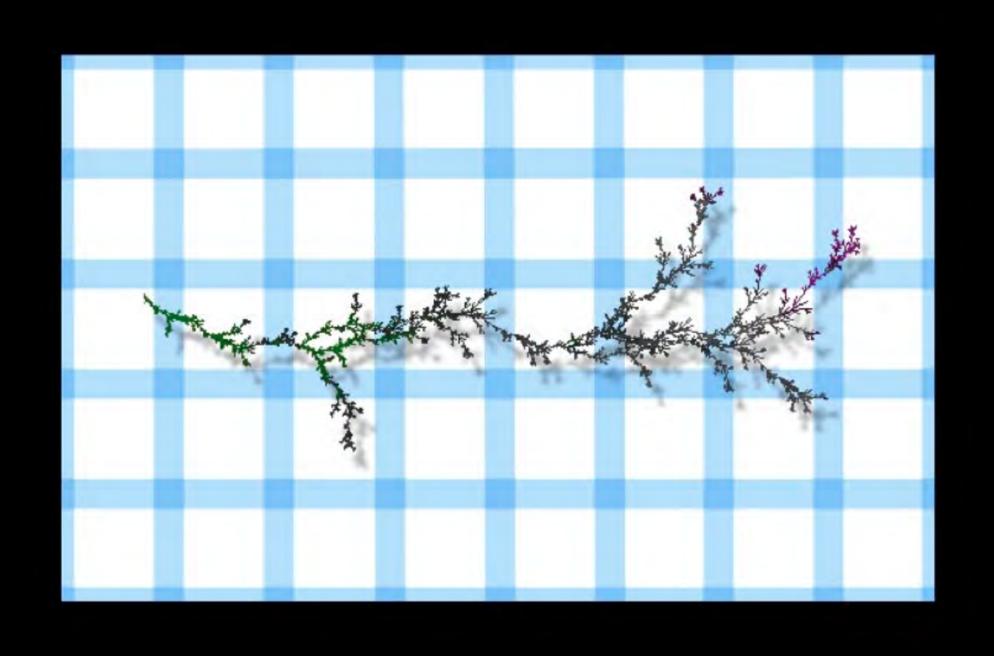


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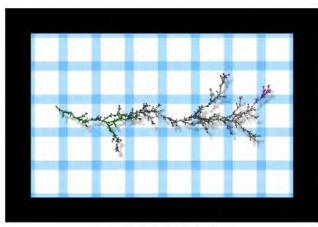


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Performances

















[to display, or not to display, the notation?]



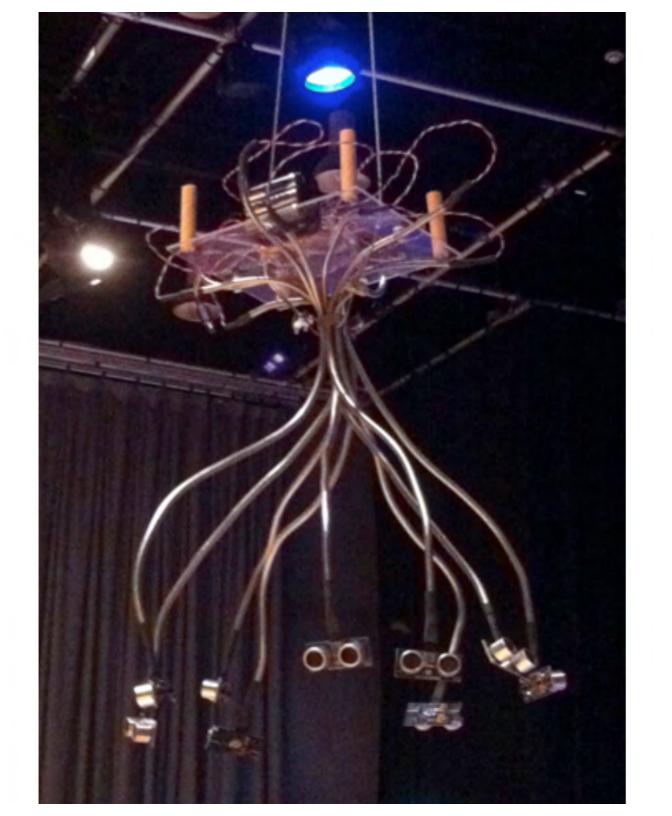
Gaggle @ HCI conference, Cambridge 2009



Museums, interfaces, spaces, t...., 2010









Triggered, Kings Place, London, 2011





The Fluxus Tree, LIPAM, Leeds, September 2012



You Tube



The Fluxus Tree, Intime Syposium, Coventry University, 2012





notation only, from INTIME Symposium, Coventry University, September 2012

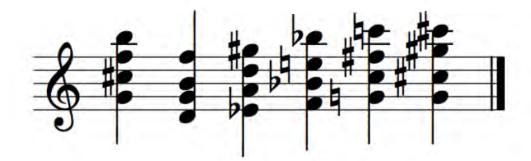


Public interactions with the Fluxus Tree at the Cambridge Festival of Ideas, October 2012





Demonstration



Next steps

new materials, new ideas, new ways of acquiring data, etc...

multiple parts all generated live: 'group' structured improvisation

rhythmic synchronisation across parts and groups

dynamics, phrasing, annotation...

investigating the balance between composition, performance and improvisation

machine listening

live coding of 'real' performance

'The Fluxus Tree' (composition) and 'Hands' (gismo) show, amongst other things, the importance of some gestures, and yet the fact that they shouldn't all be taken into account

it's clear that physical mappings are not understood: experimenting in 'The Fluxus Tree' has revealed many different methods and possibilities

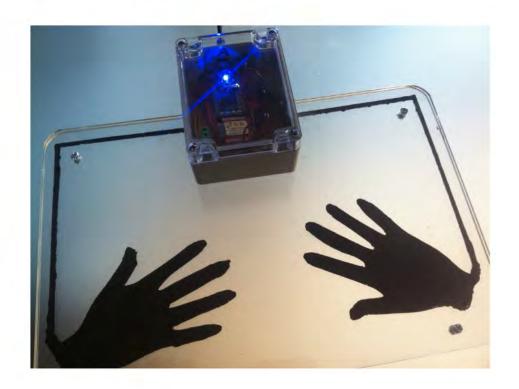
therapeutic uses (gismos)

pedagogical uses, maybe particularly support for sight-reading and improvisation

Touching Sound and Gismos...

Generic Interfaces for Socio-musical Orientation

Computer Supported Cooperative Work



Upcoming events

paper: "live, algorithmically generated notation, creativity and performance"

cambridge centre for musical performance as creative practice (cmpcp) performance studies network international conference cambridge uk, 4-7 april 2013

performance: "three streams for gesture and 'cello" cmpcp performance studies network international conference cambridge uk, 4-7 april 2013

performance: "the fluxus tree" a part of musichoreography: duets for dancers and musicians kings place, london, april 14 2013

Thankyou

any questions?

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