

Chapter 18. Meeting 18, Discussion and Workshop

18.1. Announcements

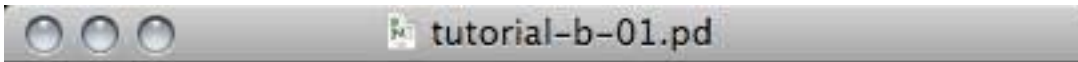
- Quiz next Thursday
- Download fresh martingale now:
<http://code.google.com/p/martingale>

18.2. Sonic System Project Draft

- Presentations

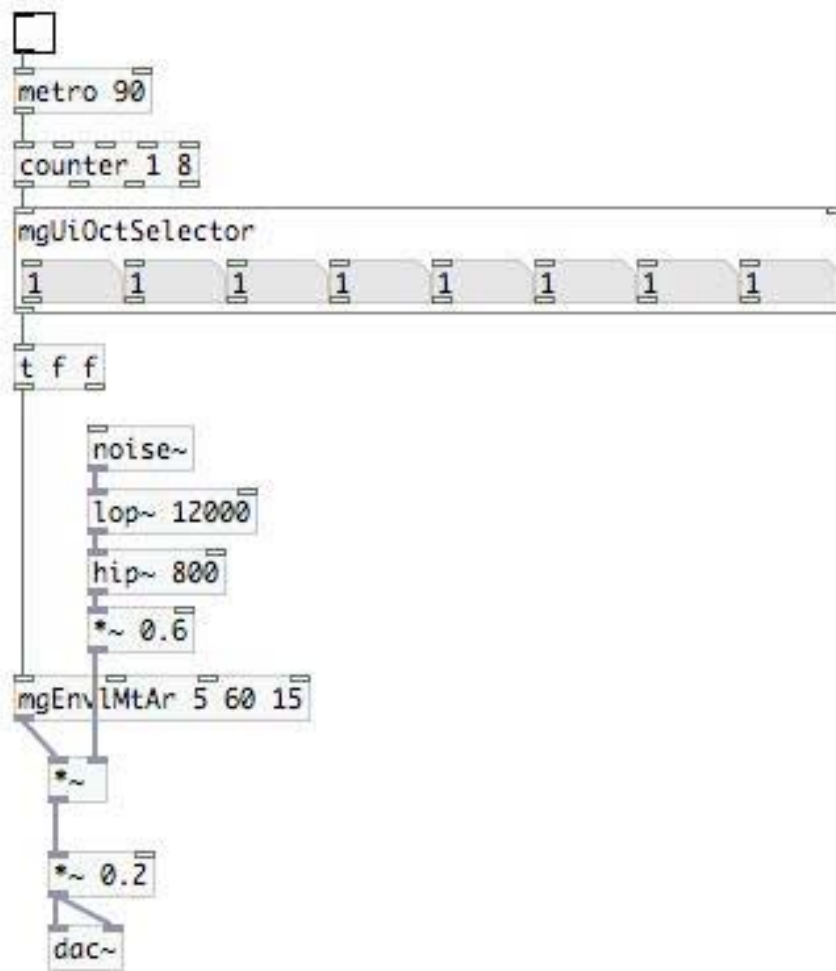
18.3. Workshop: A Subtractive Snare Drum: Envelope

- Noise filtered through a low and high pass filter with an AR envelope



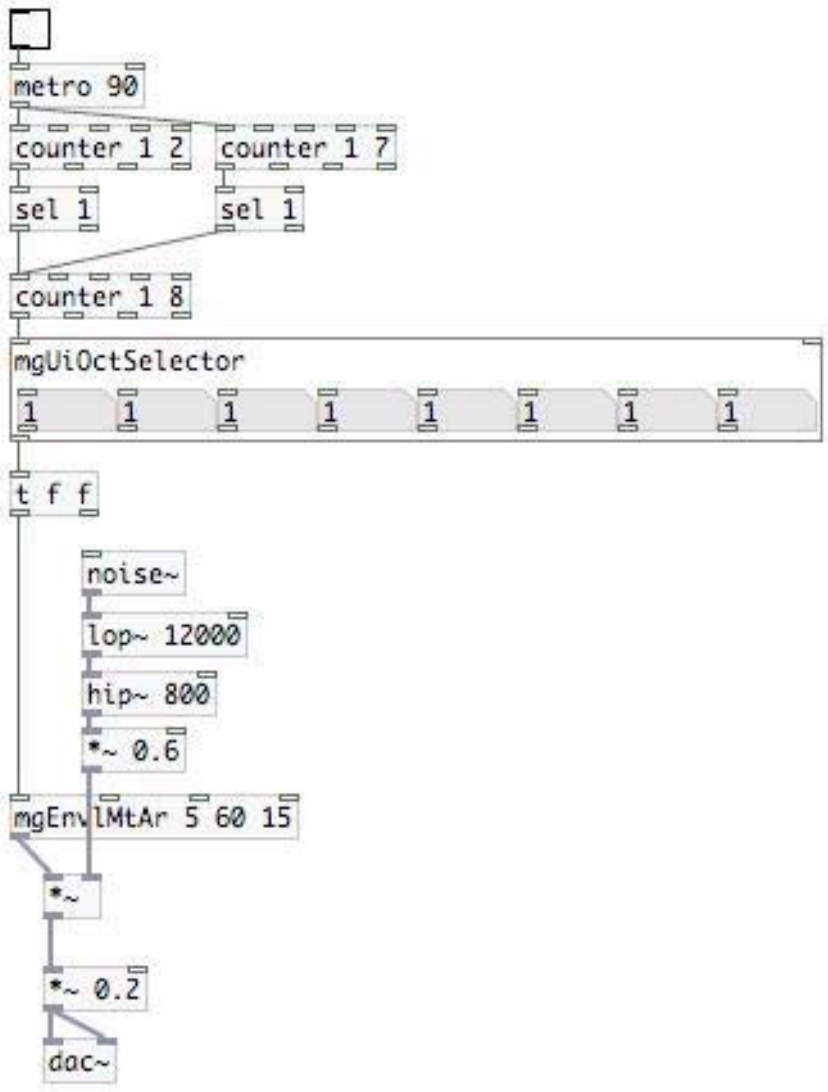
18.4. Workshop: A Subtractive Snare Drum: Sequencer

- A metro sends out bangs at 90 ms intervals; a [counter] provides values to [mgUiOctSelector]; these values are treated as peak amplitudes for the noise instrument



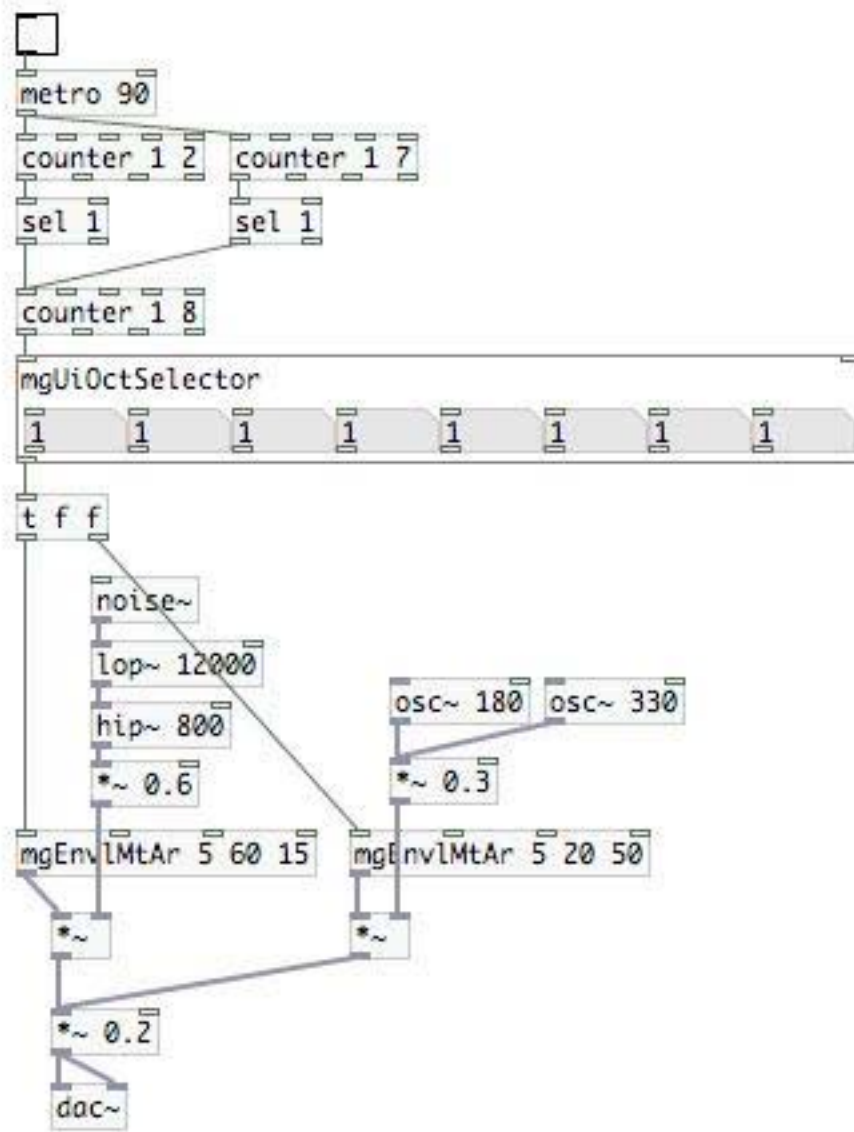
18.5. Workshop: A Subtractive Snare Drum: Polyrhythmic Cycles

- Individual counters provide alternative time unit multiples; selecting one provides a bang at the start of each cycle



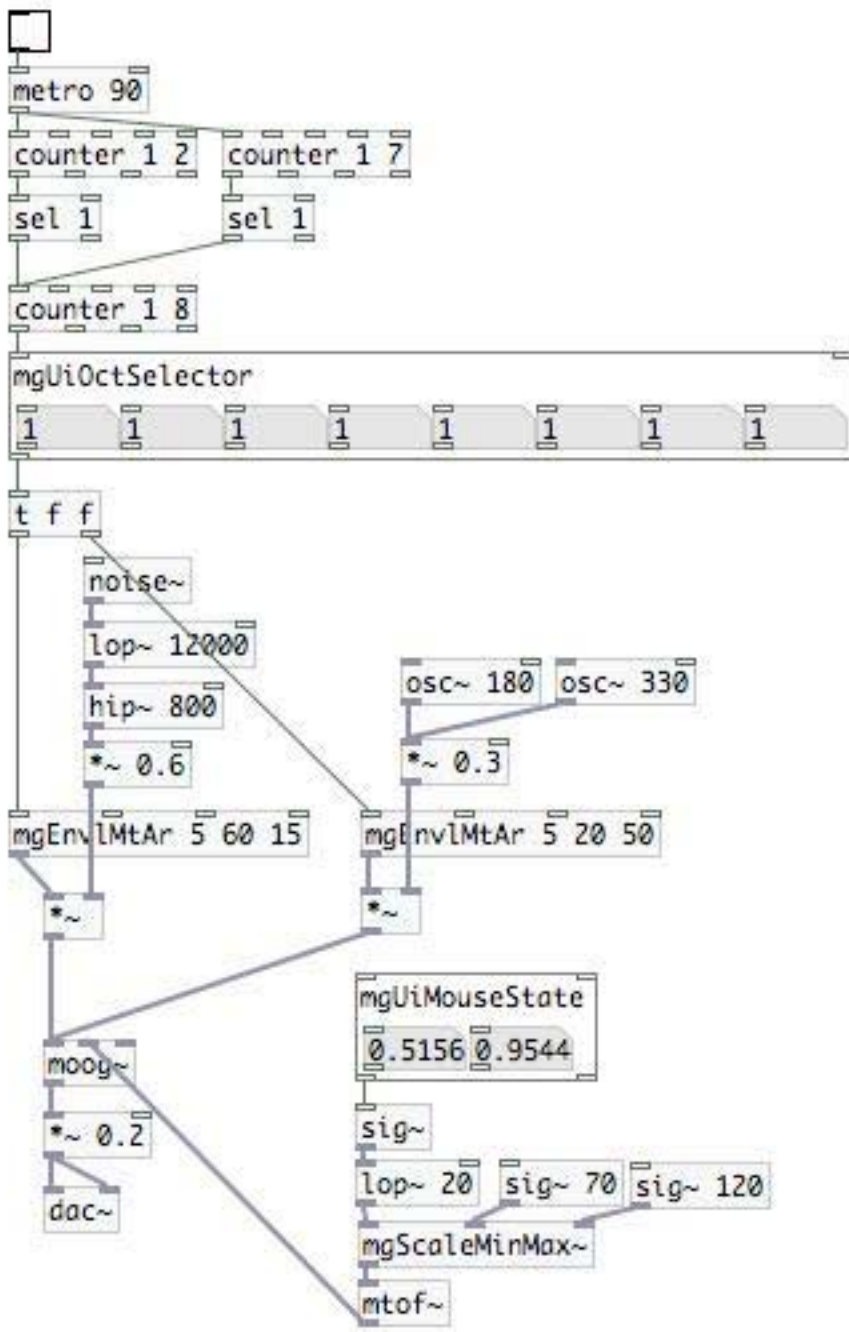
18.6. Workshop: A Subtractive Snare Drum: Adding Tone

- Sine waves can be added to create a resonant pitched tone



18.7. Workshop: A Subtractive Snare Drum: Modulating LPF Cutoff Frequency

- Using mouse x-position to control [moog~] cutoff frequency



- 1960s: more than 100 concerts in 30 cities in Europe (Holmes 2008, p. 396)
- Musica Elettronica Viva (MEV), *Spacecraft*, 1967

18.10. Listening: AMM

- AMM: formed in 1966 with Cornelius Cardew, Christopher Hobbs, Lou Gare, Edwin Prevost, Keith Rowe
- Touring group of jazz and electronic musicians
- AMM, “The Great Hall 1,” *Laminal*, 1982

18.11. Listening: Supersilent

- Norwegian ensemble of acoustic and electronic instruments
- Strong emphasis on free improvisation and spontaneous composition
- SuperSilent, “5.1,” 5, 2001

- SuperSilent, “6.2,” 6, 2001

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