

Complex Webs

Webs can adjust their weights while they're running (called a Complex Web), allowing many more possibilities that a web can achieve. These are defined with a simple set of rules that update every time the program moves between nodes. This can apply to any shape of web.

One way to tell if a web is complex is that the author included some lines with weights of 0, which show up as dashed lines (you can see an example in the middle right of the Linear Web, coming out of AB and AE to AN), which means that normally it would never be picked. But, this web has a rule to change those weights and allow those paths to open. There are *many* possibilities of what a web can do with this.

Explore

Now that you've been introduced to the basics of a music web, follow the QR code or link below to go to an introduction page and an interactive version of some of the webs that have been created!



codydhowell.com/mr/intro.html



What are Music Webs?

Music webs are a graph of small music sections that a computer randomly traverses, playing the music as it goes. Inside this pamphlet you'll see the two main types.

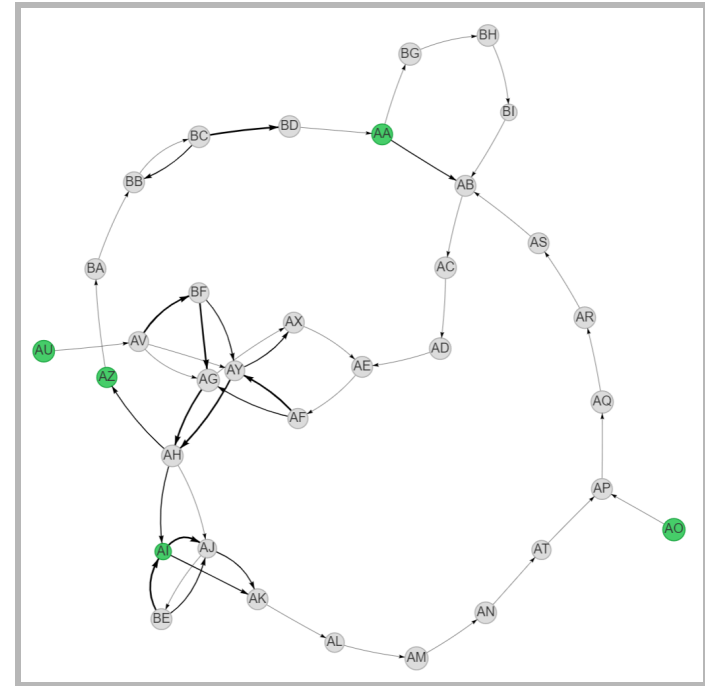
A few definitions:

- **Node** - One audio file that either goes to other nodes and/or comes from other nodes. They are generally below 1 minute in length, and labeled with letters, such as F or AE.
- **Weight** - The graph randomly picks which node to traverse to next. The weight determines how likely one path is over another, and is shown with the width of the line.
- **Starting Point** - Labeled in green, this node can be chosen at the start of the program. Otherwise, it has no bearing on the program.

Linear Web

Linear webs have one or more starting points and at least one endpoint. The flow of music generally goes in one direction, though there can be loops inside of it. They can be as small as 3 nodes or as large as hundreds or thousands of nodes, though they are generally shorter than a Loop Web.

This is the simpler web to create first, since it can be rather tricky to get musical ideas moving from one to the next and eventually find a way to come back to the first idea, like you would need to do in a looping web. With a linear web, you can explore one idea all the way through and end when you complete it.



Loop Web

Loop webs have one or more starting points and no end points. They have one or more loops that give them their structure. Generally, they can be played forever, with any idea transferring to any other idea. This could be as small as half a dozen nodes or as large as thousands of nodes.

