

Remaining Work

Group F

Technically the piece should be in its final form. Previous problems with time syncing were traced to SQL queries from with Max stalling the metro and this problem was fixed by creating a new Max external.

The most significant remaining work is to finalize the musical parameters of the piece: instrumentation, sounds and overall structure. Although the form is tied to the state of the puzzle, decisions still need to be made by the players and rehearsals will inform these decisions. For the final piece we have decided to use a combination of samples and VSTs all triggered in Max MSP which allows for a great deal of flexibility – sounds and effects can be swapped in and out easily.

Another area that may need some focus is on visualization. Our current plan is to visualize the puzzle solving process, in order to make explicit its connection with the music. This could be augmented, depending on how compelling it is (or isn't).