## Pool of absinthe

Sabrina Laneve, Matthew Dupraz, Roman Stemplowski

This piece is an attempt to capture the state of drunkenness and hallucination through music that progressively degenerates into an unpleasant and chaotic state.

First of all, the following score was composed by hand with the "nice" scale C, Db, E, F#, G#, A, B. All notes were then randomly modified in pitch with a random amplitude growing at an increasing rate over time. In addition to this, at some points, the whole score is shifted up or down by one or more quarter tones. The rhythm is algorithmically modified as well - pauses of varying durations were randomly added, and some notes' durations were randomly stretched. We then used the provided sounds to play the generated MIDI files. We used the sine wave on which we applied additive and FM synthesis to create the main instrument. We also added the underwater and goats samples, which we tweaked to fit the piece's atmosphere. Finally, we used automation on a band-pass filter in order to progressively distort the sound as the piece degrades.











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