

## Music Calibration

Calibrations are always difficult, to many chefs in the kitchen kinda thing. The assignment was to make visuals that react to music, well more importantly sound. This assignment was assigned on the first day and was a bit overwhelming since I have never launched Max MSP let alone worked in it, so making something that complex was intimidating to say the least.

When I built my team it seemed random at first but everyone I picked I had a reason for everyone. First was Ryanne Zertuche, she is extremely organized and have worked with her in the past and am confident in her abilities. I took ART 101 and 106 with Allen was constantly injecting his work with music and he makes electronic music on his spare time. From the classes I have had Samuel Yeung he is quiet but he produces polished work. Then finally Fan Feng a grad student, Ryanne and myself felt that having a grad student in our team would really anchor the team and give us that boost to the next level.

We were wrong, or at least I was. All my efforts to keeps us together and organized did not work. The problem was the more we progressed the more we digressed, one step forward three steps back. Even when meeting the music students did not go as well I hoped. They never had anything for us to build against and they had no idea what they wanted. As a result all I could do is try to make something basic and not too complicated. I figured the sound input with the live gain in and also the pitch bend in. I felt that I was taking on too much on, so I attempted to delegate some of the work load. Most of the team were more than accommodating and eager to help, but certain members pushed back. For instance I asked one person to create a skybox, that was done, then I asked another to change the colors on the GL objects that was done, finally I asked someone to figure out the MIDI in to use a back up for the pitch bend in,

but the time I got a lot of push back. When everyone else was quick to contribute, I was explained in great detail how the MIDI in works, until I finally got had to cut off my member and say “thats great now can you figure out the MIDI in” and then the explanation continued. Over all was not a great experience.

The day of the music calibration everything that could go wrong did. The night before the patch was working with the music students instruments, on the day of that was not the case. The pitch bend in was not working at all anymore. Then we had to create a MIDI in on the day hours before the performance. Our team had everything up and running in the before the the main show, but we had to unplug and wait until dark. Then we went up nothing worked the pitch bend in and the MIDI in did not produce any values or any visuals. After the performance we relaunched the patch and it worked fine, of course it did. It was disappointing on many levels.

There was a lot that went wrong some the went right, there are things that could have been better and of course things could have gone a lot worse. There are things I could have done in hindsight but that goes with a lot of things.