This musical project was created with the collaboration with the two musicians, Sean Martin and Jason Bond. Our team consist of Dea Sabio, Joanna Jian, Brian Ressler and Melvin McElrath, and it took at least a few weeks to get the project to a full working process. First we created our max patch with the Max Msp program, and add in Maya rendered objects for the main attraction. Our project mainly explores the idea of using instrument as a changer to our maxpatch: when one instrument plays it will create an effect. We wanted to create a piece where having a solo or duet will create different effects. With that idea in mind, we work consistently with the musicians alongside their programs and instrument, and hardware the program to the point of satisfaction for both our group. We learned new commands and hardware within the max patch and with the musicians as well. when we both have minimal ideal on how things work, we each tried our best to explain the process on certain commands and process so there will be minimum misunderstanding. One example is the way that we use “channels”. Different from our peers, the musician input their instrument into channels and send it to our maxpatch; It got us to stray away from midi inputs and adc inputs, and focus on making sure the channels work alongside the objects. While it was painstakingly hard sometimes, everything paid off when things worked. With this project, we understood each of our weaknesses and strengths. A lot of us tend to overthink on the spot, and end up creating a longer patch than needed; It was the constant brainstorming and questions that helped made the patch less complicated.

During the performance, our group was perfectly contended with our own work and rather not touch it. However, there was a moment of panic when our patch didn’t work on the big screen. Looking back, it seems to be the projector that might had caused the patch to not work. Our team panicked for a bit longer before the patch worked, but it taught us to be more cautious of the accidents that could happen during performance.

The whole project was very fun and tiring to work on, but I was glad that I had done this large scare musical collaboration with the musicians.