



Speaker 1 - 00:00

One's watching.



Speaker 2 - 00:00

Yeah.



Speaker 1 - 00:01

Okay, it's recording now.



Speaker 2 - 00:08

Oh, nothing's happening.



Speaker 1 - 00:11

If you press that first button, nothing's happening. Oh, there we go.



Speaker 3 - 00:32

Sam.



Speaker 1 - 01:16

You try one more time. Was that better or not really? It still doesn't make any sense.



Speaker 2 - 01:21

Not really.



Speaker 1 - 01:21

Oh, okay. Yeah. So it's taking like the pitches that you're playing and then it's changing them a little bit. So changing

order and changing could change the register, but it's staying similar to what you've done.



Speaker 2 - 01:37

It's not doing a lot of rhythm change though.



Speaker 1 - 01:40

Yeah. So rhythm is a little bit. It is hard to do. It's doing a little bit, but not too much. So do you want to play something that's like rhythmically different to what you played before and see if it's does?



Speaker 2 - 01:49

Yeah.



Speaker 1 - 01:49

Okay.



Speaker 2 - 01:50

See if it all.



Speaker 1 - 01:52

Sure.



Speaker 2 - 01:55

Okay.



Speaker 1 - 02:01

Buttons are a bit sticky today. Hey, Tada. The killer all worked. This one?



Speaker 2 - 02:15

Yeah.



Speaker 1 - 02:18

Does the other one do anything?



Speaker 2 - 02:19

That one?



Speaker 1 - 02:20

Yeah, it shouldn't, but it's the battery.



Speaker 2 - 02:24

The lights are on over there.



Speaker 1 - 02:25

The lights on, but no, it's on.



Speaker 2 - 02:27

That's right.



Speaker 1 - 02:30

Okay, what happens if you press keyword again? Okay, I'm gonna see. Something's wrong here.



Speaker 2 - 02:40

I was. It's working.



Speaker 1 - 02:41

Oh, it's working. Okay. Still quite slow, hey. Yeah. Cool.



Speaker 2 - 03:42

So it's changing.



Speaker 1 - 03:43

It works a little bit. Yeah. I think the more you play, the more it trains on your data and then. But we don't have time. I want to move on to the visuals now. Yeah, well, while things are working. All right, so I'm going to close this one.



Speaker 2 - 03:58

Pillow.



Speaker 1 - 04:00

Yeah. All right, so there's a couple of little ones until. And then I'll bring you into the big system. So this one we'll start maybe with boy position.



Speaker 2 - 04:22

Which button am I pressing for? This one.



Speaker 1 - 04:24

One. You actually don't need to press any buttons here. You just need to play.



Speaker 2 - 04:28

All right.



Speaker 1 - 04:43

Oh, do you mind pressing the kill all? Now it's decided that it wants to play. Okay, great. Now I can go.



Speaker 2 - 05:05

I'm not in tune with that, I'm afraid.



Speaker 1 - 05:07

No, but that's not you.



Speaker 2 - 05:09

I know, but I'm just saying it's tuned flat to me. It's gone random. There's a ghost in the machine.



Speaker 1 - 05:44

Not really sure. Is it supposed to be putting anything? Don't know why it's doing that. Okay, let me just change this to full screen. Actually, you know what? Doesn't matter. It doesn't need to be full screen. We'll work with what we have. We'll be Able to see it. Okay, so here are some bees. Let me just make sure that the audio is coming into max. Shouldn't be anything coming out. Okay. So see, Try playing on different strings and see what the bees do.



Speaker 2 - 06:26

Okay.



Speaker 1 - 06:44

Oh, sorry, I forgot to press start.



Speaker 2 - 06:47

Yeah, it didn't seem to be doing much.



Speaker 1 - 06:50

Yes. All right.



Speaker 2 - 06:53

All right.



Speaker 1 - 07:20

Can you ask me for a favor? Do you mind standing up just for this one?



Speaker 2 - 07:23

Yeah.



Speaker 1 - 07:24

Cuz it might change. Yeah. My thoughts. The E string angle a little bit. Well, thank you, bees. Thanks.



Speaker 2 - 07:47

They're not doing a lot.



Speaker 1 - 07:48

Thanks for letting me down.



Speaker 2 - 07:51

Maybe it's not on. Did I have to press something?



Speaker 1 - 07:54

No, you shouldn't have to press. Why don't you just play and I'll see what's coming.



Speaker 2 - 07:58

Okay.



Speaker 3 - 08:20

Ram.



Speaker 1 - 08:59

Yeah. So basically it looks like when I'm.



Speaker 2 - 09:01

On the A string, they go to the top.



Speaker 1 - 09:03

Yeah.



Speaker 2 - 09:03

When I'm in the G, they're on the bottom. But it doesn't always seem to work.



Speaker 1 - 09:07

I think what's going on is when you train the models, I don't know whether the way that I play is a little bit different and so the angles. But they shouldn't be different, they should be the same. Or maybe just doesn't want to cooperate because I'm doing.



Speaker 2 - 09:25

Is it. Is this based on then the movement of that? Not on the sound?



Speaker 1 - 09:32

No, this one is just on the movement. So I'm on the G. That stays there. Yeah. So try going to the E. Yeah. For some reason it doesn't want to.



Speaker 2 - 09:48

Doesn't go higher than that. So I was trying to play higher pitch, but that doesn't make any difference.



Speaker 1 - 09:56

For some reason today it's not. It's only recognizing the G and the D strings.



Speaker 2 - 09:59

Today it seems to be when I play on the A, nothing changed.



Speaker 1 - 10:02

So I can change it. I can change it manually. But.



Speaker 2 - 10:07

But your pattern.



Speaker 1 - 10:09

So this would be the A string.



Speaker 3 - 10:13

And then would be the E string.



Speaker 1 - 10:23

It's okay, that's conceptually it's supposed to work.



Speaker 2 - 10:27

But I got. I thought that's what might be happening.



Speaker 1 - 10:29



Yeah.



Speaker 2 - 10:30

But I thought it was based on pitch, not on the arm level.



Speaker 1 - 10:33

So I did two versions. One was pitch and one was bow position. But because I really wanted to have the gestures. Pitch was quite simple to map because it's just discrete pitches.



Speaker 2 - 10:45

So if I played a chord. Right.



Speaker 1 - 10:47

Yeah.



Speaker 2 - 10:49

Like that. It should go.



Speaker 1 - 10:51

It should, yeah. But for.



Speaker 2 - 10:54

I don't know, it doesn't seem to register the A string at all. It stays on the D string level.



Speaker 1 - 11:00

Yeah. That is what's been happening.

Speaker 2 - 11:08



It's off at the moment.



Speaker 1 - 11:11

Do it one more time. We'll just restart the whole thing.



Speaker 2 - 11:13

Okay.



Speaker 1 - 11:23

What I'll do is I just restart max.



Speaker 2 - 11:29

Ready?



Speaker 1 - 11:31

No, just one second.



Speaker 3 - 11:52

So.



Speaker 1 - 11:58

And so it's halfway now.



Speaker 2 - 12:11

You're not going anywhere.



Speaker 1 - 12:13

Try playing on the E. On the E. Yeah.



Speaker 2 - 12:23

They're not moving.



Speaker 1 - 12:43

Okay, that's all right. Let's. Let's move on to the next one.



Speaker 2 - 12:46

Okay.



Speaker 1 - 12:46

Potentially mental, though.



Speaker 2 - 12:48

Yeah, it did a bit.



Speaker 1 - 12:50

Of course it did a bit. You're very kind. Okay, I'm going to quit that one.



Speaker 2 - 12:58

And I'm going to move on to the next one.



Speaker 1 - 13:01

Don't save. Oh, wait. Okay, so, well, let's see. This might not work either. So this is volume.



Speaker 2 - 13:09

Volume, yes. Yep.



Speaker 1 - 13:14

That. Okay, so do you mind just moving the bow around?



Speaker 2 - 13:49

Not playing.



Speaker 1 - 13:50

Yeah. Okay, so that's all good.



Speaker 3 - 14:04

Sam.



Speaker 1 - 14:32

So we'll see how this works, if it works. So try playing really softly and then playing really loudly.



Speaker 2 - 14:52

I'll stand the base strike.



Speaker 1 - 14:57

Yeah, they're not being pain enough.



Speaker 2 - 15:00

Okay.



Speaker 1 - 15:01

And why is that thing keeps giv. Something is going through the speakers non stop. The bar. Yeah. I don't even know what that's.



Speaker 2 - 15:18

Up down is practicing for the spicata. Up, down, up, down.



Speaker 1 - 15:29

Sorry, can I just try the microphone?



Speaker 2 - 15:41

So is it the mic?



Speaker 1 - 15:48

It's because I'm doing testing, that's why. Because. Oh, here we go. So I don't know. All the models decided to.



Speaker 2 - 16:07

Everyone's on strike.



Speaker 1 - 16:08

Yeah. So the idea is that when you play really loudly, meant to be lots of beads like that.



Speaker 2 - 16:15

And then how did you get that to happen? Or you just made it happen.



Speaker 1 - 16:19

It's. So try playing, see if anything happens and then try playing really low.



Speaker 2 - 16:43

No, he doesn't have any friends.



Speaker 1 - 16:49

Okay, can you play one more time and I'll see if anything's going. Okay, I'm just gonna restart one more time and then we'll move on to the next one because I.



Speaker 2 - 17:15

Okay, no friends.



Speaker 1 - 17:37

No friends. Come on, friends. Start listening. Start running. Let's see one more time.



Speaker 2 - 17:45

Oh, they're all. There's a few there now. Okay, they've gone.



Speaker 1 - 17:58

Sa. Yeah. See if. Oh, no, sorry. That.



Speaker 2 - 18:25

Yeah, okay.



Speaker 1 - 18:26

Yeah, if anything happens. No, that's okay. It's all right. But this is working. Okay, good. So all I had to do was just turn it off and turn it back on.



Speaker 2 - 19:03

How's that?



Speaker 1 - 19:04

All right, so reset. We'll do the last one. I'm just gonna skip one. So the way this works is it's not that complicated, but basically it's an ecosystem. It combines all the demos and brings it into, like, a improvising system. So the way it works is the slider has 3.3bits. So this is one. When it's set to one, you have full control. It should be. You should understand what's happening. Like, if you go to the G string, if you go to the E string, all the things that we've done. And if you press these two buttons, you should have different sound effects. If you keep pushing them, I think, like the fourth time, it turns it off. So it goes 1, 2, 3, then off. Same with this on 1, 2, 3, then Off. So you can try squeezing.



Speaker 1 - 19:55

Then when you move it to the middle, you're going to have a little bit less control. The system's going to be a bit jerky. When you move it to the bottom, you're not going to have very much control. It's just going to do its own thing.



Speaker 2 - 20:08

And I keep playing while that's going on.



Speaker 1 - 20:10

Yeah. So you just muck around with it.



Speaker 2 - 20:12

Okay, so improvising with each other.



Speaker 1 - 20:15

Yeah. So the first one is very like one to one. But then if you don't want to keep moving the slider and you just want to improvise that up, you can press this button. And then you don't have to do anything with the slider. The system will just take home on. Okay, well, let's start with it at F1.



Speaker 2 - 20:31

Yeah. And were starting, though, with just this button here. Right. Button one first.



Speaker 1 - 20:39

You don't have to press the buttons.



Speaker 3 - 20:41

If you don't want to.



Speaker 2 - 20:41

That's just sound effects. Oh, well, it just makes it interesting, doesn't it?



Speaker 1 - 20:44

Yeah. Yeah.



Speaker 2 - 20:45

So it's really the slider you're interested in, is it? The improvising aspect kind of you have?



Speaker 1 - 20:51

Yeah, it's more. Just use. See what it's like to want to have control and then have control. And I need to turn it off. Can you press the keyboard button, see if that doesn't move in? Okay, awesome. It's good to have a few. All right, so I'm gonna open the system and turn this one off, and I'm gonna turn the Eco one. Please the gods. All right, so there it is. Is. So right now it's on slider one. So if you play around, it should react to what you do. String for some reason. So I think what I'll do for the next user is I will change it to pitch because the bow position doesn't seem to be working. Oh, now it's gone. Now you're. Oh, I see. So you're holding it here.



Speaker 1 - 22:23

So see, if you hold it on the G string for a while, if they go down yet. And I'll go to the E string for a while and see if they. No, it doesn't matter. All right, Try moving the slider to the. The middle note. That's okay. All right, so now play and see what. And now moving up to the lowest one and see what that does. And you can also try pressing the button. So now the system is kind of going to react to the mood, I guess.



Speaker 3 - 23:45

Sam.





Speaker 2 - 24:12

Keep playing.



Speaker 1 - 24:13

Yeah. You can use the slider back and forth however you want. And try pressing the different buttons and also squeezing the. Does squeezing the sensor do anything? If you squeeze that bottom.



Speaker 2 - 24:51

I don't know if I'm squeezing it correctly. Is it that?



Speaker 1 - 24:54

Yeah, if you push on it. Yeah. There we go. So.



Speaker 3 - 25:04

Ra.



Speaker 1 - 25:36

Okay, so they're not behaving as they should, but that's okay.



Speaker 2 - 25:40

They're doing a lot of variety.



Speaker 1 - 25:41

Yeah. I mean, they're doing their own thing. So I wonder if that. Yeah. So this should be more reactive. Like when it's at 1, but I don't know why the.



Speaker 3 - 25:59

Sam.



Speaker 1 - 26:52

Yeah. Okay. So I'm. This is really good feedback for me. The things that are working, the things that are not.



Speaker 2 - 26:59

Just try squeezing that thing.



Speaker 1 - 27:01

Yeah. Night. You try pressing a different button as well. Like number two. Gonna change it to pitch for sure. Not position. Okay. And if you.



Speaker 2 - 28:00

Yeah, See, it's gone up there. And when I hold it like this. Yeah, but no one plays with this.



Speaker 1 - 28:05

No, of course not. Yeah. But it should also be reacting to DNA. It should be. Will just be G any. So it's going G. And then when you press it, hold it upright, then it goes. But it should also be going to flower two for D and flower three for A, which it's not doing.



Speaker 2 - 28:28

Maybe it's. Yeah, that's the A string. It's still on the D.



Speaker 1 - 28:34

But if you hold it. It like that and eventually they get there.



Speaker 2 - 28:38

Where's the A?



Speaker 1 - 28:40

Doesn't like me. I guess the A is slightly tilted. He's. Try tilting it a tiny bit. See if it goes to the A. He's confused. Oh, there you go. Yeah. Maybe it's because I'm shorter. I don't know. But yeah. So it's going the positioning wrong. So I think pitch would be a lot safer because the pitch would stay the same.



Speaker 2 - 29:07

Yeah.



Speaker 1 - 29:07

Who's playing it?



Speaker 2 - 29:08

Yes.



Speaker 1 - 29:09

So volume works. The boat position doesn't work because it's very unique to each.



Speaker 2 - 29:14

Well, some people hold their volume quite like that. Some people hold it like that.



Speaker 1 - 29:19

Yeah. I don't know. I wonder if it would work. You can try because I don't need the microphone.



Speaker 3 - 29:27

It.



Speaker 2 - 29:27

With you.



Speaker 1 - 29:51

I guess I do play with. Like that.



Speaker 2 - 29:55

Yeah.



Speaker 1 - 29:57

And then on the A string. Yeah. So this doesn't work because it's unique to the player. But at least make me feel better.



Speaker 2 - 30:11

Than I'm not delicious. It's individual.



Speaker 1 - 30:16

Well, this is why we do use a 10. Okay. I've got everything I need. But what I would just like is because you give such useful feedback. So obviously some of the things it's uncomfortable and that's. Yeah, that's not much I can do.



Speaker 2 - 30:32

The difficulty is moving that slider while you're playing. It's possible to push a button, but it's not really that possible to play and slide that thing up and down.



Speaker 1 - 30:42

Yeah. Yeah. And you'd need like to really get used to it. I think it's very different for me because I built it and I was.



Speaker 2 - 30:50

You're aware of.



Speaker 1 - 30:52

Yeah. But when someone else.



Speaker 2 - 30:54

It's like the actual thing also keeps moving up and down.



Speaker 1 - 30:59

So I think I will add another clip.



Speaker 2 - 31:01

Yeah.



Speaker 1 - 31:01

Just here to keep it in place.



Speaker 2 - 31:03

And it's probably easier if it's slightly higher up the bow.



Speaker 1 - 31:06

Yeah.



Speaker 2 - 31:06

Like this.



Speaker 1 - 31:07

Yes.



Speaker 2 - 31:08

Yeah.



Speaker 1 - 31:08

And a pinky. Any rest?



Speaker 2 - 31:10

I think. Well, that kind of gives you an idea, but okay. Yeah, I'll just cut this off because it's not. So I finished.



Speaker 1 - 31:18

Yes. Yeah.



Speaker 2 - 31:19

I'll give your microphone back.



Speaker 1 - 31:24

That little bit. Well, I have a lot to fix before tomorrow.



Speaker 2 - 31:34

Is tomorrow when Julia's coming?



Speaker 1 - 31:36

Yeah, but she's coming to my house. Okay. So, you know, things might work a little bit better when I'm home.



Speaker 2 - 31:41

Well, less stressed, probably.



Speaker 1 - 31:46

Okay. Like this is not going to be happening because I'll have my own speakers.



Speaker 2 - 31:50

In my own interview. Yeah.



Speaker 1 - 31:56

So I'll need to go. But yeah, if you have any. Any other general feedback in terms of the actual system. Yeah. Like I really appreciate you finding. It's very helpful. Just things are always very stressful. Extremely helpful. Because when you're a team of one and you're building it for yourself, everything works one way. And then as soon as you give it to someone else and you actually have to explain how this is.



Speaker 2 - 32:48

Yeah.



Speaker 1 - 32:52

But yeah, so last time you said you what you wanted and I thought that I had done it, but at least I didn't once you said you wanted to play from here to there, and you wanted the system to react. And so I guess if I changed it to the pitch, it would have done that. Yeah, but was that something that.