

# Landscape by Chase Mitchusson

## Setup:

- Landscape is controlled on web pages that use NexusUI multitouch objects to send OSC messages to Max/MSP via UDP. In order for the multitouch objects to send OSC data to Max/MSP, the computer running the max patch must also be hosting the web pages. (I've had success with Wampserver on Windows computers and AJAX on Macs.)
- Included in the Landscape folder is a folder called "Landscape Web Files". In Landscape Web Files there are .html, .js, and .php files. For the PHP scripts to run properly, line 34 of each nexusOSCRelay (1-4) needs to be updated to the IP address of the computer hosting the web pages.
- The HTML Part files (1-4) also need some tweaking when setting up. On line 5 of each Part.html file, change the src= destination to the location of the nexusUI.js file on the computer hosting the web pages.
- Test the web pages from here to make sure the multitouch objects appear.
- Now that the web pages are up and running, open the folder "Landscape" and launch "Landscape.maxproj". (This patch uses CNMAT externals and does not work on Max 64-bit on Windows)
- The patcher "oneLaptopSetup.maxpat" automatically launches on start-up, and after 7 seconds, the DAC turns on.

## Performance:

- Landscape is for 4 performers.
- The piece is designed to be performed with tablets, but any touchscreen will work. Simply go to the web page assigned to your part (e.g. Part 3 goes to <http://localhost/Part3>) and touch the multitouch object to get audio out.
- The piece is to be played by writing Japanese kanji using correct stroke order for each character. The intention is to write with one finger as if one was using a calligraphy brush.
- The score is a series of squares, each representing one measure. Between measures, black barlines represent a full stop of sound before continuing to the next measure and no bar line means to play continuously without stopping the sound. (If the sound is caught in a loop, there is a panic button in the max patch to cease all audio.)
- Moderately slow tempo suggests to take your time writing each character and not to rush. The section labeled faster is to be done with quick strokes in rapid succession.