Score notes/Aims for the project - Assignment 4

The way instrument is played is through light refracting through various glasses and crystalline structures. This is where the intricacies of the sound come from and it is down to the player and performer to master the sound of these. The colours in the score are more of a guideline. The numbers correspond to the keys on the touch osc midi going from 1-12 left to right. Generally if the numbers are in the top half of the bars then it is indicating that it’s a high note (controlled by the placing of the laser light on the screen) and vice versa if the numbers are on the bottom half. Again this is just a rough guideline as the way in which this pitch is changed using the refraction patterns, is up to the performer.

The opening crocodile like lines above the score resembling the piano and forte symbols, are to indicate rather the speed of the lfo. This is controlled by pointing the DMX glove downwards. The intensity and the position of the envelope/lfo that can be altered with the sliders is again down to the performer’s preference.

Note there is no set rhythm to this piece and it should be played in free form. I did however use each bar as a time reference for approximately one minute to guide the performer.

Second note: I included 2 copies of the score in the zip file as I used phospho-fluorescent paint to match the aesthetic. They still don’t come out great in photograph but the slightly better on my phone camera than my scanner.

How to use the DMX Glove:

The bottom 2 sliders control the envelope shape. The rightmost slider controls the LFO Intensity. Tilting the glove down causes the LFO to trigger and increase in rate the more down it is tilted. Holding the glove in the middle turns off the DMX so you can use the triple laser pointer using your other hand. Holding the glove facing directly upwards turns on the DMX light without the strobe effect.

There are 3 different coloured lasers to choose from which all have unique properties of sound.

Pitch:

The keyboard on the Touch OSC is an octave for each 12 tonal notes. Dependent on where the laser light is on the screen/canvas will allocate a pitch to these notes.

Artistic aims

I really wanted to explore the boundaries of sound and colour. I have always found there is such a strong crossover with visuals and sounds and I find certain textures and sounds to evoke certain imagery and colour. I have seen sound visualisers in the past many times but I have never seen something which does the opposite. I wanted to experiment with creating sound with colour instead of the other way around. It was inspired by how hypnotic I found shining lasers at different objects. The refraction patterns of light are become so intricate when shone in particular places and so I wanted to try and capture this intricacy and transfer it into sound using what visual processing tools there was available with Max and Jitter.