

Rules of Sonic Engagement

(What SM Thinks Of You & How It Shows It)

Categories of Sonic Engagement

SM does not simply react to your input. Rather, it engages with it. It makes sense of what you're doing, where you've come from, and where you're going. It makes its own internal assessments of your playing, figures out how to respond to get you to do what it wants, and judges the merits of the music's contents in real-time. Responses are either **positive-leaning**, or **negative-leaning**.

Positive-Leaning Categories

- These categories are reactions which tend towards positive, meaning: the contents of your input matched the system's expectations beyond 50%.

Echo

- Echoes are immediately positive reactions from the system due to strong agreement.
 - Accurate** Your input was more than 80% accurate to the SM logic.
 - Engaged** SM will engage with these sounds regularly, tweaking them and updating datasets internally with their analyzed values.
 - Saved** These are saved unless other saved items strongly resembling it are already in use during the session.

Walk

- Walks are moments where musically SM and the performer(s) are not aligned in expectations, yet the result of processing the sounds was agreeable to the system. It is therefore positive-leaning.
 - Inaccurate** Your input was inaccurate due to the SM being unable to predict the state of affairs.
 - Engaged** SM analyzed your signal, liked it, and therefore engaged with it. It will be treated as an item for revisiting later.
 - Saved** These are saved unless other saved items strongly resembling it are already in use during the session.

Negative-Leaning Categories

- These tends towards negative reactions. The system's internal neural network disagrees with the direction you're going. Depending on how severe the reaction is, it may try to counteract you.

Strike

- Inaccurate** Your input is glaringly contrary to what the SM wanted.
- Not Engaged** SM will not engage with these sounds more than once or twice every 10 minutes.
- Saved** It may save the sounds if they are positive-leaning later on in the performance.

Ball

- Inaccurate** SM assessed your playing to be accurate to its own logic, but assessed its own judgment to be inaccurate compared with prior musical decisions made by both the performer and the SM.
- Engaged** SM will engage up to four times per gestural cycle.
- Not Saved** Balls are penalized against the performer and the sound are not saved.

Foul

Fouls are special kinds of negative-leaning engagements. SM determines a foul has occurred when either its capabilities are lessened, or when a performers' has been. See next page for examples.

