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Final Program Notes

TECH202

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For this project, I decided to use a poem that I wrote for another class this semester and base my piece around it. The poem has two main sections, a structured section in ballad stanza and a free-verse section, which I used to structure the sonic parts of the piece. Throughout the first part, recordings of me reading the poem, processed in a few different ways, are played back sequentially, building on top of each other. As that section finishes, all the sounds shut off to make way for sample playback in the second part. I used mostly ambient and natural sounds, and a very low sine tone. These play automatically as I read the second part of the poem, and then also shut off. Then there is one additional stanza, which is read over only the sine tone, and then that fades out.

I decided to use TouchOSC as a control interface because I didn’t want to operate the patch from my laptop during the performance. The patch is controlled mainly by faders and toggles, so I routed those to two pages of TouchOSC, one for the first part, and one for the second. Some of the main controls are on the second page because there was more room there. The main operation is a lot of recording into buffers, playing back and looping the recordings, and modulating and delaying the signals. There are a few synthesized sounds to fill some gaps that I couldn’t get only by processing the sounds of my voice. The second part has a similar system of buffers, but uses samples from file. These are automated to play at different times when a single toggle is triggered, so I don’t have to operate the patch during the second section. To end the piece there is a kill switch, and turning off the audio ends the last sound.