

Interactive Sonic Arts
Etude 02
Kieran Maraj

I'm not entirely happy with how this etude turned out - I found myself pulled in two directions, and ultimately not really sticking the landing on either. I wanted to create something in the tightly rhythmic style of The Haxan Cloak, but also wanting the maximalist density of Merzbow. In hindsight I wish I had just chosen one or the other.

One thing I am pretty happy with is the little feedback system I created. It's another instance of using the MC system to simplify what otherwise what likely would have been a lot of spaghetti patching. I haven't really built too many feedback delay systems like this, and was pleasantly surprised by how drastically small parameter adjustments resulted in wildly different outputs. I particularly enjoyed playing with the routing matrix and found that changing routings could, similarly, result in nice subtle variation to completely different sonic territory.

One thing I would like to try, in attempting to bring together the two previously mentioned styles, is rather than to directly play the output of the feedback system, instead record its output into a buffer(s), and use a sequencing system to play the buffers. This would allow for both generativity and repeatability, and could be used to apply tighter rhythmic sequencing and shaping to the harsher feedback wall material.

Another element I'd like to explore more of would be to use spectral analysis processes of the feedback output to drive other processes. In certain configurations, the feedback system produces results with really interesting rhythmic patterns and it would be interesting to drive other sonic components based on the sonic output of the feedback process. To do that with only native objects, I used the fzero object to estimate the fundamental frequency of one of the feedback channels, and anytime a change of frequency over 30 Hz occurs, a low thump sound is triggered. Additionally, the thump trigger randomizes the feedback system routing, which can result in some fun, explosive and propulsive feeling material.