Choosers - workshop

A practical introduction to a simple-to-use algorithmic music tool

matt.bellingham@wlv.ac.uk

Overview

- An algorithmic composition system;
  - The partial or total automation of music composition by formal, computational means (Fernández and Vico, 2013);
  - Non-deterministic: multiple outcomes can result from the same algorithm.
- Designed to be accessible to those with minimal programming skills and little musical training;
- Allows the manipulation of detailed musical structures;
- Permits indeterminism, parallelism, choice, multi-choice, recursion, weighting, and looping;
- Implemented as a set of SuperCollider classes to enable end-user testing.

Principles

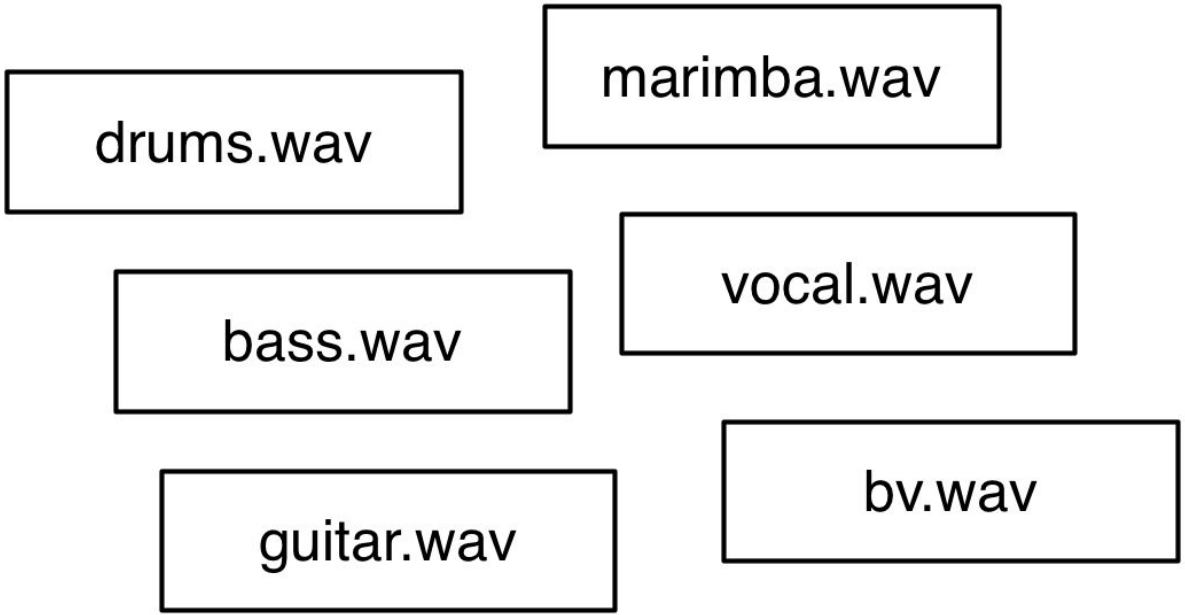
Parsimony — a small number of consistent powerful ideas do the work combinatorially;

Musically meaningful structuring actions are simple and quick to do;

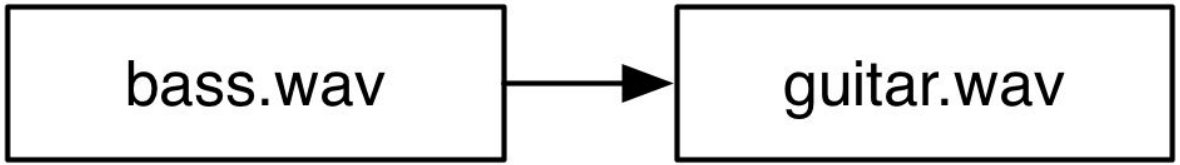
Both bottom up and top down construction are allowed in any combination;

Affordances are designed for a wide range of users — children to experts — via progressive disclosure.

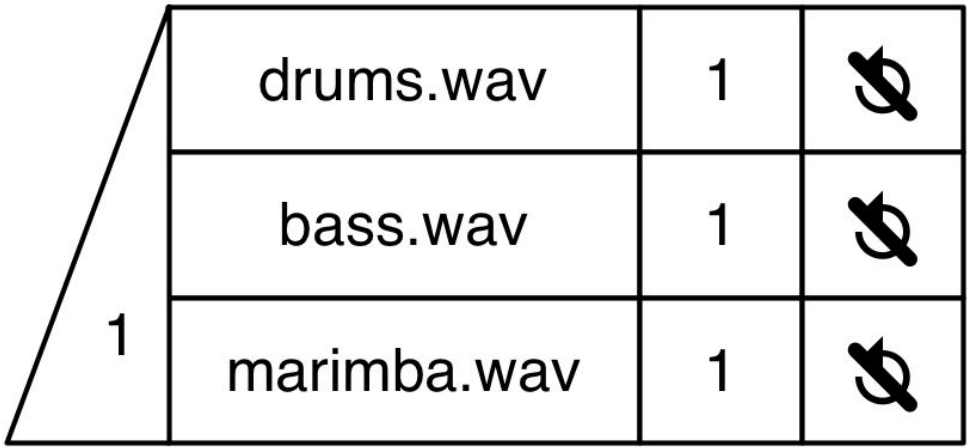
The play area and playing samples



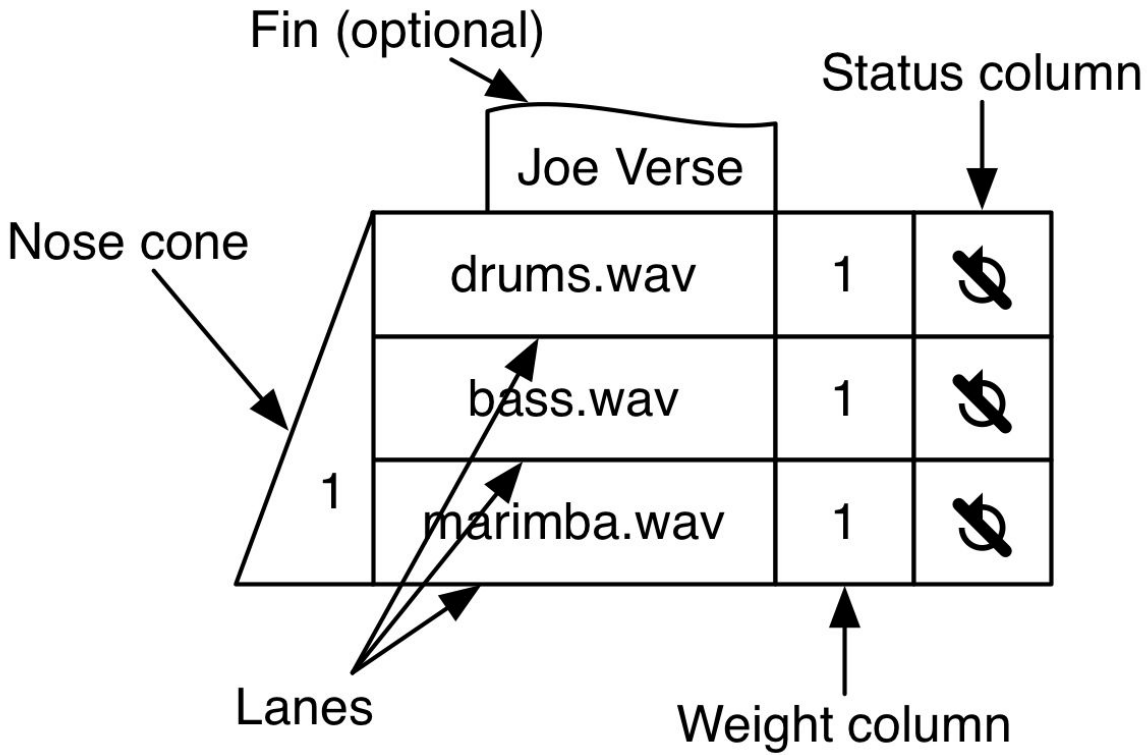
Simple sequence



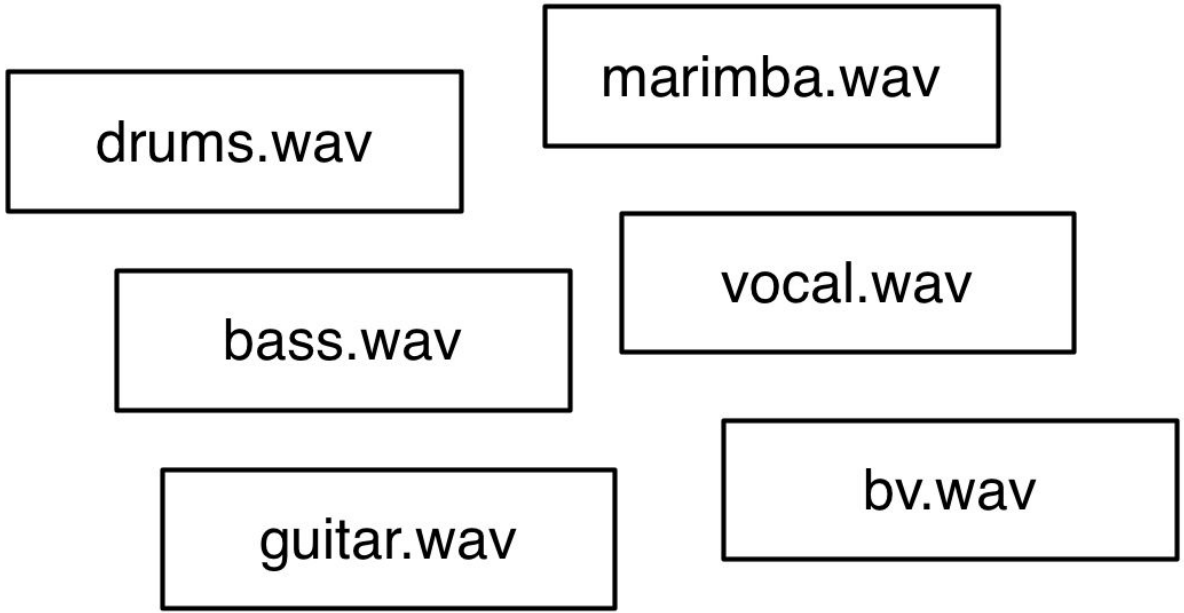
Soundable choosers

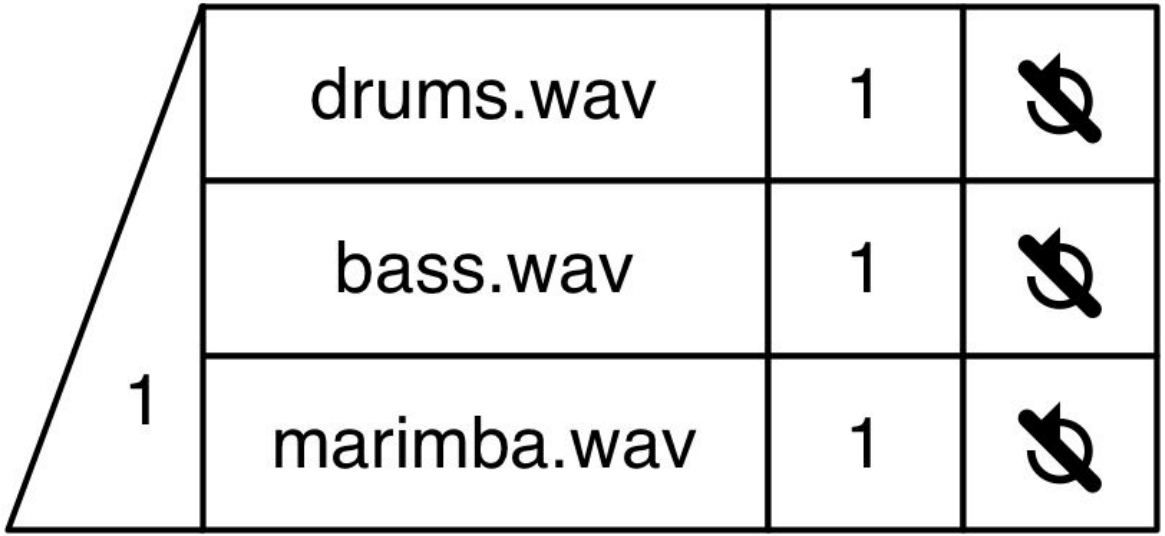


Soundable choosers



BELL
OUT OF
PLEASE KNOCK

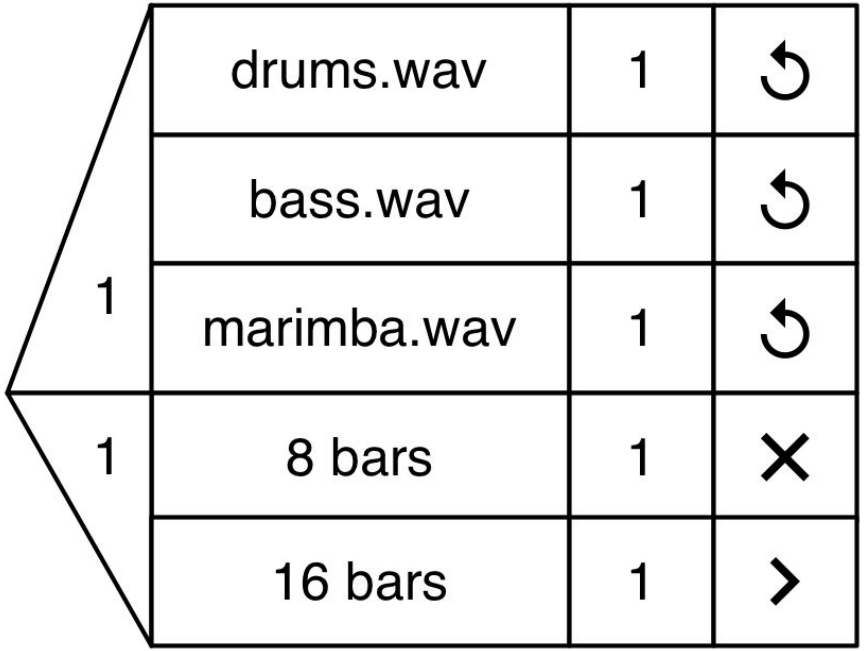

drums.wav
marimba.wav
vocal.wav
bass.wav
bv.wav
guitar.wav


drums.wav
1
bass.wav
1
1
marimba.wav
1

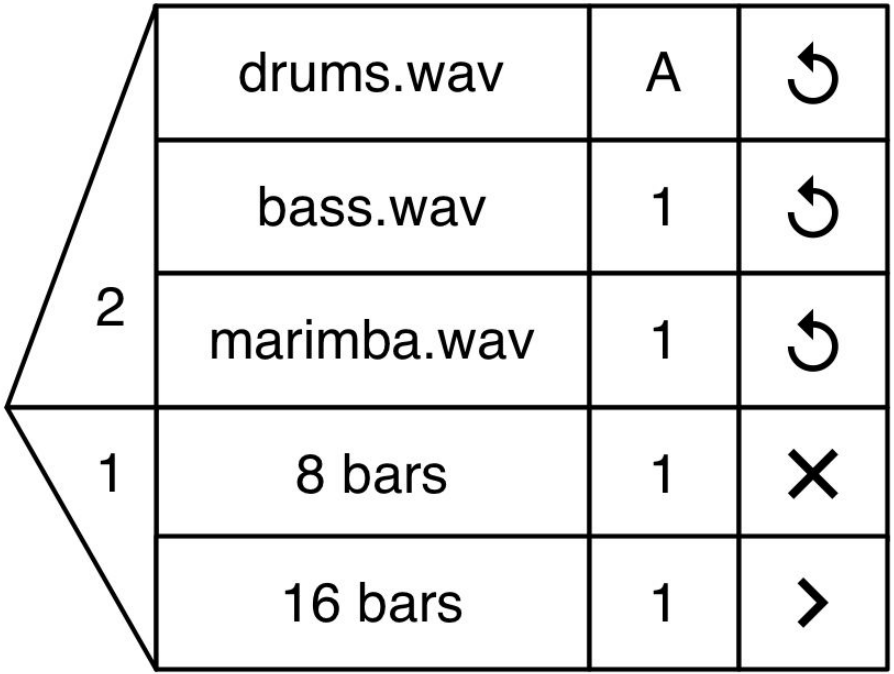
Time lanes and time choosers

Full choosers

Full choosers



Always play



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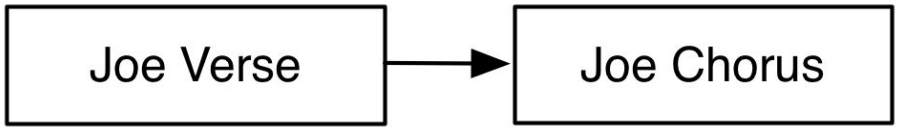
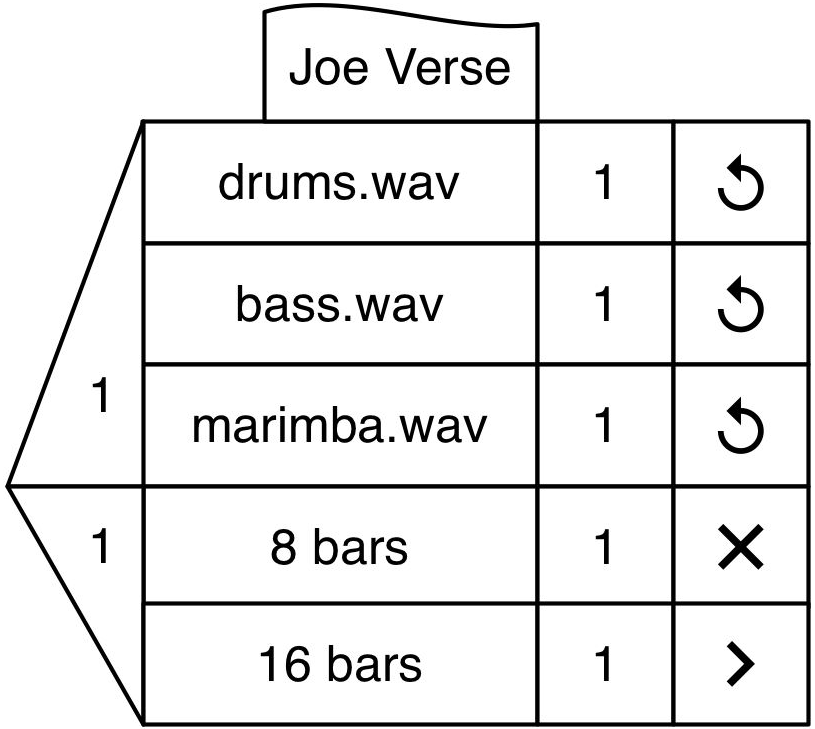
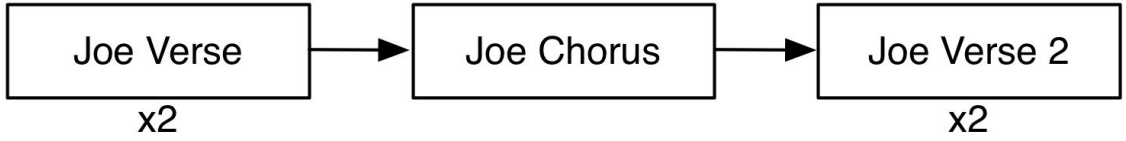
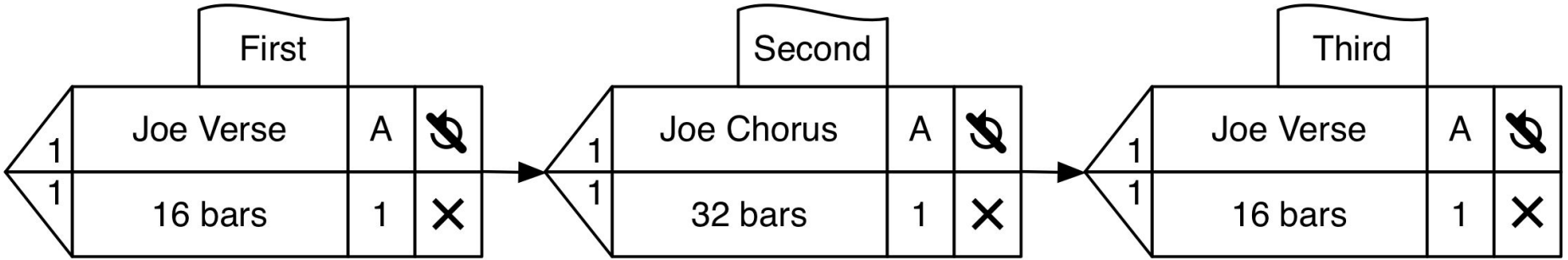
Boxes and sequence





Repetition

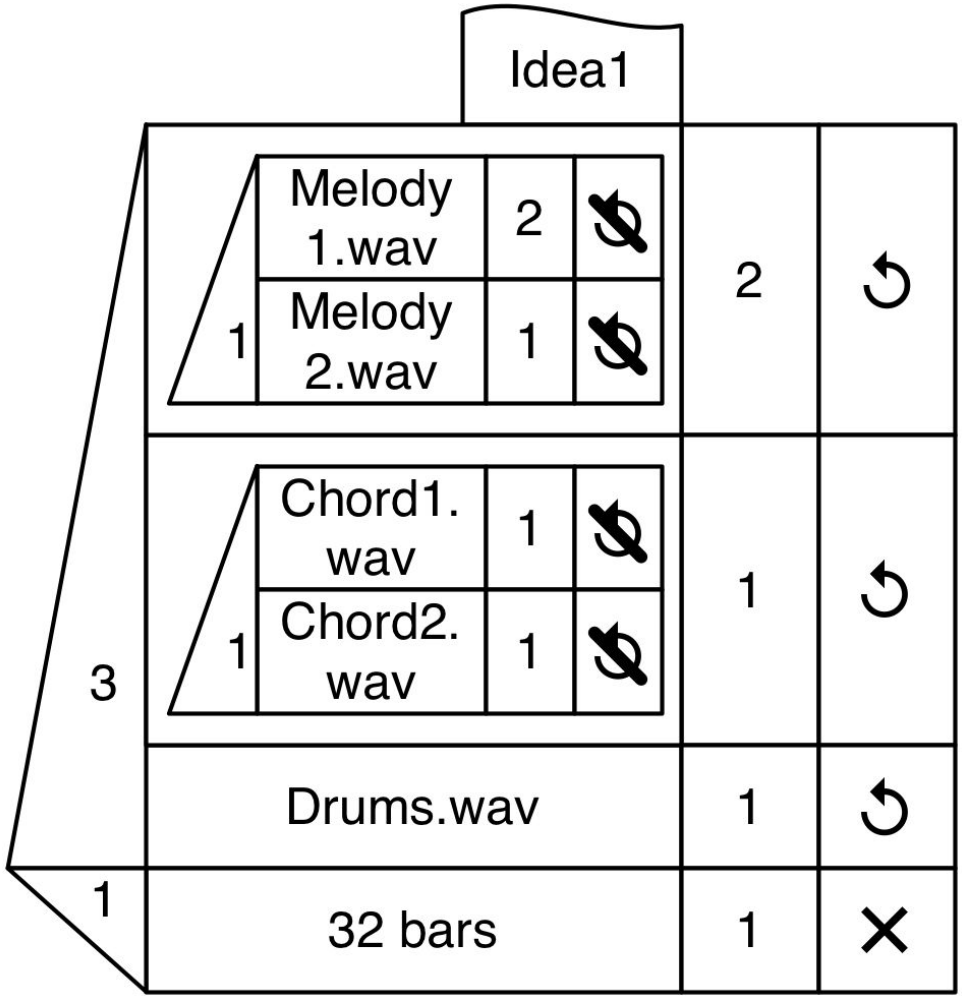

Joe Verse
x2
Joe Chorus
Joe Verse 2
x2


First
1
1
Joe Verse
A
16 bars
1
Second
1
1
Joe Chorus
A
32 bars
1
Third
1
1
Joe Verse
A
16 bars
1

BELL
OUT OF
PLEASE KNOCK

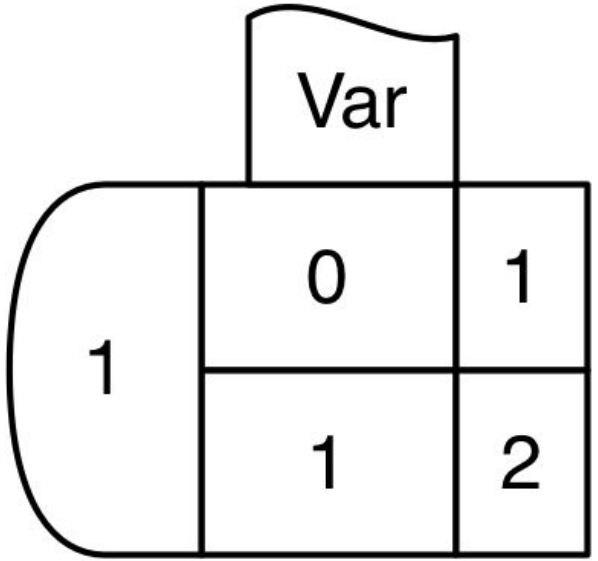
Advanced I

Nesting and recursion



Advanced II

Variables and abstraction



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