Respawn I and II – immanuel Prefab

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I would like to discuss the code outside of the confines of comments. I did not expect to return, but here I find myself respawning into a familiar place and space, Gandalf after Balrog. With Atelier I, I had discovered an unseen passion for VR and in combination with a new semester, quitting smoking, and deleting the remains of social media I found myself without a face I used to wear. I thought it had died and the name Prefab was destined for my new passion. I have found myself respawning into an old costume and here I find myself a little wiser, humble and excited by the prospect and opportunity. I have respawned in the new decade as I had long anticipated and intended, but not as I thought. I have been truly transformed by this program and school and its a privilege to attend. To see it come full circle here and knock me into 2020 a little wiser is a confirming experience.

As far as my understanding of the code in Sonic Pi, it’s simple though my knowledge is limited in the potential or deeper layers that can be produced. Though I did what I would naturally do in the situation with little lesson on keyboard formalities I played, now I find myself an amateur learning hacker playing with code I don’t have the formal knowledge to master or optimize, but somehow now making music with it. I find this kind of music appealing for its ephemeral quality and its text-based composition, but I’m most interested in the potential for collaboration and crowd-sourced music. The kind of world where there isn’t an idol body to call the maker, the kind of traditions and iterative cultures that could start in something like this.