

MCT4024 – Assignment 4 Report

Carrying out Assignment 4 was probably as messy as I expected when we first read about it. The first day, we met early in the morning and each team went to a different room (current Team B in the Portal and current Team A in the Dungeon). We had assigned individual roles but it was hard not to help each other when we were together in the same room, working on the same project, so the roles got a little blurred. I was supposed to do audio routing, but I even forget what the different devices are called and needed some help from the others. I tracked the cables from the Motu soundcard to check whether they were connected to the speakers and, if so, in which order. We struggled a little with the 4th audio channel because it was picking some noise, which affected Arvid, who was assigned the spatial audio with Reaper.

The plan for the audio piece Team A (us) were going to create was to do an improvised jam the four of us, each with their personal computer playing with their preferred PD patch. With this goal in mind, we connected the computers with cables that had a jack on one end to connect the computers and the other end to connect to the soundcard. Once everyone was connected and all the computers were sounding in the speakers, we recorded the piece, which turned out music-sounding enough (I personally like it). Kristian monitored the PD patches and had a remix patch prepared in case we needed it for the remixing part I and I believe he also helped Arvid set up Reaper (if I am not wrong). It was nice to actually make some music since we do not usually get to do that and we really enjoyed it. It would be nice if there was some more emphasis on AND time to actually get together and play music.

After that, we tried to make a connection with Jacktrip to no avail since, even though we managed to connect, we wouldn't receive audio from the other group and viceversa. Joachim and Oliver (who were in charge of Jacktrip in their respective teams) tried their best but we had to go to class at 14h and got interrupted. After class, some of us stayed to try to make it work for a little longer. Joachim and Oliver tried to make it work in the Portal and Arvid and I stayed in the Dungeon, waiting for instructions from them. I suggested trying the server that Stefano set up since we had only tried P2P connection, but that did not work either. We spent about two hours after class which, for Arvid and I, involved a lot of waiting.

The second day, we also met early in the morning. When I arrived, Oliver and Joachim (among others) were already in the Portal trying to get Jacktrip to work but, this time, it would not even connect. I tried to be of help but could not really help much. Eventually, Aleksander came by and they could figure out the problem which was related to a Firewall that had to be up and was not, if I understood correctly. Then we sent each other audio and the other team recorded it to later mix it (Jakob recorded in the Portal and Arvid in the Dungeon). Arvid did the mixing for Team B's audio in Reaper later.

As a conclusion, probably the most important thing that I got out of this assignment is the knowledge that not only the separate teams but the 8 of us in this MCT class can work very well together and helping each other when needed. I also learned that Jacktrip is a very fragile program, since it gave us all the trouble it did. And finally, I definitely would love to have more activities that involve making music, giving us enough time to actually rehearse and enjoy it

(because we won't really have a lot of rehearsing time for the concert, most likely), but I understand that that is not the focus in this master.