adventures in....

MICROSOUND & MUSIQUE CONCRÉTE

tom erbe

1989: JAMES TENNEY - COLLAGE #1: "BLUE SUEDE" (1961)



James Tenney & Lejarin Hiller at the Experimental Music Studio, Stiven House, University of Illinois, Urbana

1991: SOUNDHACK

- SoundHack used spectral processing, dividing sound into a grid of time and frequency delimited "cells".
- ➤ I created this software as soon as soon as a "fast" personal computer was available to me (Mac IIsi).
- ➤ Convolution: cross-synthesis of two sounds multiplying each cell to create a new hybrid.

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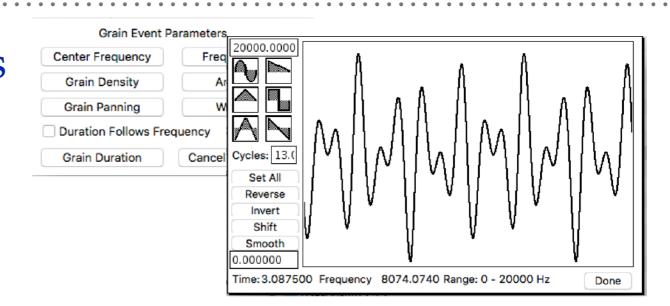
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- ➤ Morphological Mutation (1994): mutation of time/frequency cells using rule-based stochastic functions.

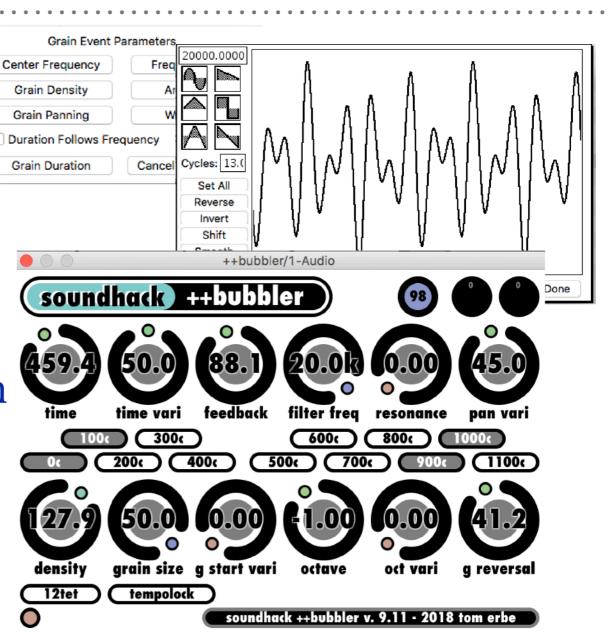
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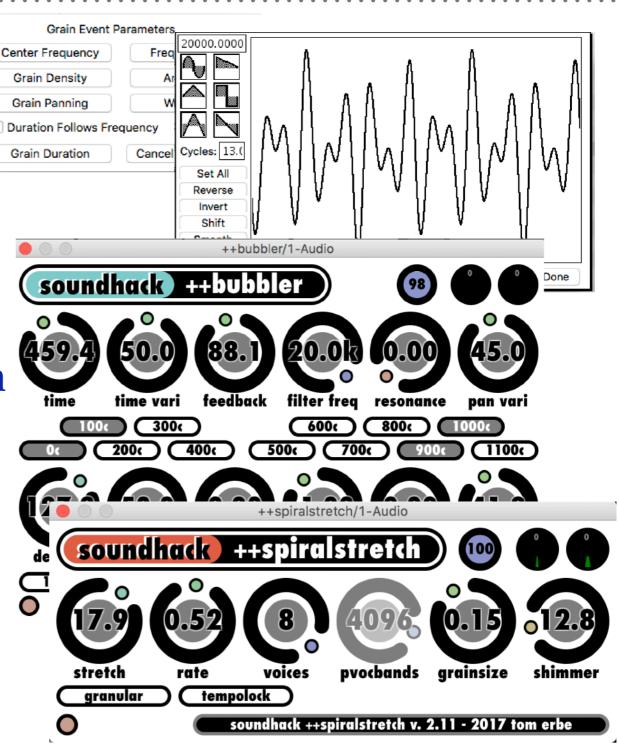
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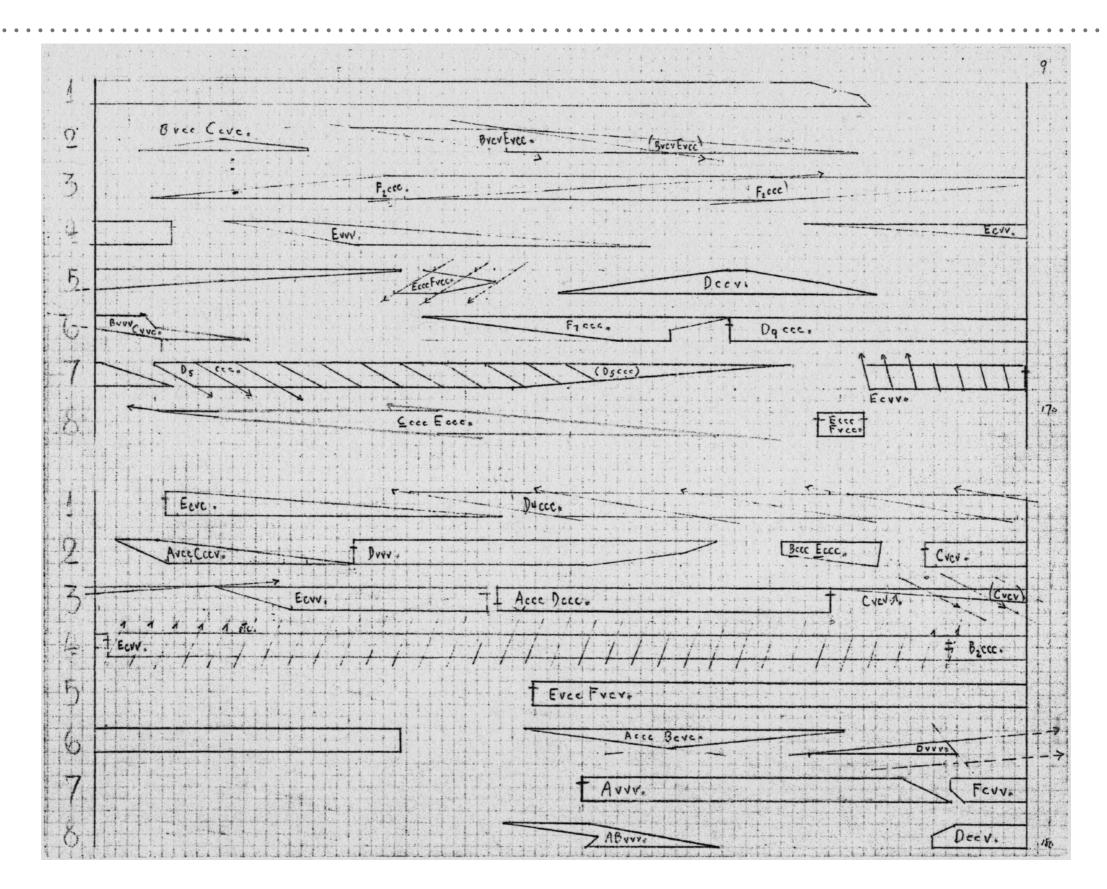


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- ➤ Corn Bucket (1994): Makes thousands of notes for Csound each note a grain
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- ➤ ++spiralstretch (2011): A multi-streamed spectral and granular time stretch.



2012 - JOHN CAGE - WILLIAMS MIX (1952)



2014 - MAKE NOISE/SOUNDHACK ERBE-VERB

SIZE

FROM CLOSET TO STADIUM

MODULATION

GRANULAR SHIFTING WALLS



DECAY
INSTANT TO
INFINITE

2017 - MAKE NOISE/SOUNDHACK MORPHAGENE

GENE-SIZE

FRAGMENT, GLITCH & STUTTER

MORPH

OVERLAP,
GAP, PAN &
SCATTER



SLIDE

STRETCH, FOCUS & FREEZE

VARISPEED

REPITCH,
GLISS &
REVERSE