Cort Lippe

Program Notes

Music for Snare Drum and Computer (2007) was commissioned by the percussionist Pedro Carneiro and premiered by him at the *Music Viva Festival* in Porto, Portugal. The electronic part was created at the Hiller Computer Music Studios of the University at Buffalo, New York, using the software Max/MSP. Technically, the computer tracks parameters of the snare drum performance and uses this information to continuously influence and manipulate the computer sound output by directly affecting digital synthesis and compositional algorithms in real-time. Thus, while interacting with the computer system, the performer shapes all of the computer output. The intent is to create a certain degree of interactivity between the performer and the computer in which the performer influences the computer output based on aspects of the musical expressivity of his/her interpretation of the score. Much like chamber music playing, in which individual expressivity has a fundamental influence on the entire ensemble; the feedback loop between performer and computer should have a positive influence on the final musical result. The digital synthesis algorithms focus on frequency domain spectral processing of individual FFT channels, and include filtering, delay/feedback, spatialization, timbral snapshots, cross-synthesis, noise reduction/enhancement, and component reordering. The instrument/computer relationship moves on a continuum between the poles of an extended solo and a duo. This piece is dedicated to Convolution Brother #0 and Convolution Brother #2 (aka Miller Puckette and Zack Settel).

Music for Snare Drum and Computer is recorded on the *SEAMUS* Label, Volume 20 by Pedro Carneiro.   Duration: 11 minutes.