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Interplay(er) machines

Author: Chafe, Chris

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Abstract:

Three recent works are discussed in terms of spontaneous versus edited components. Aspects of musical time and construction involved in improvisation are compared to working with interactive tools for digital music. Computer applications used in the pieces are divisable into two types, those tasks which edit data containing symbolic time and those that are performed in time . The case is made for machine improvisation operating in an environment across a greater continuum of temporal levels.

Articles that cite this article?

Keywords: Interactive Performance; Improvisation; Machine Improvisation; Physical Modeling; Real Time; Algorithmic Composition