

Percussion in an Electronic Environment

Abstract

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This essay is an account of the process of making work for a new percussion/software performance environment built using Max/Msp, with an electronic drum kit as control interface. Each of the works are Audio-visual responses to a number of key stimuli - the experience of urbanness, representations and accounts of mental illness, childhood and memory, and physicality - which are recurring concerns in my work.

Submitted along with the supporting text are DVD documents of the four main pieces of work, which are presented here as medium-specific 'versions' of the pieces - i.e. edited specifically for for DVD replay rather than as 'neutral' documentation.

Also submitted are the materials needed to perform each of the pieces, including written performance instructions and the Max/Msp patches (containing the relevant media) for each piece.