

Composer- Choreographer Discourse

Examples of email threads between 10/05/18 and 16/06/18.

The threads are in chronological order but each thread should be read from the bottom up. These email exchanges show how the code was the intermediary between Rosanna and myself, and the main tool for the co-development of the score.

Summary

- Thread 1: Introduction to programming environment and selection of sound sources.
- Thread 2: Experimentation and discussions around scheduling and sections durations.
- Thread 3: Changing structure and attaching sound files to sections
- Thread 4: Details of section content, semantic descriptions of audio processing
- Thread 5: Detailed discussion about dynamics, textures and atmosphere
- Thread 6: Critiquing renders of different sections, use of semantic language to make adjustments to the sounds. Section identity's becoming firm.
- Thread 7: Final adjustments before rehearsals and performance, discussions with sound engineer.

Thread 1

On Thu, 10 May 2018 at 18:37, Tim Sayer <info@timsayer.net> wrote:

also remember after each run through, although it seems like it's stopped - it hasn't. You need to click on stop before you run it again or else things can go wrong
t

On 10 May 2018 at 18:30, Tim Sayer <info@timsayer.net> wrote:

Hi Rossanna, here's the zipped folder.

Just a reminder -

- 1 - put the unzipped folder on your desktop
- 2 - open the code file called BP2v2 in Sonic Pi
- 3 - put the folder paths into the code like you did before.
- 4 - make the first two paths the same because the first one won't be used, it's the silent section but still needs a path to a folder.

Hope you like it, there's plenty of scope for change.

cheers

Tim

On 8 May 2018 at 16:05, Rosanna Irvine <rosanna.irvine@gmail.com> wrote:

Hi Tim

Great to talk earlier

Attached the zip folder as discussed. And we are saying that for each sound the initial processing still reveals the original sound - right?

I'm learning fast :) But can't quite anticipate the implications of choices being made now so two things:

- 1) Please also duplicate my files for different applications (i.e. add them to other folders) and create further applications/folders if you think seems good

2) The 'meanings' of my folder names which may be helpful
BP_Sonic_constant sounds can prob cope with cutting up - these sounds were interesting on V1
BP_Sonic_Tones_ may need to avoid lows? - maybe these recordings are better to get a sense of what can work with the tones. Am copying welcome in here too
BP_Sonic_Towards Mayhem - these are same as 'constant sounds'
BP_Sonic_LightTouch - this is just 'Welcome'

Anything not clear just be in touch

All bests
Rosanna

On 8 May 2018 at 09:46, Rosanna Irvine <rosanna.irvine@gmail.com> wrote:

No worries - Probably sooner rather than later to talk is best. Early afternoon would be good - or sooner - or if later fine too. Just let me know what time we can put in diary for today

Bests
R

On 8 May 2018 at 09:44, Tim Sayer <info@timsayer.net> wrote:

many apologies Rossana - the weekend was not as planned!
I've just got back to email, i could speak today, maybe this afternoon or earlier possibly,
best,
Tim

On 6 May 2018 at 14:20, Rosanna Irvine <rosanna.irvine@gmail.com> wrote:

Hi Tim
Hope you are having a good weekend!
I've been playing with the sounds today with microphone and interface. Interesting!
Would be good to have a conversation soon - tomorrow any time before 3.45pm. (best for me) Or later today? Or let me know what works for you

All bests
Rosanna

Thread 2

On Sat, 12 May 2018 at 16:08, Tim Sayer <info@timsayer.net> wrote:

Hi Rosanna,

Glad it seems to be working now. The save button will prompt for a filename each time so you can either save over the version you're working on or save to a new file to create an archive. What might be an idea if you're creating different versions of the timings, layers etc is to copy and paste them to a new buffer, that might be an easy way to keep an archive of your experiments.

Good luck and safe journey!

Tim

On 12 May 2018 at 12:41, Rosanna Irvine <rosanna.irvine@gmail.com> wrote:

Hi Tim
Thanks! I've dropped in V3 and listened two times without changing anything. Feels more subtle - liking it.
So I get that I need to change layers if I change duration - so will do that.
I've masses to do before getting on train in morning - so will leave further exploration of app till Monday onwards. Looking forward to it!

Just one question - The save button on Sonic Pi - I guess this is for having a working record of all previous versions right? It saves the existing version automatically

I'll be in touch early in the week to let you know how it's going and if/when needing a conversation

Have a nice weekend

all bests

R

On 11 May 2018 at 19:46, Tim Sayer <info@timsayer.net> wrote:

i havn't much time now but the clock (countdown) seems to work for all values for me

if you extend a section then also increase the layers for that section, so if section 1 goes from 60 to 120, then move the layers from 20 to something like 70 or 80

try that for each of the sections that dies before it should

have attached a new version with better feedback in the window - show the duration as well as countdown.

report back

cheers

t

On 11 May 2018 at 15:39, Tim Sayer <info@timsayer.net> wrote:

On my way home, I'll check when I get,

Cheers

T

On Fri, 11 May 2018, 12:39 p.m. Rosanna Irvine, <rosanna.irvine@gmail.com> wrote:

Hi Tim

Interesting and looking forward to playing more fully with it!

I've had initial test just with duration so far. Something strange and a bit like I identified with V1

Here's examples:

1) changed Duration to [5,60,60,60,20] and watched the timing in side bar

It plays 'obediently' through section 0 and 1 i.e., silence 5 secs, then section 1 60 secs

Then it plays approx 35 seconds of section 2 (till 24 on countdown) with a silence through the remaining duration

Then exactly same i.e. it plays approx 35 seconds of section 3 (till 24 on countdown) with a silence through the remaining duration

Then about 5 secs of section 4 with no countdown visible in side bar as far as I can tell

2) changed Duration to [5,360,5,5,5] - behaved in this way [5, silence at 255 on countdown and continued in silence] I didn't keep waking beyond countdown at 150

3) changed Duration to [5,120,10,10,10] - behaved like this [5, stopped at 60 on countdown continued in silence through rest of countdown, 10, cut to next section at about 5, plays about 5 secs of last section] and no countdown visible in side bar for last section as far as I can tell

Let me know if you can adjust this and maybe talk tomorrow?

I've got whats app on desktop so should be fine for next week too

All bests

R

Thread 3

On Sun, 20 May 2018 at 11:02, Rosanna Irvine <rosanna.irvine@gmail.com> wrote:

Ok. I'll call in 5

On Sun, 20 May 2018, 10:55 Tim Sayer, <info@timsayer.net> wrote:

Hi Rosanna - do you still want a chat, sometime soon would be good, i'm probably going out in about an hour.

t

On 18 May 2018 at 20:48, Rosanna Irvine <rosanna.irvine@gmail.com> wrote:

Hi Time

Yes Sunday around 10 would be fine

You can confirm tomorrow if you want - or just let me know if it's not going to work out

And it could wait till later in the week I guess

For Tuesday ideally I wanted to check in with you about live sound, pre-recorded sound on one video piece and sonic pi sound - and how many sets of speakers needed. To talk through the spatial / sonic aspect of those different sound sources.

We could leave having a conversation till bit later. Wednesday...?

I hope the hospital appointment is not too worrying ...

All bests

Rosanna

On 18 May 2018 at 20:14, Tim Sayer <info@timsayer.net> wrote:

Hi Rosanna - tuesday is completely out for me but Sunday should be ok, can I get back to you to confirm a time, i'm thinkiing earlier rather than later might be good. I have a hospital scan in the afternoon, weird time I know but that's London. Maybe around 10.00?

cheers

Tim

On 18 May 2018 at 19:32, Rosanna Irvine <rosanna.irvine@gmail.com> wrote:

Hi Tim

I've got past that problem and continuing to investigate potentials in the various sections.

It would be good to have a bit of a catch up either on Sunday at time that suits you. Or else Tuesday morning fairly early before 10.30 if possible. Not a long talk. To begin to explore the architecture - I'm beginning to get a feeling for what the performance needs - and for me to understand what's possible

All bests

R

On Thu, 17 May 2018, 19:21 Tim Sayer, <info@timsayer.net> wrote:

hi rosanna, glad things are going well, sounds lovely

there shouldn't be a problem with filenames, avoid spaces and make sure they're all .wav, which I guess you've already thought off.

if i were testing the system and a new file didn't work i'd probably remove all the files from the folder except the new one, set the file number to 1 and see what happens. if there's silence then we know there's a problem with the file. that might be a good test to do with all the problem files. the algorithm won't necessarily play all the files at the same volume so it might just be coincidence that the new one is softer than the rest

i'm not sure exactly what you mean by "reloaded those folders into sonic pi." - all you need to do is copy the files into the folder and adjust the number of files in the code.

happy to speak whenever - maybe a txt first to check or set a time would be good. if you're still having problems with the files you could zip up the folder on your desktop and send it to me.

i'm in marking hell here - remember that!

Speak soon
t

On 17 May 2018 at 18:29, Rosanna Irvine <rosanna.irvine@gmail.com> wrote:

Hi Tim

All is well with experiments at moment. I'm in the most beautiful, quiet peaceful place. A retreat feeling. Erratic wifi and mobile connection. Making it all more peaceful. It's taken a few days to arrive, orientate and be (here) in a different kind of way. I leave on Monday. I'm counting today as my second day of five :)

I'm feeling / thinking /testing my way through the whole sound environment - live to app. And refining structure of piece as I go. Helping me understand what is needed at point of app soundscape coming in. And I've been playing around with it a bit.

I just want to check one thing for now:

I have added some sounds to different folders. And reloaded those folders into sonic pi. And adjusted 'number' of files in each folder in sonic pi.

With some sounds the added file is audible - and is also visible in the screen to right of sonic pi. For another file it is visible in that right hand screen, but the sound is barely perceptible (i.e. 'welcome' when added to constants folder) With another new wav file that I have added it is not showing at all in right screen and is not audible. I have reloaded the particular folder and changed the number of files in the folder.

If there is something obvious that I am doing wrong or another explanation - e.g. that file name should have max/min number of characters - please let me know.

I'm ok to keep playing around with it for now - and keeping testing different things and ways - and finding things out

Would it be viable to tentatively pencil in a call over the weekend? Only if I've run into difficulties. And if all going well- will be good to check in early next week when I am in Glasgow

Hope all's well with you

All bests
Rosanna

Thread 4

On Fri, 8 Jun 2018 at 15:54, Tim Sayer <info@timsayer.net> wrote:

Hi Rosanna - I have a skype at 4.00 with a student I could ring after that if you're free. I've been flat out since your email so I haven't digested the contents yet -
cheers
t

On Wed, 6 Jun 2018 at 20:48, Rosanna Irvine <rosanna.irvine@gmail.com> wrote:

No worries Tim - as long as we get on track and have it ready by next weekend :)
Talk first though!
and I may need to send you a couple of wav files

Looks like Friday afternoon is first possible time now for me to talk. Or any day after that
R

On 6 June 2018 at 09:38, Tim Sayer <info@timsayer.net> wrote:

hi Rosanna - sorry for lack of contact, external examiner here today and tomorrow and i've had multiple issues to deal with, be back in the saddle soon

t

On 5 June 2018 at 15:37, Rosanna Irvine <rosanna.irvine@gmail.com> wrote:

Hi Tim

I'm attaching where I am with the sense of an architecture for sonic pi within the Tramway performance event.

I think it would be really helpful if you could read what's in the attached and if you can imagine into it

Then if we can have a conversation and take it on from there to the specifics i.e. suggestions you have as well as which sound with which treatments for which section

I'll do a few more tests with sonic pi tomorrow

All bests

Rosanna

SEE PDF – Planning Email Attachment 1

On 4 June 2018 at 16:25, Rosanna Irvine <rosanna.irvine@gmail.com> wrote:

Hi Tim

Tomorrow morning I will email the sense I have for the sonic pi sound architecture - and of other sounds live and on video - as relates to the performance structure.

The performance is on 23 June. I do set up in the space from Monday 18th.

Can we say 17 June as deadline for sonic pi for Tramway with possibility of adjustments during the week to performance on 23rd?

If you have more space now I think it would be good to have a more spacious conversation - maybe tomorrow afternoon Tuesday? - around the Tramway event and how your app operates in it. Just to be sure we are sharing a common understanding.

And separately - with your contribution to Breath Pieces being identified as part of your research - can we look at other ways the app can be configured for future (different) contexts? There is already some interest from people running the Sound Festival Scotland in 2019 <http://sound-scotland.co.uk>

All bests

Rosanna

Thread 5

On Sat, 9 Jun 2018 at 11:05, Rosanna Irvine <rosanna.irvine@gmail.com> wrote:

Hi Tim

See attached.

I am carrying on to section 4 now - but thought best to get this to you now.

I'll update and send with section 4 shortly

Also attached sound file 'were here' which I don't think you have

SEE PDF – Planning Email Attachment 2

On Sat, 9 Jun 2018 at 12:23, Rosanna Irvine <rosanna.irvine@gmail.com> wrote:

Hi Tim

The attached pdf is clearer with page for each section / 'build'
Last one I realise went weird on the export from Pages to PDF
Hope this is clear. And incorporate our discussion on transitioning gradually throughout

Be in touch if any questions but I think it's over to you :)
Thank you!

All the best
Rosanna

SEE PDF – Planning Email Attachment 3

Thread 6

On Wed, 13 Jun 2018 at 21:42, Rosanna Irvine <rosanna.irvine@gmail.com> wrote:

Still laughing at 3 and 4 in the morning ...
11.30 in the morning is possible

Music for Airports - Amsterdam 1980 something :)

On 13 June 2018 at 21:31, Tim Sayer <info@timsayer.net> wrote:

ha ha - i had to read your email about 6 times to work out that you didn't want to speak between 3 and 4 in the morning!!

i hope to be in the studio at 10.00 tomorrow, can I make some adjustments, listen to the distortion and work on the transitions and then give you a ring late morning - maybe 11.30?

the album cut was really interesting and highly enjoyable but took way longer than I expected. Our album was cut on the same lathe as Music for Airports - not that we have any affinity to that work.

Speak tomorrow
t

On Wed, 13 Jun 2018 at 20:41, Rosanna Irvine <rosanna.irvine@gmail.com> wrote:

Hi Tim

After that long email - I should have said that
We can talk about the build between 3 and 4 in the morning (not afternoon)
Maybe 3 could pull back a bit? The tones are very powerful in 3 and their loss in 4 causes a drop off - and the new section gives a feeling of starting again ... there shouldn't be a drop off here. How to solve this? How would it be if tones continued?

I'm listening on headphones ...
R

On 13 June 2018 at 20:30, Rosanna Irvine <rosanna.irvine@gmail.com> wrote:

Hi Tim

How is the master vinyl cut of the album? And how do you 'watch' an album? Sounds good!

I'm really enjoying section 1 and the 'we're here' hasn't disturbed in any of the listenings :)
Basically I have a good feeling about all this!!

And thought I should flag up some things now.

Distortions

I am getting lots of distortions when listening. It happened firstly on section 5 - which you had left it set at. Once I worked out how to listen to each section I started at section 1. This began really nicely then gradually - at around 300 on the count down - it sounded like a speaker was distorting slightly. Then it was as if that distortion kept going through the looping process getting worse and worse. Got so bad I couldn't keep listening.

I get distortions on all the sections

Section 5

This section has 'we're here' in it. And quite audible at times. Can you take that out? In previous email I had suggested that this section runs through to the choir and to extend the section to 6 minutes. The choir are likely to be sounding 'here' and 'gone' (though that isn't definite as we haven't tried it yet) If we do 'here/gone' then 'we're here' in sonic pi will not be right. And also at end of piece there is more a sense of disappearance (e.g. all the balloons are deflated) rather than an insistence that we are still here

Section 3

is this louder than other sections? It seems so

Section 4

In the architecture I asked that this section build from section 3 (in my notes these were sections 2 and 3)

But this section is much more calm than the previous section.

Transitions

Because of distortions I can't listen to the transitions between sections. And can't access the 'fade out' section

Maybe check in Friday?

All the best

Rosanna

On 12 June 2018 at 16:34, Tim Sayer <info@timsayer.net> wrote:

ok great - i'm going to watch the master vinyl cut of our album with Stewart Lee tomorrow and on Thursday I've booked some studio time to test out the system with multichannel sound, to make sure the quadraphonic is working - so maybe touch base after that.

cheers

t

On Tue, 12 Jun 2018 at 15:34, Rosanna Irvine <rosanna.irvine@gmail.com> wrote:

All that sounds great. Thanks Tim! About to download. I'm in Devon at the moment. Very intense with lots of different 'pieces' of Breath Pieces not finished. Plus getting quite a lot of interest from programmers. Galleries and sound festivals. In the thick of it. Will take time to absorb what you have sent and get back. Looking forward to it ;)

On Tue, 12 Jun 2018, 13:50 Tim Sayer, <info@timsayer.net> wrote:

Hi Rosanna,

I've heard what you've said about the section2 (was 1). I've not taken out the 'we're here' sample but think i might have tempered it a bit.

Doing rendered isn't easy because recording and playback at the same time causes glitches and it's quite time consuming. So, I think we're at a place when I can send you a new version of the system. It's coming via wetransfer. So - I suggest that rather than dabble with the settings you play it just as it is and note down any big, glaring things that need to be changed. Then time permitting we can get down into the more detailed stuff.

As you have identified - reviewing generative stuff is really hard because it's never exactly the same twice.

You will be able to play sections individually in this version - if it's not clear how to do this just let me know and I'll talk you through it. There are loads more parameters above the line now but I think it's best if those get changed as a result of a discussion.

I've done a lot of hours on this and I'm feeling a little too close to it right now so I need some time away to re-adjust my perspective.

I've lost track of where you are now! Aberdeen? Glasgow? Devon?

cheers
Tim

On Tue, 12 Jun 2018 at 11:36, Rosanna Irvine <rosanna.irvine@gmail.com> wrote:

Hi Tim

Thought this morning that I should give more info on the repetitive sound that was going into a headache for me. I do think it's 'we're here' - it has a high whistling aspect.

On render4 it comes in at 14secs and continues; a new coming in at 28secs and continues, a new coming in at 52 secs

Hope that makes my comments from last night clearer

All bests
R

On 11 June 2018 at 20:49, Rosanna Irvine <rosanna.irvine@gmail.com> wrote:

Hi Tim

I've listened a few times to all - and in that overwhelmed phase.

But sticking with it ...

I keep coming back to rendition1 as my preferred.

One reason is that it doesn't have (or I don't notice) 'we're here'. I find 'we're here' really disturbing, in a head ache inducing way, in all of them. And in particular in rendition4.

Do you?

Shall we just take it out?

I'm aware that I am listening to 'one' rendition of each of the settings you have made - and that each subsequent play of that setting will sound different ...

There is a lot I like in all of them. But after my preferred rendition1 I'm drawn into 3 mostly. Less jerky than 2 and 4.

Basically I'm drawn to 1 - but I'm only hearing 2mins. I like the spaciousness with a richness and no 'here' keeping repeating. It feels less dramatic than 3 and 4. I'm wondering why you have done so many settings on this. And what your preference is. And if you feel there's a need for the fuller sound world I'm experiencing in 3 and 4...? If you feel that greater fullness is needed to sustain the 9 mins?

I'm thinking also of what comes 'after' this section - Mark and Rosanna acoustic sound ...

You wrote about 'subtle backdrop' to keep audience immersed. Do you mean a continuous sound?

Section 1 continuing? A separate sound section within sonic pi? The breathing from the balloon installation?

I hope these thoughts are clear enough - would be good to hear 9 mins of rendition1 With adjustments if you feel helpful/needed. The direction is in there

Yes let's call it 7 sections

Section 6 is likely to play on through the breath choir so please make it about 6 mins for now

All bests
Rosanna

On 11 June 2018 at 19:05, Tim Sayer <info@timsayer.net> wrote:

Hi Rosanna,

render 1 and 2 are 2mins long and render 3 and 4 are 9 mins - all are section 1

render 3 and 4 have different settings.

I'm going to render a version of section 2, 3 & 4 very soon - it's about 20 mins long. In answer to you last email, you will be able to manually call a section or let it flow from one section to another on it's own using the durations. I've put in a select section at the begining and one between 1 and 2 so my score looks like this

1 - silence - 25m
2 - section 1 - 9m
3 - silence - 12m
4 - section 2 - 5m
5 - section 3 - 11m
6 - section 4 - 3m
7 - silence or short fade.

Just to be clear, these sections lengths are not fixed - you can jump around manually. If you like we could change to the new numbering system i.e. 1 - 7 - might be less confusing.

i think i have it working in quadraphonic and the builds and transitions seem to be working well.

hopefully we'll be at the 'tweaking' stage soon.

cheers

t

On Mon, 11 Jun 2018 at 18:23, Rosanna Irvine <rosanna.irvine@gmail.com> wrote:

Hi again Tim

After my email on render1 and render2

I can't play the file from google drive so am downloading. half way there. Thought that I should check what these are? Are they all section 1? just longer?

R

On 11 June 2018 at 17:52, Rosanna Irvine <rosanna.irvine@gmail.com> wrote:

Hi Tim

Thanks for this. It's great! I think you're asking what I prefer? My feeling let's go with section1render1. It feels that there's more overlapping of sounds while in render2 the sounds are more separated. I definitely prefer render 1 - and when sensing it in relation with the action that's going on.

The 9 minutes is my estimate of duration. I'm understanding that I can adjust the duration (and linked layers) if needed

On your other notes

I think I'll need to understand the implications around your "adjusting the code so that any section can be called at any time"

Would it still be possible to set up to run continuously from section 2 through to end? Or would Kian need to always manually start a stop each section

And on your response to the issue of 'silence'. Possibly I could let section 1 continue at a lower volume. This question about duration I've asked above - but maybe flag up any issues

I am thinking of adding simple 'everyday' breathing to the video file at that point followed by the blowing of the bubbles. We will test that first in the space and if not enough may do the section 1 continuation ...

Thanks Tim!!

R

On 11 June 2018 at 14:37, Tim Sayer <info@timsayer.net> wrote:

Hi Rosanna,

I've adjusted the code so that any section can be called at any time. I want to be quite methodical on how I approach this now so at the moment I'm working on section 1. I'd like to get that done and dusted first. It would be good to have some feedback on the rendered files I have attached as soon as you can. I've just done shorter renders, once I hear from you I'll do a full 9 minutes.

These are the characteristics I'm going for:
9 mins in length
quite peaceful, not too intense, plenty of space.
In version 2 the sounds should be a little more recognisable.

I think that for the performance you should have rendered versions of each of the sections playing on a different device with the faders down. If for some reason sonic pi crashes or your laptop has a problem then you'll have the rendered version ready to fade up. I often do this for peace of mind - it can just be on an mp3 player or something.

In answer to your question about the silence between section 1 and 2 (mark and you're sound piece) I think having some subtle backdrop would be good to keep the audience immersed, rather than bringing them back into the room. Silence might have the affect of bringing them back to the ambience of the space rather than the piece. But then again, depending on what else is happening - it might not.

Best,
Tim

On Sat, 9 Jun 2018 at 12:41, Rosanna Irvine <rosanna.irvine@gmail.com> wrote:
Hi Tim

Meant to ask your thoughts on this earlier.

At end of section 1- while Mark and Rosanna doing 'sound piece' there is no sound from balloon installation - and no sound from sonic pi. I wonder if this will be a jolt in the sonic realm? At moment the sound piece is done without amplification.

During the 'sound piece' the installation has sky with no sound then bubbles with no sound. I've thought about adding simple continuous breathing to the video sound file with sky and inserting blowing that fits with the bubbles being blown.

What do you think? - at this point in work I mean about the overall soundscape. Is there a logic to sonic pi operating discretely at this point? Or do you feel would make better sense going with adding sound to installation? Or no additional sound?

Thanks Tim
R

Thread 7

On Sat, 16 Jun 2018 at 18:14, Kian McEvoy <kianmcevoy@gmail.com> wrote:
Thanks Tim that's great.

Rosanna - The latest audio I have is different from the We Transfer link Tim uploaded but derived from the same version of the sonic pi app, so the structure I imagine will be the same and it will allow you to hear the transition you couldn't previously hear, but the audio on monday will sound slightly different as it's spread over four channels and just the nature of the app being generative means that no

two times playing it will ever sound the same, so may be helpful or maybe you'd prefer to hear it fresh on monday, I don't know?

Glad that's all tidied up, looking forward to getting in the space now and seeing it all come together.
All the best,
See you Monday
Kian

On 16 June 2018 at 17:56, Rosanna Irvine <rosanna.irvine@gmail.com> wrote:

Hi Tim and Kian

Sounds great! Thank you both for sorting this - and without me :). There's been loads of stuff I've been catching up on around the project and just finished. Pack later for journey in morning.

Kian I can listen to what Tim sent by WeTransfer. But are we passed that? Should I wait till Monday and hear what you have?

Hope you both have restful rest of weekend
Rxx

On Sat, 16 Jun 2018, 17:30 Tim Sayer, <info@timsayer.net> wrote:
this is great news Kian, thanks very much for sorting it out.

Just to let you both know that on Mon, Tues and Thurs I'm going to be at a conference so if you need to get hold of me I'll be a then I'll be free before 10.00, between 1.00 and 2.00 and then after 5.00. On Wednesday it should be easier to get hold of me. I'll keep an eye on whatsapp so use that if you need me to ring in a break.

good luck,
Tim

On Sat, 16 Jun 2018 at 16:25, Kian McEvoy <kianmcevoy@gmail.com> wrote:

Yeah just to update running smooth over four channel now so we have full renders in quad as well.

On 16 June 2018 at 15:12, Kian McEvoy <kianmcevoy@gmail.com> wrote:

Ah yes I see them, great I'll experiment with those a little too.

I just tried a run through in stereo of version 12 and it all played smoothly. I hit record as well just in case so now i've got two stereo wavs of the full thing with clean audio, so I should be able to play through these renders with Rosanna in the space on Monday and that should give us a chance to make any adjustments to get the appropriate durations and layers and transitions, and assuming the process is repeatable render clean versions we can use if need be.

As it seems to be playing smoother i'm going to try again in quad, hopefully with some adjustment to the probability I can get it all running fine. Worse case scenario we have renders as back ups for the performance but it's nice having the script running to be able to make adjustments to suit.

Thanks for all you help Tim,
All the best,
Kian

On 16 June 2018 at 14:25, Tim Sayer <info@timsayer.net> wrote:

OK Kian, feels like we're making progress.

You'll see on line 39/40 an array of probability values which we could tweak to see if it lessens the load. It might lighten the texture a bit but that may not matter. The three 100 values relate to section 3,4 and 5. So if one of them is playing up (distorting) you could move it down to 10 and then keep decreasing to see if the problem goes away.

probability list for playing a new sample, lower the number the lower the probability
prob = [0,5,0,100,100,100,0]

If I have a go at rendering a quad version, what's the best way of getting it to you, 2 stereo wavs? Bear in mind if I try to play and record the computer can't handle it so I'll be dumping it out to an external recorder over multiple runs.

best
Tim

On Sat, 16 Jun 2018 at 13:42, Kian McEvoy <kianmcevoy@gmail.com> wrote:

Great. Listening back to it now. Seems clean, I spotted one minor pop, but easy to remove.

Yeah it's hard to tell what the cause is, I don't think the issue is gain staging, I noticed when the clicks first appeared they were in time with the activity log updating on the GUI in sonic pi, and moving the mouse or moving the sonic pi window around would worsen the issue and conversely the best performance I could get was when hitting play and then minimising the window and not touching anything, which made me think the process might just be too taxing for the computer, I ran an activity monitor to see the demand on the CPU and Memory from sonic pi while it was running, it was taxing but far from critical so i'm not sure, I don't know well enough how sonic pi runs under the hood, in terms of how it allocates memory, communicates with audio drivers etc...

I managed to run v11 all the way through in stereo this morning as well, so the error is inconsistently consistent which doesn't really clear anything up. I always find fixing bugs like this a bit like chasing ghosts, some trial and error and they vanish as mysteriously as they appear.

It all sounds really brilliant though, and over four speakers as sounds swell up from behind the whole thing envelops you it's really lovely. I've been listening to it for hours now and will happily keep listening to it for more.

I'll have a shot with v12, see how it compares. It's good to know we've got the option of working with a rendered version if need be.

I'll keep you posted and let you know how I get on.

Thanks again,
Kian

On 16 June 2018 at 13:18, Tim Sayer <info@timsayer.net> wrote:

Hi - i've just sent you both the bounce I've just done in stereo, I've listened to most of it and monitored it while recording and it seems pretty clean. This is a tricky problem.

Kian: I don't think this is a gain-staging problem because the levels are pretty low coming out of sonic pi - what do you think? I also don't think it's down to the generative nature of the code because the issue you're both having is too consistent. For the bounce I had the Sonic Pi master level at 1.6 and I took the signal straight out of the headphone socket on my laptop to rule out any audio interface influence. When I listened back I heard maybe 4 minor clicks during the whole piece and I probably only noticed them because I was intently listening.

I've attached the version of the code from the bounce. The settings for section 1 are now exactly the same as they were for V9 when Rosanna reported no problems in that section. That was right wasn't it Rosanna?

Incidentally I fixed a bug I noticed with the timer so use this version (V12) from now on and get rid of the others.

Let me know how you get on with this version,

cheers
Tim

On Sat, 16 Jun 2018 at 11:22, Rosanna Irvine <rosanna.irvine@gmail.com> wrote:

Good morning Kian and Tim

Nearly there and it's going to be awesome!

After phone call with Kian and whats app msg with Tim - I want to pass this final bit on to you both

I'm totally happy with it! The only bit I have't been able to hear is the Sec 3 to 4 transition - should be smooth gradual build - And the crackles of course in Sections 1 and 3.

Kian - Tim is doing a render now - he's not getting distortions the way we are.

Tim - can you please send the render to Kian - and cc me in

Thank you both!!!!

All best :) :)

R

On 16 June 2018 at 10:24, Rosanna Irvine <rosanna.irvine@gmail.com> wrote:

I want to talk with you first ok?

On Sat, 16 Jun 2018, 10:23 Kian McEvoy, <kianmcevoy@gmail.com> wrote:

Good idea. That's me just in, i'll give him a call in bit and let you know from there.

On 16 June 2018 at 09:40, Rosanna Irvine <rosanna.irvine@gmail.com> wrote:

Hi Kian - best to have a conversation and with Tim too. Can you give me a call when you're ready?

On Sat, 16 Jun 2018, 07:22 Kian McEvoy, <kianmcevoy@gmail.com> wrote:

Morning.

I've just had a thought. What I might do today is prepare a contingency. So I was thinking I could spend the day recording sonic pi, and prepare undistorted audio for more than we need for each section, like half an hour of each. I could then arrange the recordings in a way that would be performable, so on the day we would have control over transitioning between each section and the ability to increase or decrease the number of layers, then we could work out an arrangement to fit the performance and it would be able to be responsive to the performance on the night, and would still be the same sound swelling of sound from the sonic pi app. It might safeguard a little against any glitches happening on the night?

Let me know what you think?

I'm off to the zen group but will be back by 10/11 to start preparing things.

Speak to you soon,

Kian

On 15 June 2018 at 23:37, Kian McEvoy <kianmcevoy@gmail.com> wrote:

Hey Rosanna,

Just realised I had replied to Tim's email and you weren't cc'd in. Just to keep you posted I've been playing with sonic pi for a couple of hours this evening. It sounds amazing, and really impressive over 4 speakers. I did see the same issues you described though or building distortion starting a few minutes in of sections 1, section 3 being similar but worse and section 4 seeming to play ok. I mentioned this to Tim and said i'll keep trying things out and adjusting settings but asked if he has any suggestions as to what might be causing this.

Anyway, speak to you tomorrow no doubt.

All the best,

Kian

On 15 June 2018 at 22:55, Kian McEvoy <kianmcevoy@gmail.com> wrote:

So I've been running it for an hour so, playing around with various settings. I managed to clear up all my sound card issues, so that's all running smoothly now. However the pops and clicks persisted within sonic pi, in fact looking back a Rosanna's email and contrary to my prior email the glitches seem to mirror her descriptions, section 1 plays for a good chunk of time then occasional click builds and builds

into distortion, section 3 similar but more apparent, section 4 however seems to play fine? The same is true in stereo as in quad and with different sound cards onboard or external.

I'll keep playing with it and making adjustments to see if it clears up, but if you have any ideas or things you'd suggest trying that'd be great.

Cheers,
Kian

On 15 June 2018 at 20:58, Kian McEvoy <kianmcevoy@gmail.com> wrote:

Hi there,

So i've been running it in stereo, with no problems. Got it running over 4 channels and it sounds amazing. Getting the occasional build up of distortion (digital clicks and pops) but i think that's soundcard related, i'm routing audio internally through soundflower from sonic pi and the media player for the video projector so that I can have all the sound sources in one program for ease of control and making any final adjustments for the space. So I think as sonic pi ran fine in stereo, the glitches i'm experiencing are creases I need to iron out with my sound drivers, i'll keep plodding away at it this evening and hope to have everything running smoothly by tomorrow, but i'll keep you both posted and get in touch if I have any questions.

Thanks

On 15 June 2018 at 20:10, Tim Sayer <info@timsayer.net> wrote:

Hi R/K,

I just ran it and got no distortion, I suggest we see how Kian get's on and take it from there. Maybe there's something happening at your end Rosanna. I have put in some safe guards we can tweak once we here how Kian get's on.

Kian: I've kept the levels low so these can be adjusted if we need to.

cheers
t

On Fri, 15 Jun 2018 at 18:07, Rosanna Irvine <rosanna.irvine@gmail.com> wrote:

Hi Tim and Kian

Loads of mega beautiful stuff in here!!

!!!!!!!!!!!!!!

here's the things i found in listening this latest version

Sec1 Crackles started 4 mins in and soon became fairly constant.
There was a gradual loss of all sounds other than the distortion.
This distortion continued into the 'silence' of sec2

Sec3 Crackles started 1 minute in. Kept increasing. At 3 mins in it sounded like a needle stuck on a record - and with crackle.

Then sound went out and only crackle (5 and half minutes before end of section)

Then no crackle. Just silence

I let it continue to run. It showed sec4 and countdown and loops but no sound.

I changed SEC to 4, pressed run, still silence.

After pressing STOP and RUN I could listen to sec4

Sec4 nice
transition nice
Sec5 nice

Sec6 I had changed duration of 5 to 360 and layers also to 360. I think because of this the sec6 didn't play. At least it was counting down in silence.
But I think we can just fade out on this

Rxx

On 15 June 2018 at 16:17, Tim Sayer <info@timsayer.net> wrote:

Hi Rosanna,

Here's the latest version. Drop it into the folder and load it from Sonic Pi. Probably worth getting rid of any other code you have open in Sonic Pi. I've already changed the user to you so it should be ready to go once you've loaded it into Sonic Pi. Remember that when you're using the quad system you'll need to change channelNum from 2 to 4. See below.

In this version I've

1 - left section 1 alone except reinstated the low level drone which connects with section 2 - this will very very gradually fade away but not for a few minutes.

2 - hopefully removed distortion in section 3

3 - reduced volume of section 4 and distortion

Best

Tim

```
# set user to paths change either tim, rosanna or kian
```

```
user = "rosanna"
```

```
# change section, 0 - 6 with 6 being a faded end
```

```
currentSec = 0
```

```
# number of audio channels
```

```
channelNum = 4
```

On Fri, 15 Jun 2018 at 10:32, Rosanna Irvine <rosanna.irvine@gmail.com> wrote:

Hi Tim and Kian

Just introducing you to each other here as we head into Breath Pieces :)

Tim I'm attaching the code that's on my laptop as discussed

Kian if the sonic pi version I sent to you this morning Friday is running on your laptop - please let us know

All bests

Rosanna