

David Eagle

*Soundplay1* (2004) – an interactive soundscape work

*Soundplay1* (2004) for computer is an interactive soundscape composition that surrounds the listeners with sounds in motion or ‘*kinetic music*’, an aspect than profoundly changes the listening experience. Just as one follows the tones in a melody, so can one follow a sound as it moves through space. The work was conceived as both a musical composition and a sound game, where the interpreter controls the shaping and movement of sound, ideally through eight channels surrounding the audience. It can be presented as either a concert performance (duration ca. 14 minutes) or as a sound installation.

The sounds are organized in four categories: 1) instrumental & vocal sounds, 2) ‘sound objects’ – for instance, a corrugated juice can, 3) outdoor soundscapes, and 4) mixtures – morphing and blending the various types. These sounds are then put in motion through eight channels and processed (filtered, granulated, delayed, looped) to create a great range of contrasting textures. All material is played and interpreted using the keyboard of the laptop computer, running the composer’s program created in Max/MSP. *SoundPlay1* was premiered in November 2004 at the Wuhan Conservatory of Music in China.

Technical requirements:

The work can be presented in 8 or 4 channels.

- 1) 8 or 4 loudspeakers & necessary speaker cables
- 2) mixer (optional)
- 3) table
- 4) composer will provide & perform laptop computer & digital audio interface

Loudspeakers are positioned around the audience. Ideally the chairs are arranged in concentric circles with the performer at the centre. If it is a standard concert hall then the performer & computer are positioned with the audience, not on stage.

As an installation, the work can be presented in an intimate gallery space (using smaller studio monitors) or outside.

