

INTERACTIVE MUSIC/ SOUND ART

- Since realtime processing has become a possibility... so has interactivity.
 - INTERACTIVE on the web, in an installation, in a performance.
- Programs such as Max, jitter, PD audiomulch...
Instruments such as the theramin
Show some good examples.

WORKS:

Excellent collection of interactive audio works on the web

<http://www.vispo.com/misc/ia.htm>

here too

<http://music.columbia.edu/cmc/courses/g6602/spring2003/23.january.2003/>

remixing

<http://www.splicemusic.com/>

reactable

<http://www.youtube.com/watch?v=WEDia3CFdfg>

<http://mtg.upf.es/reactable/>

weather harp

<http://www.youtube.com/watch?v=8Cni0VHdst4>

bruce mowson

http://www.brucemowson.com/barney4_net.mov

Philip Brophy

<http://www.melbourne.vic.gov.au/info.cfm?top=75&pa=3133&pa2=2344&pg=3194>

Ed osbourn

<http://www.roving.net/>

sensorband

<http://www.sensorband.com/photos/sonar.html>

Garth Paine

<http://www.activatedspace.com/Installations/Installations.html>

Nigel helyer

http://www.sonicobjects.com/index.php/sonic_gallery/category/C28/

http://homepage.mac.com/sonique1/NA_001.m4a

max eastley

<http://www.youtube.com/watch?v=JtiQbUQvT7>

Jon Rose

http://www.jonroseweb.com/c_articles_improvisation.html

SOUND ART ONLINE

<http://music.columbia.edu/cmc/courses/g6602/spring2003/03.april.2003/>

RECOURCES:

GOOD TUTES ON DOING SOUND IN FLASH, JAVA, MOBILES ETC

<http://www.sonify.org/tutorials/>

articele on interactive music

<http://www.rainerlinz.net/NMA/articles/interactive.html>

extensive article on interactive/electronic music – chapter 8 ius on gesture sensing:

<http://web.media.mit.edu/~joep/SpectrumWeb/SpectrumX.html>

interactive clothing:

<http://www.newmusicbox.org/page.nmbx?id=06tp09>

musical interactivity

<http://www.newmusicbox.org/article.nmbx?id=355>

make your own sensors!

<http://acusmatica.7host.com/workshop.htm>

<http://www.art.net/~dtz/sensors.html#yourown>