Slowww (Landscapes)

Slowww is inspired by the Norwegian concept of 'Slow TV' - the term used to describe marathon coverage of an event, typically shown in real-time.

In this installation audience members can control a sampler and its audio effect processing through their phone via Networking through the MiraWeb Package in Max.

The instructions to perform are simple: freely improvise by remotely controlling the audio processing parameters of the Max-patch (host). The host-patch uses recordings from a series of guitar pieces I composed called Landslög: https://www.youtube.com/watch?v=J8SPDieQpBo

In the spirit of Slow TV the performance should be quite long and ambient, at times even boring in nature. With that in mind I ask that people try to be humble with the amount they modify the audio and visual processing parameters, although going a bit crazy rarely can add some nice variety. Note that only the visuals and audio are to be live streamed, not any of the max patches.

- Gulli Björnsson

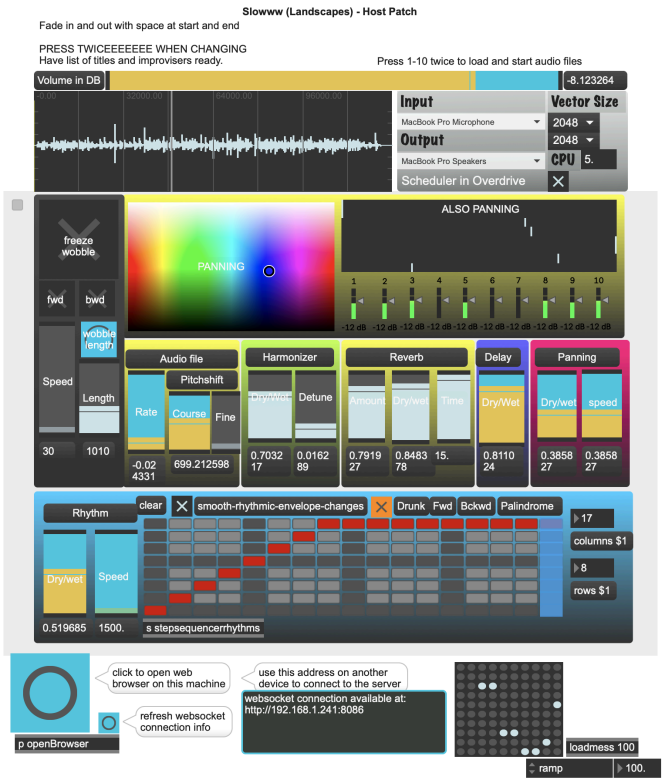
About the audio processing

The audio processing is centered around live-processing 11 recordings. These recordings are played at extremely slow tempos using Max's time-stretch mode and processed through a variety of audio effects in Max. Laptop performers can improvise by controlling processing parameters through a client patch that sends messages through MRooms that are then received by a host laptop which has the host audio and visual patches; the output of which is live-streamed.

About the visual processing

The visuals loop and mix heavily processed and slowed down nature stock footage through pixel processing and interactive shaders in Jitter

About the processing effects



Panning

- This Controls multichannel audio panning across 8 channels (channels 2-10) with a user friendly UI.

Audio File

- Control playback rate and pitch of the audio file

Rate - This controls the playback speed of the audio file

Pitch Shift Course - This Shifts the pitch of the audio file by a lot

Pitch Shift Fine - This Shifts the pitch of the audio file by a little (relative to the course pitchshift)

Harmonizer

- Harmonize down 8ve, down 5th, unison, up 5th, up 8ve.

Dry/wet - Crossfades between no harmonization and with harmonization

Detune - Detunes the harmonization

Reverb

Amount - Crossfades between no reverb and with reverb

Dry/wet - Sets the wetness of the reverb

Time - Sets the reverb time

Delay

- This controls a poly-rhythmic delay I created called Bergmál.

Dry/wet - Crossfades between no delay and with delay

Rhythm

- This effects unit creates a rhythmic profile to the washy processed sound. The technical term for this effect is called live-gating (I believe) and here it is controlled through a step-sequencer. You can familiarize yourself with the [live.step] object to understand how to use it. There is a continuous cycle that goes step by step through the object given a certain pulse (steady or drunk). Unfortunately you can only see the place you are in with the step sequencer through the host audio patch. It then selects which row is selected in each column, this value controls the speed of variable tuplets that you hear as the rhythmic profile.

Dry/wet - Crossfades between no rhythm and with rhythm.

Speed - How fast you move from step to step

Random steps - Randomizes steps

X Drunk on/off - Toggles between a drunk (quasi random) movement of the step sequencer or a steady movement

Fwd, bckwd, palindrome - Controls how the step sequencer loops

X Smooth-rhythmic-envelope-changes - Toggles between a smooth transition between rhythms or a discrete one.

Panning

This is for the stereo signal, it actually is also doing this panning in a stereo relationship between various speakers in the multichannel audio domain.

Hard/Soft - Sets the hardness of the pan (how much left or right)

Speed - How fast the sound gets panned between the left and right sides

Freeze Wobble

Turning freeze wobble on you can stay in a small part of the audio file. It's a bit like a bad granular delay with one huge grain. It always goes forward and then in reverse (palindromic playback loop) through the region selected.

Speed - If toggle is on, how fast it moves back and forth during that part (playback speed)

Wobble length - If toggle is on, how large the region of the audio file is being looped

Fwd - if toggle is off, you can skip fwd to a different part of the audio file

Bwd - if toggle is off you can skip bwd to a different part of the audio file.

How Long - works if toggle is off, this is how long you can skip fwd or bwd to a different part of the audio file.

Visuals

2nd video - Feeds a stock footage video of trees, lava or water into the visuals

Visual Hue - Changes the hue

Visual Slide - This creates luminance-based distortion to the video. There is no distortion when it is in the very center.

For performance:

1. Open up the audio and visual patches.
2. In the Audio patch you can select the output as the sound card you are using. The patch is set to work with 10 channels.

3. You are in charge of changing the audio and visual files, not the audience.You do so by pressing the numeric keys on your laptop: 1 2 3 4 5 6 7 8 9 0 -
   Each number corresponds to a movement of the landscapes and the accompanying visual. Note that 0 stands for 10 and - stands for 11. Once you press any of these keys the video and audio will fade-out and a new one will fade-in.
4. Due to some patching quirks of mine, you need to press one of the keys twice at the very beginning of the piece. After the first time, once will do it.
5. Space bar triggers a fade in and fade out, also for the visuals. Use this at the very beginning and at the very end to fade from and fade out to black

Scan QR code for info