The Laptop as an Ensemble Instrument; Methods and Concerns

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Historical Review

Networked Computer Music
- The League of Automatic Music Composers 1978
- The Hub 1985

Live Coders
- Alex Mclean - feedback.pl 2004
- Eric Lyon

Computer Interaction
- Lawrence Casserly
- George E. Lewis

Significant Ensembles
- Plork, The Princeton Laptop Orchestra
- Power Books Unplugged
- Moscow Laptop Cyber Orchestra

Styles
- Live coding
- DSP Processing
- Sample Playback
- Live Algorithms
- Extended Instruments
- Remote Performance

Laptop Instrument Features

Infinite Sound Source
- Imagine and realise an unheard sound
- Multiple instruments

Dynamic performer / instrument relationship
- Customiseable/Unstable/Fluid interface
- Dilution of muscle memory gains
- Enhanced accessibility

Schizophrenia
- Distortion of sonic cause
- Sound abstracted from generational effect
- Removal of source and context of sound

Temporal/Locational Shift
- Relocate sound in time
- Reposition event in location

Capture Realtime Gesture
- Translate, refine gesture to purpose
- Dynamic analytical score creation

Connectivity
- Realtime and interactive
- MIDI, Wireless, WIFI, Bluetooth

Practical Experimentation

Straight Laptop Preserve
An experimental laptop trio exploring laptop improvisation, live coding and network connectivity.

Inclusive Improv - NetMixer
Experimenting with improvisation between laptop and acoustic instruments, making use of the purpose built NetMixer software.

Laptop Concert Series
A series of concerts exploring laptop performance and seeking to investigate audience and performer expectations.

www.ablelemon.co.uk
www.inclusiveimprov.co.uk