

#### Embodied Controls for Mixing and Composition

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R Centre for Interdisciplinary Research in Music Media and Technology



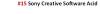
### Digital Audio Workstations

#### MusicRadar.com: "The 16 best DAW software apps in the world today"



Embodied Controls for Composition

#13 Apple GarageBand





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#14 Acoustica Mixcraft Studio

## "I find all the clicking and computer-based activity... to drain my creative energy and make the process frustrating."

### The "Multi-track Recorder" Metaphor

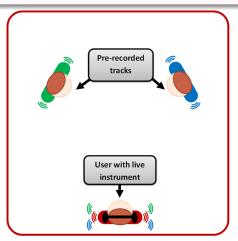


http://en.wikipedia.org/wiki/Mixing\_console

## What about a metaphor that allows a single musician to compose by playing, mixing and recording his instrument simultaneously?

### The Solution

### The Band Performance Metaphor



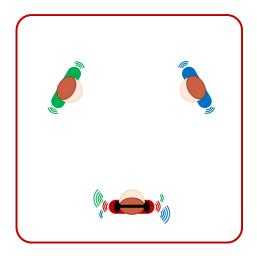
### #1: Dynamic Volume

### #2: Dynamic Reverb

### #3: Mix Control

### #4: Track Panning

### #5: Musician Spatialization

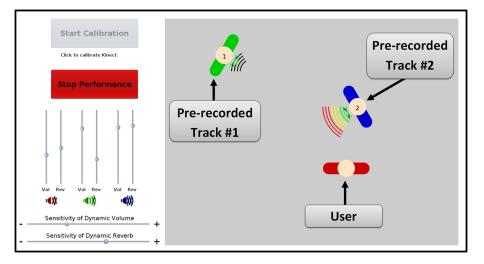


### System Configuration

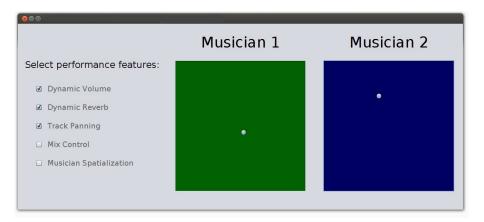


Wired Connection Software Connection

### Graphical User Interface - Main



### Graphical User Interface - Secondary



### Participatory Design

- Collaboration with Steve Cowan (Musician/Composer/Teacher)
- Initial prototype included only 3 features
- "Cooperative Prototyping" technique
- Weekly sessions lasted 14 weeks
- Post-session written report

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## "I find all the clicking and computer-based activity... to drain my creative energy and make the process frustrating."

"I was able to get some great solutions for these issues without having to do anything other than play my music in real time, and move my body a bit."

### "The features that this system offered were fun, useful, and helped me come up with new musical and production ideas."

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- System currently supports 3 tracks only
- Some features not suitable for seated musicians

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## Download package and instructions at: www.github.com/delshimy/REMC

Send questions or comments to:

# delshimy@gmail.com

### Thank you!

### **Questions?**