

Composition title: *Shadow Catcher - Part II* (2015)
Durations: Part I: 5 minutes, 13 seconds ; Part II: 8 minutes 39 seconds
Composers: Meryl van Noie (Part I), Miles Warrington (Part II)
Technical requirements: Computer running Pure data (Pd), Pd patch, mouse and projector + screen + two channel fixed media
World Premiere: Purpur Transgressive Arts Festival, Cape Town, 2015

Introduction

Experimentation in object-orientated programming and interactive electroacoustic music manipulation/generation was the main reason for testing the waters with this early interactive work by the composer.

Composition

Shadow Catcher is an experimental piece jointly composed by Miles Warrington and Meryl van Noie. Using a mouse to draw lines on a Pure Data Canvas, the data is re-used to tailor audio envelopes. The piece explores the link between musical gestalts/gestures/imagery, composed motifs and their associated sonic features. This ensues as a dialogue between performed acoustic phrases, which are linked to captured shapes via the canvas that manipulate electroacoustic elements through the image capture data. The performance takes place as duet of sorts between controller and pianist. The roles between pianist and mouse-controller are reversed mid- way during the piece.