



Landscape Machine v1.0

Theory with a capital T:
 If I were GUY Debussy I'd demand a new letterpress System. "It cramps MY style"

Imagine if art making were a big physics defying Postmodern synthesizer. We'll call it the PoMod 2007. To clarify, the proverbial art object end, per se, will be the 4d-stereo output of the PoMod. This synth can play multiple waveforms at the same time and has 3 frequency filters and 2 LFO's. On the PoMod 2007, the waveform is the "style" (naturally, this synth has a finite list of waveforms) and the low frequency oscillator (LFO) adds movement, or the element of time, to its destination. I will investigate the procedure thoroughly in my experiment: *Landscape Machine v1.0*.

For the first waveform I picked "landscape". Next, imagine that the filter frequency is synonymous with "Conceptualness Knob". All the way up is all concept, all the way down is all physical. Since I'm not at all interested in what this landscape actually looks like or appears physically I've got it cranked all the way up, 20,000hz or so to cut away all of the heavy baggage associated with "landscape" and how one should look. A second filter is a digital filter set to notch (all frequencies), this means it has digital output. To the second filter I have assigned a sawtooth LFO - this just means the digital filter loops.

A second waveform style is "minimalist". The notes are in a very low octave to increase the scale. The Conceptual filter is most the way down. I am more interested the physical appearance than the conceptual nature of minimalism for this. The second digital filter is turned on and set to The noise and chorus knobs are all set just right. This is also a sine wave LFO assigned to and although it is out of phase with the first wave form it .

A third waveform is "pop". I have the envelope turned to fast attack and fast decay. As you can see a single Rollerblade has made an appearance.

A fourth less significant waveform... (this could go on and on...)



Eric's machine is action landscape!
 Watch it synch.
 Watch it outta synch!
 It phases and out-of-phases.
 It rocks and rolls.
 Bring the family!

Problem:
 How can I make a landscape move and still be a landscape?

Solution:
 1. Mechanization!
 2. Automation!
 3. Synchronization!

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