

Perception

for suspended cymbal and electronics

Using a bow or a pair of mallets, the performer will generate as many different sounds as possible with the suspended cymbal. These sounds will interact with pure-wave oscillators to alter the perceived overtone series of the cymbal.

For the engine to generate the pure-wave oscillators, a design that produces six separate events each separated by silence. The first two events will play two different single sine tones, the next two events will play two instances of three sine tones at once, and the last two events will play six sine tones each. A random number generator should be used to generate unpredictable sine tones. The performer should be able to start and end each event without hinderance to their playing (a midi pedal is preferred). The performer is encouraged to play until they have exhausted sonic possibilities.