CELLO MELT ME FUNCTIONS DESCRIBED

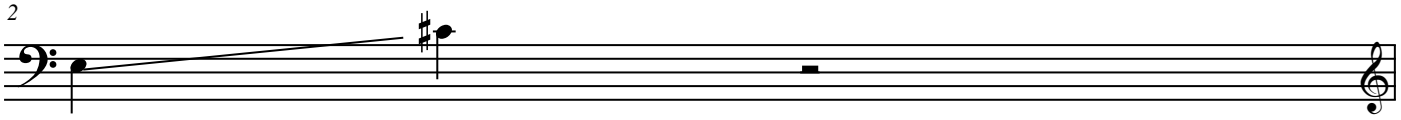
The signal analysis in MSP will often make an ocatve error -- identifying the pitch being played as one octave higher than what is actually fingered. So when the effects below work outside of the given ranges, it is because MSP thinks the cello is an octave higher.

"Harmony" (main parameters = pitch and dynamic level)
(the effects names correspond with the switches on the Switchboard)

works from piano to mezzo forte
forte events will prevent this effect

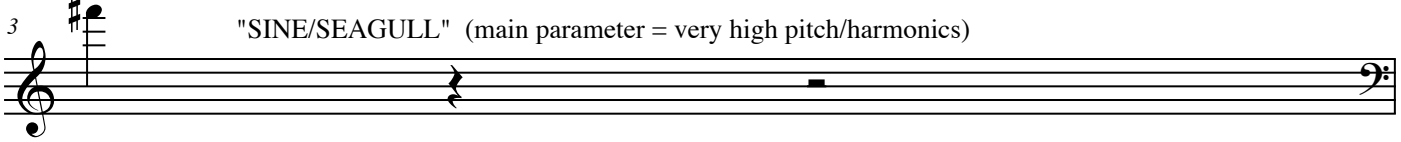
"Harmony" is intended to be used with one note at a time separated with silence -- try it with short pitches and try to retrigger a new "Harmony" just as the old one is fading out. Another words--- chain them together.

"MELODY" (main parameters = pitch and dynamic level)



works in all dynamic ranges p-f but not Sffz/peak range

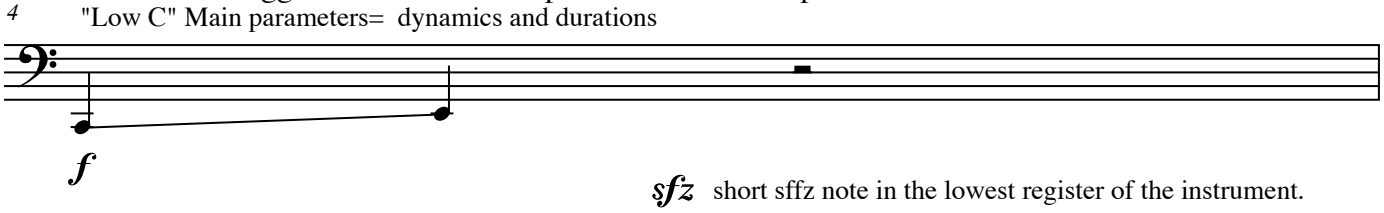
"Melody" is intended to work with several legato pitches --- like a short melody.



any pitch above the high pitch threshold shown (mainly harmonics) will cause resonant frequencies and "seagull" effects to appear.

"CHORD" (parameters = pitch, duration and dynamic curve

rules:
1) start piano and crescendo to mezzo-forte. hold the note for at least 300 milliseconds never drop the dynamic level
2) follow through with a short bursting sffz crescendo.
this will trigger a sffz chordal response from the computer



sfz short sffz note in the lowest register of the instrument.

"SCRATCH"
a melodic inteval of a perfect 4th will cause a perfect fourth "echo"

general: the key to making the patch work is controlling and understanding how the patch detects silence and pitches. You have to learn to play the patch. You use the "FIDDLE_OUTPUT_PRINTER" and the max print window to watch your input and see the return.

practice silence and a single pitch followed by silence then pitch etc.. Set the printer window to print silences and pitch detection.

Then learn to play pitches at different dynamics.