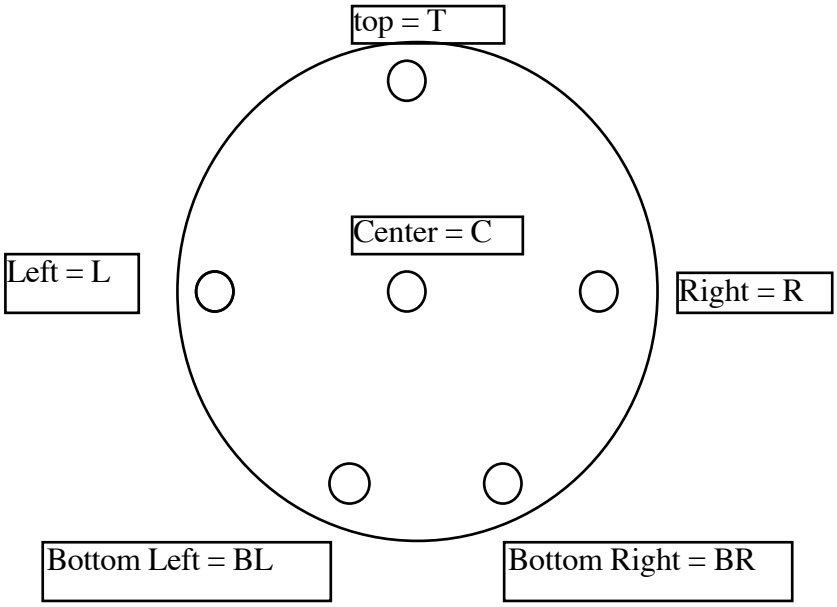
PLAYBACK timpani
Timpani with 6 piezos on drum head -> to midi




Piezo to midi connection: 6 midi controllers with predictable velocity curve.

Midi gives location of capteur which is linked to spatialization.
Midi gives velocity range which plays samples. (max/msp sampler or AKAI etc..)
Midi velocity controls resonance parameters

*need to identify one special trigger that indicates the timpani has been struck at maximum in two different locations (C and T). This trigger will create a line that shuts down amplitudes on all electronics and then reopen automatically after a certain number of mseconds.

Resonator~ is excited by Timpani and samples. Original samples are mixed with resonance. Timpani amplification may or may not mixed.

midi velocity and controller number alters resonance parameters:

for example:
BL = percussive Left
BR = percussive Right
L= resonant Left
R= resonant Right
C= full resonance
T= special distorted resonance (spectral shift)

Timpani needs to accept presets: 3 major set-ups with minor adjustments inside.

Part I: full resonance very sensitive -> hand drumming instrument
PartII: timpani as midi-percussion instrument (resonance as background sound)
Part III: timpani returns to hand playing with full hand drumming

PLAYBACK: Saxophone (envelope following)

Situation: Saxophone is wireless miked and on the stage most of the time when playing.

Envelope and pitch following with Fiddle~ or Iana~.

Envelope following triggers sfplay~ and samples.

PLAYBACK: Contrabass (playbacker - MIDI KAT)

real-time sampling and playing back of dancers/contrabass and sometimes saxophone.

MIDI KAT needs to be able to change presets:

1) Playbacker (needs to be redefined with sample playback)
2) vibraphone. 27 meg total with noise
3) vibe noise and sustain