

Zipper Music

SHATIN, JUDITH, University of Virginia, Virginia, VA, United States

TFIRN, MAXWELL, Newport University, Newport News, VA, United States

1 PROGRAM NOTES

Zipper Music is scored for 2 amplified zipper players with interactive electronics performed by a MIDI controller operator. It forms part of my Quotidian Music series, embodying the musicality afforded by everyday sounds, and performable by 'everyday' people, without requiring traditional musical training. Each zipper has a distinctive timbre, depending on material and length, as well as the fabric to which it is sewn. The zipper players are amplified and the sound of each is sent to a laptop. Next, their sound is either transformed using a MIDI controller, or sent through untouched, to stereo speakers. Cocomposer Max Tfirm developed the original Max patch in consultation with me, with some additional changes by Alex Christie. The piece can be thought of as a dialogue, where the actors may be in sync or not; may try to convince one another, interrupt one another, or even talk over one another. Ultimately, they agree.

The premiere performance is linked below. This version is for 2 amplified zipper players and 2 MIDI controllers and was premiered by the University of Virginia New Music Ensemble with Danielle Zevitz and Tianyu Zhang as zipper players, and Alex Christie and Travis Thatcher on MIDI controllers. The duration is 8:00, a minute longer than your requested duration; the structure was built around this time frame.

2 PROJECT DESCRIPTION

Zipper Music, scored for two zipper players and interactive electronics involving 1 or 2 MIDI controllers, is part of my Quotidian Music Series. The goal of this series is twofold: to highlight the musical affordances of everyday objects, and to create accessible scores that can be performed by those without traditional music training. To that end, I have created simple icons for the zipper players that, in conjunction with a time-line, enable performance by those without traditional training. So, rather than hardware technology creating the new musical interface, it is the use of the homely material of zippers and the type of score that invites those who might not otherwise have an opportunity to make music to do so, coupled with a rich variety of processing available in the Max patch provided, with simple mapping to a wide variety of MIDI controllers.

The controller score also uses a timeline with notation showing intensity of processing and types of gestures used to control the available parameters, including various filters, glitch, heterodyne and other transformations. This means that performers do not need traditional music training, though they will need someone with a modicum of technical know-how. The Max patch was created in consultation with me by composer technologist Maxwell Tfirm, with

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some additional elements by Alex Christie. An excerpt from the zipper score is appended, showing a number of the icons.

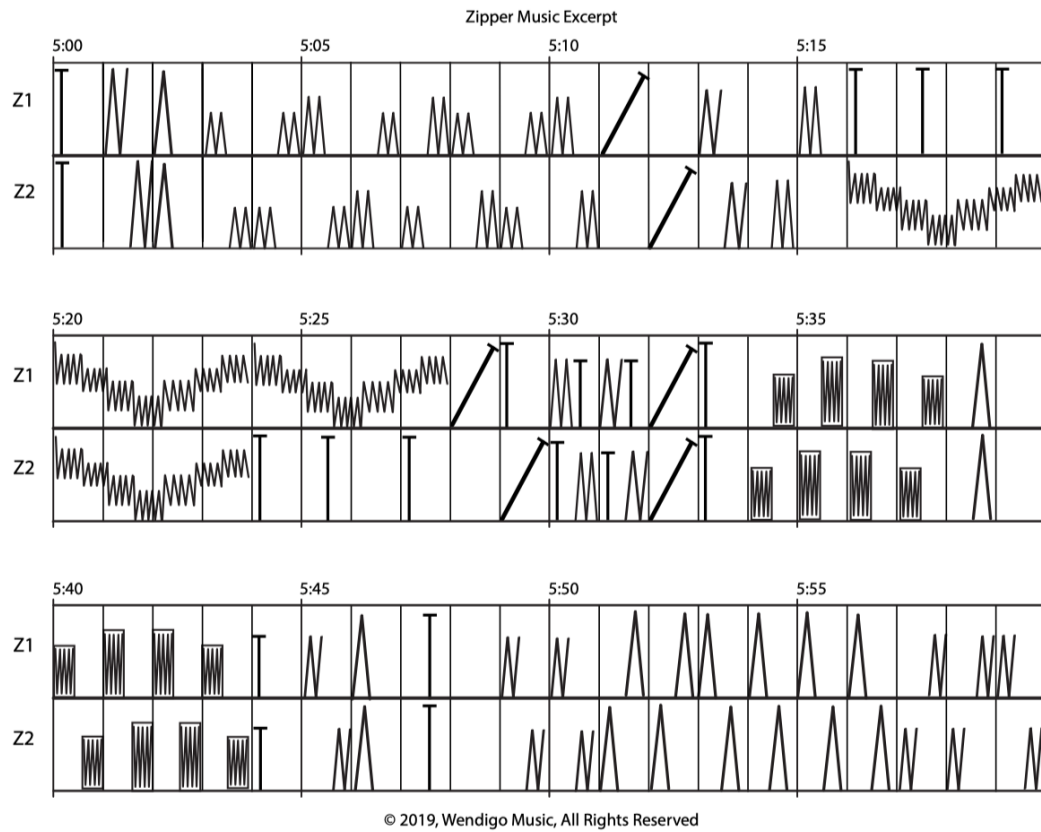


Fig. 1. The NIME Mouse

3 MEDIA LINKS

- Video: <https://vimeo.com/345344583>