

## **“Serious Cartoon”**

### *Alto Saxophone and Electronics*

Electronics are created in Max/MSP utilizing three stages, (i) analyzing incoming signals and inputting number values in collections, (ii) creating synthetic sounds based on the data collection, and (iii) an object playing back any fixed media chosen to perform with. A system constantly analyzing incoming signals and creating synthetic responses based on frequency (hz), amplitude (dB), and a clock (seconds). A mixture of FM (frequency modulation) and additive synthesis is used, resulting in very reminiscent sounds to video games, and animation foley. The system is triggered dependently on any incoming sounds through the microphone and independently through randomization. The piece is performed for 6-channel surround sound and can be adapted to 4 or even 8-channel.

Remembering childhood days of reduced inhibitions, wild imaginations, and creating environments of fun inspired by video games, comic books, and cartoon imaginations. I wanted to perform a piece emulating the idea of randomness and playing in an imaginative world. The improvising alto saxophone as the main character and an electronic system independently accompanying or even disrupting this process of world building.