Mp3 Michael Gogins - Garden Of Algorithms

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This generative music was composed by writing computer programs, and rendered into sound using Csound. 12 MP3 Songs ELECTRONIC: Experimental, ELECTRONIC: Soundscapes Details: I am an (almost) exclusively algorithmic composer. I find that algorithmic composition amplifies my musical imagination and contributes to formal unity. It opens up worlds of musical possibility for me that are beyond the power of my unassisted imagination. I am particularly interested in parametric and evolutionary composition. I am also trying to develop more efficient and recursive representations of music that encode musical craft without at the same time imposing a style. I am interested (almost) solely in absolute music: instrumental music designed for undistracted listening. If I could find software that can sing passably, I would try "vocal" music since I have a great love of poetry. I use Csound (almost) exclusively for rendering my pieces. Needless to say, I do not work in real time nor do I improvise, even though my interest in musical composition arose out of free improvisation on the flute. I have become a contributor to the development of Csound 5, the next version of Csound, in order to improve Csound's support for my approach to composition. In particular, I have added Python scripting to Csound, as well as classes for various techniques of algorithmic composition. These include imported MIDI sequences, loops and hockets, Lindenmayer systems, chaotic dynamical systems, iterated function systems, and the translation of images into both sounds (using additive synthesis) and scores (by extracting features).

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