

Costantino Rizzuti**Live Performance: EURISTICA****Topic: Music****Authors:****Costantino Rizzuti**

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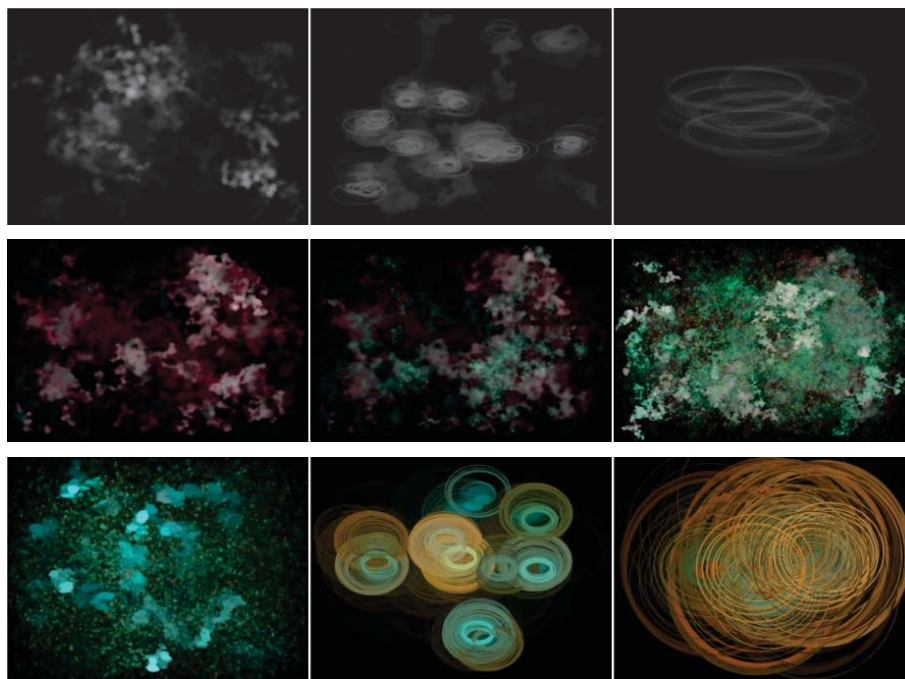
Giacomantonio

Cosenza, Italy

www.conservatoriodicosenza.it**References:**[1] Iannis Xenakis,
"Formalized Music",Pendragon Press,
Hillsdale, 1992[2] Iannis Xenakis,
"Universi del suono", a
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Ricordi LIM, Milano,
2003[3] puredata.info[4] processing.org[5] opensoundcontrol.org**Abstract:**

Euristica is a composition for audio/visual electronics in real time. The piece is structured as a "path" through different behaviours both of the sound and of the visual material. Like an heuristics search, the temporal evolution of the composition is not a priori strictly determined, but it emerges also thanks to the choices and the actions of the performer. Euristica is constructed as a sequence of states among which the performer can make continuous transitions. The purpose of this path is to explore the possible changes among both different dynamic behaviours and various degrees of thickening of the sonic and visual material. Euristica is a generative live performance because the organization over the time of both sounds and visual forms is based on the use of generative procedures. The pioneering work of Iannis Xenakis about stochastic music [1,2] has widely inspired the development of this piece. The generative processes used in Euristica are based on the generation of uniform random number. The performer has only a high level control over the material through the change of the ranges used for the random generation of the parameters controlling the production of sounds and visual forms.

The architecture to generate the audio part of the performance has been created using the visual programming environment Pure Data [3]. Processing [4] has been used to develop the visual part. The communication between these two environments has been established by using the OSC (Open Sound Control) protocol [5].

*Images from Euristica***Contact:**cosriz@yahoo.it**Keywords:**

Music, Visual Arts, Live electronics