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IS IT NOW YET?

Screen shot of IS IT NOW YET?

IS IT NOW YET? could be considered to be; a creative game, a compositional tool or an example of a creative ethos in which random selection, combination and layering makes it possible to make performance in real time. The idea involves set texts interacting with improvised forms

Flash files have been made that feature words - the sense of each word has been expressed as a sound, a kind of living onomatopoeia dictionary. The word 'CLICK' appears letter by letter as the sound of a typewriter clicks out each letter. The word 'LOOP' appears and the individual letters 'L', 'O', 'O', 'P' endlessly roll out across the screen as we hear a drum loop played. Other words appear in a similar style - the words used are; FIVE - SPACEY - ECHO - DRIVE BY - TIME STRETCH - DISTORTION - OUT OF GAS.

The model is worked by accessing the Flash file and using the mouse to navigate your way through the programme. After accessing the programme - double click on 'Click' - a blank white screen appears on which each word is introduced one at a time. During this period you will see each of the words and hear the sound associated with each word.

During the next stage it is possible, by using the mouse, to select any word or combination of words in any order. This is done by clicking on the space where a word is located/hidden on the computer screen. Location can be achieved by observing when the miniature 'hand' appears instead of the usual 'arrow' pointer associated with the mouse as it is moved across the screen. When the 'hand' appears you click the mouse and the word/sound appears - you can further control for how long it will appear by clicking again on the word to turn it off or clicking on other words to turn them on or off. By experimenting with this process you will realise that it is possible to 'play' the computer as an instrument - crudely interactive but nevertheless when mastered offers a wide range of 'visual with soundscape' possibilities.

Online at

<http://www.sens.eu.com/web-content/la.html>