SpaceMaps for the Solo Performer

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Manifold-Interface Amplitude Panning (MIAP)

- External package for MaxMSP created by Zachary Seldess in 2014
- Used to implement Meyer’s SpaceMap software in Max

**Nodes**
- Speaker Node
- Virtual Node
- Derived Node
- Silent Node

**Links**
- Trisets
- Virtual Links
- Derived Links
Max

- Visual programming language directed towards multimedia artists
- Introduced in mid-1980s, now in its 7th iteration
- Max objects pass data between one another, executed from top to bottom
- Modular program allows for additional external objects to be added
- “Presentation Mode” creates a GUI containing only the needed objects
Routing the Joystick

- The Joystick is polled and each element is routed separately
- Each subpatch reads the incoming value and manipulates it for use with MIAP
File_IO and Audio_IO

- Various files and audio signals must also be passed into the SpaceMap.
- Routing them separately makes the program more flexible.
Creating a Graphical User Interface

- Max’s presentation mode abstracts away unneeded code
- Specific elements were included to create a visually pleasing program
- The File_IO and Audio_IO windows stay open with the main patch
Next Steps

- Create a program that implements four and eight maps
- Can the same SpaceMap be used in the Immersive Studio and the DMC Theatre?
- What other instruments could a musician use to control the SpaceMap? What works best?
Questions?

Thank you for listening!