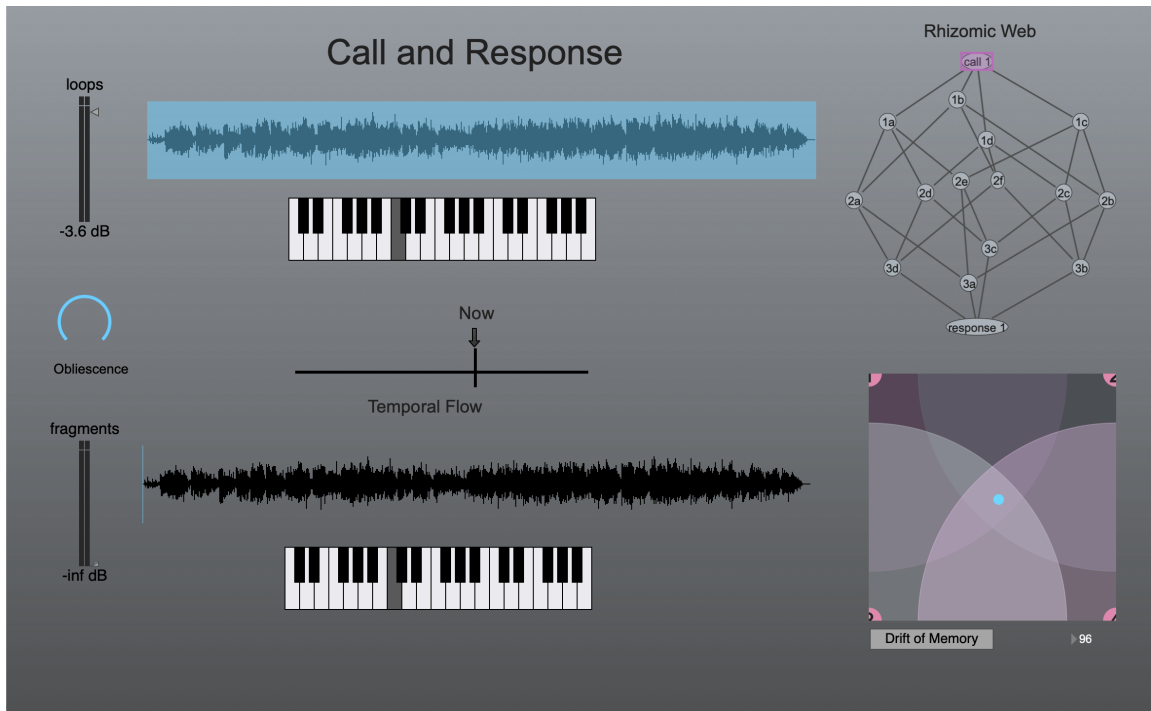


Call and Response



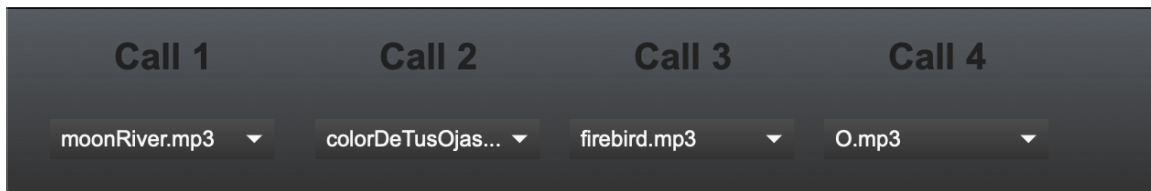
Version 1.1.1
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Memory, Sister of Imagination

“ . . . in its entirety, probably, it follows us every instant; all that we have felt, thought and willed from our earliest infancy is there, leaning over the present which is about to join it, pressing against the portals of consciousness that would fain leave it outside. ” –Henri Bergson

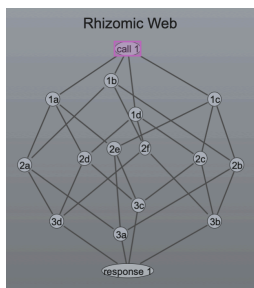
This app is a canvas of sorts. There are tools provided that will allow you to manipulate a sonic MEMORY and store the various TRACES in the RHIZOMIC WEB for recollection and interplay. The best way to familiarize yourself with the app is by going to the DOCUMENTATION menu at the top of the screen and selecting “Read Me”. There you will find a quick start guide as well as a link to videos that will walk you through the process of using this app. This brief manual gives the overview of controls. . .

Call Selector



Click on the words “Call and Response” to present the Call Selector. Here is where you can choose the various sonic memories that you would like to use in your exploration. At the bottom of the menu, there is an option to import your songs of your own choosing. All of the musical selections were provided by participants within our community in Austin, Texas, who were kind enough to share with us songs that were meaningful to them as part of this project.

The Rhizomic Web



Click the top vertex labeled “Call 1” to begin. As you arrive at distinctive TRACES you can store them in the other vertices by holding the shift key while clicking on one of

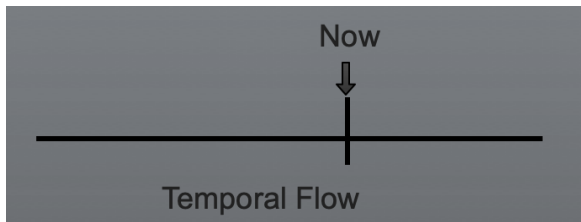
them. Once you've stored a few TRACES, you can select them by clicking the vertices. Moving from TRACE to TRACE, you will find slightly different results depending on the order in which you travel through the RHIZOMIC WEB.

The Waveforms



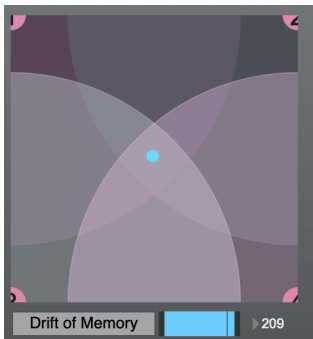
Drag within the waveforms and turn up their respective volume controls to RECREATE the original sonic material in new forms.

Temporal Flow



Use this control to direct the flow of time. Click on the word "now" to return to conventional time flow. Press "t" on your computer keyboard to unlock TIME from PITCH, and compare the sonic effects when you move the slider.

The Drift of Memory



Click and drag within this interface to move the sonic focus from LOOPS to FRAGMENTS. Click on the "Drift of Memory" button to allow it to drift freely. When this button is on, you can still drag within the interface to redirect the general direction of drift. Adjust the rate of drift by dragging the number up or down (or

clicking and typing a new number). Change the amount of drift by adjusting the blue slider.

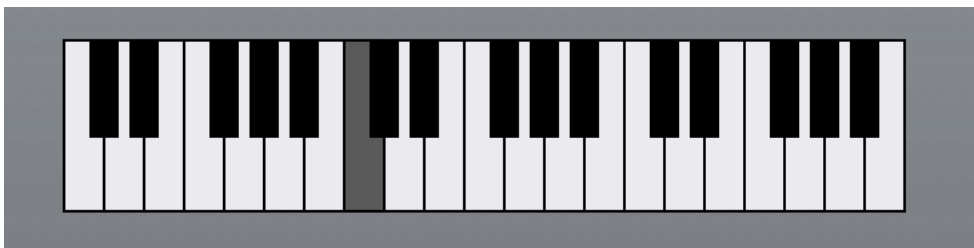
Obliescence



This control affects the sonic character of LOOPS. Turning it all the way counterclockwise (by dragging downward), will obfuscate the LOOP (“obliescence” is the process of forgetting).

Keyboards

Use these to change the pitch of the LOOPS and FRAGMENTS.



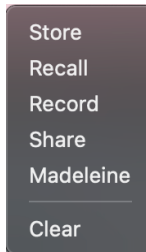
Space



Click on the words “Rhizomic Web” to reveal the SPACE controls. Experiment with these to change the size and character of the sonic space. SIZE changes the dimensions of the virtual room. DAMP changes the degree to which sound is reflected or absorbed by the walls within that room. DECAY affects the length of reverberation within the space. DIFFUSION affects how reverberation travels through the room. MIX controls how much of the reverberation is heard. When this control is set completely counterclockwise (as it is in the picture above) the

reverberant SPACE is completely bypassed. When DARK is selected, this dial will change the tone of the reverberant space.

Memory



Use the MEMORY menu at the top of your screen to STORE, RECALL, RECORD, and SHARE your sonic memories created with the app. You can press the “r” key to record at anytime that the app is making sound. After you’ve made a recording, you can choose Memory > Share to save the sonic MEMORY. I recommend using the “Memory” folder within the Call and Response application folder, but you can store and recall from anywhere on your computer. Use Memory > Store to save all of your settings within the app. Next time you open the app, you can use Memory > Recall to continue interacting with all of the TRACE memories you’ve stored in the RHIZOMIC WEB.

Creating More Layers of Memory and Finding Lost Time

There are some extra features that allow for more layering of sound. These are listed in Documentation > Commands. If you wish to record more layers of sound on top of a MEMORY you can use the command-r keypress (control or OS key on windows). The rhizomic web will begin to glow with a reddish hue, signifying that you are now recording “sound on sound”. Another way of recording is accessed by the LOST TIME feature. Once you’ve made a MEMORY, you can press Command-z (control/or OS key on windows) to rerecord it. The distinctive feature of LOST TIME is that it allows you play and stop the MEMORY by pressing the p key. In this way, you can record loops, fragments, and also bits of the MEMORY into a new memory. This is an experimental feature and can produce varying results.

This app was made as part of the preparatory collaboration with Invoke string quartet for our concert which will occur on April 18th. All of the musical selections found within the CALL SELECTOR were given by participants in our community who shared with us songs that had special meaning for them. The concert is a meditation on musical memory, time, forgetting, and reimagining of lived experience. For more info on how to attend the event, please go to the RSVP page, found here:

<https://www.austinclassicalguitar.org/event/austin-now-call-and-response/>