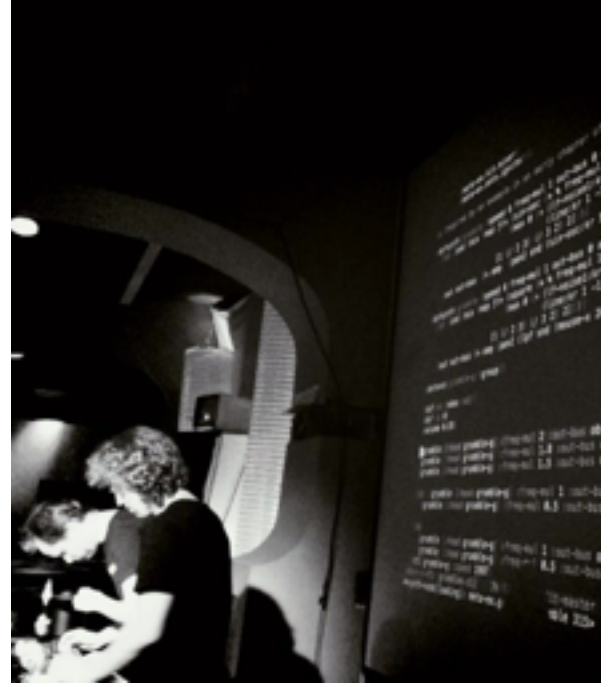# Meta-eX

NIME 2014 Performance Proposal

LIVE
SYNTHS.
LIVE
CODING.
LIVE
MUSIC.

Concept

Meta-eX bring a live open-sourced attitude to electronic music. They treat music as code and coding as performance. The source code is their instrument and they play it live.

Formed by Sam Aaron and Jonathan Graham, Meta-eX apply the arts of controllerism and live coding to weave immutable data structures into ephemeral sounds.

Meta-eX consider programming languages as their primary musical interface and use code to manipulate live running processes capable of a wide range of abstractions. This enables them to inject sonic interventions ranging from tiny accurate timbral manipulations to bold new compositional directions.

Performance: Ignite Evolved

We propose to perform a new generation of our proven Ignite set: *Ignite Evolved*. With each new performance we take the source code as it stood at the end of our previous set and use it as the starting point of the new set. This allows us to maintain a continuity across performances whilst evolving themes and enabling new interpretations. We consider the source code as a mutable interface which we mould and shape live, projecting it to the audience alongside live visuals sympathetic to the audio.

Meta-eX combine and challenge previously isolated musical concepts. Through programming, the boundaries between composition, performance, instrument, composer and interface are blurred.

Over the past year we have performed at numerous venues across Europe covering a range of contexts and styles from cosy code-friendly pubs, national music festivals and large commercial clubs.

For NIME 2014 we prepose to perform in an Algorave style, creating music for people to dance to in a club setting. This link contains an example of one of our earlier ambient performances: http://is.gd/m_x_MTF. For full details of our live performances check out http://meta-ex.com

Dr Sam Aaron

University of Cambridge

Sam Aaron is a live coder who, through considering programming as performance, focusses on enhancing the productivity and power of modern programming languages & environments. Sam is the lead developer on a suite of open source tools: Overtone, a collaborative programmable music environment; Quil, an enhanced Clojure version of the visual language Processing; Emacs Live, a curated suite of Emacs tools, placing strong emphasis on live feedback and visual cues.

Dr Jonathan Graham

Jonathan Graham is a live coder and Clojure hacker performing as part of the band Meta-eX. When he isn't slamming code into Emacs to drop the bass, he's developing new drugs as a research chemist for a pharmaceutical company.

Technology & Requirements

Our performance is built entirely with Open Source software. We build on top of Overtone, a powerful Live Coding toolkit implemented with Clojure, a modern Lisp. Overtone is in turn built on top of the SuperCollider synthesis engine. Overtone has been designed by current core developer Sam Aaron specifically to tackle the requirements of Meta-eX performances whilst being generic enough to provide a stable platform for a community of hundreds of other users. Our primary interface to Overtone is through Emacs Live, an Emacs config specifically curated to emphasise and enable live coding, developed by Sam Aaron and used by a wide community of professional developers. In addition to a text interface, we also take advantage of physical controllers such as Korg NanoKontrollers and monomes for specific embodied interactions.

For our set we require a table large enough for three adjacent laptops, although in the space that the middle laptop would sit, we will place our monomes. (See the first picture on the first page). We will need 3 power sockets, audio connection and VGA/DVI video connection all available to the desk.

References

Web: http://meta-ex.com

Ignite: http://github.com/meta-ex/ignite

Overtone: http://overtone.github.io

Emacs Live http://overtone.github.io/emacs-live

Shadertone: http://github.com/overtone/shadertone

Media

MTF Performance: http://is.gd/m_x_MTF

MTF Interview: http://is.gd/m_x_MTF_int

Golem Interview: http://is.gd/m_x_golem

Soundcloud: http://soundcloud.com/meta-ex

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