

Stagging Details for Polytemporal Synchronization of String Quartet

1. All CPU's in use are Pcs. Adaptation for Macs is possible..

2. One of the instrumentalist's CPU may be designated as Master, allowing that CPU to start/synchronize all the computers in the network. However, I found it more efficient to have an extra computer serve as the Master so the musicians could concentrate on performance.

3. All musicians are seated for performance in the traditional ensemble arc.

4. Each CPU has a monitor on a stand with variable height adjustment and a solid (no wheels), heavy base.

5. The monitor stand is constructed so that a typical music stand - containing the score - fits directly under the monitor. The computer rests on top of the base's platform, which allows the computer to be strapped to the monitor stand and avoid being kicked over.

6. Each Player's CPU contains a unique, pre-loaded, pre-produced Visual Metronome Video, plus the Master/Slave Sync software.

7. The Conductor's CPU contains only the Master/Slave Sync software. The Conductor's CPU may be off stage, limited only by the length of the network chords.

8. Each musicians is watching their own Visual Metronome video. This provides the greatest flexibility for performance and composition. However, if there are only two independently synchronized but continuously variable tempo/time signature maps involved in the composition, a simpler split-screen approach may be used. In this approach, each monitor contains two Visual Metronome Videos in a split screen (horizontal alignment) configuration. To avoid confusion, a simple piece of cardboard can be taped over the monitor screen hiding one of the Visual Metronomes. This configuration represents less compositional preparation, but also presents less compositional flexibility.

