My Live Rig

Over the past several years I have been developing ways to improvise and perform music using the computer as an instrument while studying under Thomas Ciufo. My most recent system was tuned to work specifically processing guitar or mic'ed percussion instruments. I use Ableton Live 9 in combination with Max for live (hosting max/msp devices for use in Ableton Live) to process an incoming signal and generate different sounds and textures. This system is a combination of everything I have learned while studying with Thomas.

I use a great deal of equipment with my performance rig to control various aspects of the software.

Equipment:

Novation Launch Pad - One of the main parts of my system. This controls a Max device that rearranges the auxiliary sends, altering what effects are processing the signal and how they are arranged. Also has some looping controls on it.

iPad running Liine's Lemur - Another very important part of my rig. This allows me to drive some of the processing, but I also set it up to provide visual feedback of what is going on in the software

Livid Guitar Wing - I use this when processing my guitar. It fits directly on the wing and let's me control various effects and loopers

Pre Sounus Firepod - This is the main audio interface I have been using to run sound into my system and then back out.

Building the program is only half the battle though. After setting up everything inside the software I have spent many, many hours practicing with it. Dave Ballou and Thomas have both given me an incredible amount of help learning how to improvise and shape music on the spot. Drawing images and trying to play shapes has been a huge part of how I learned to play this type of music.