

### *Eraser for Self*

This is a work for computer programmer and instrumentalist. The programmer and the instrumentalist should work together to decide exactly how they would like to realize this piece. It is also acceptable if the programmer and instrumentalist are one person as long as the two tasks can be completed without interfering with one another.

#### Directions for instrumentalist:

Anytime before the performance, make a recording of any repeatable composition using an electronic instrument that does not produce much sound acoustically when not amplified (i.e. electric keyboard, electric guitar, electric violin, etc.). During the performance your goal will be to play (using the same instrument) exactly as you did on your recording. Your instrument will not be amplified (unless through headphones), but your recording will play back through a loudspeaker. The closer you play to your recorded interpretation, the less it will be heard through the loudspeaker.

#### Directions for programmer:

Design a program that can: 1) track and analyze in real time the pitches, dynamics, tempi, and other sound qualities produced by the instrumentalist 2) use this analysis to "erase" the same material on the instrumentalist's recording while it is played back in real time. Both you and the instrumentalist can decide how narrow or wide these sound quality parameters will be. Ideally, it will be a difficult task for the instrumentalist to perform in such a way as to erase the entire recording, but perhaps not impossible.