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The Sonic Experience

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### Analytical Essay: ChipMod

ChipMod is a non-linear and modular composition created to be performed in any fashion the performer chooses. The composition's sonic qualities are based around the framework of video game music from the Gameboy or Nintendo Entertainment System by using “mainly” 4 synthesizers, but with advancement in audio technology recreating such an environment seemed limiting. In the composition there are two square wave synthesizers, one being arpeggiated the whole time, one triangle wave synthesizer, three separate synthesizers that mimic the white noise generating a kick drum, a high hat, and a cymbal crash, another cymbal crash sample, and a pad synthesizer. All the synthesizers were created originally in FM8 and performed in Ableton Live 8 with equalizers, randomizers, filters, and reverbs all being controlled by a Novation Launchpad and Korg nanoKontrol.

The artistry of this project is in the performer judgment to play the composition however they desire because of the non-linear melodic composition, thus making the performer the artist of the piece. The melodic composition itself was written specifically to have a dissonant quality to it, avoiding perfect intervals. The composition has the qualities of a non-linear piece while having the ability to be performed the same way every time or completely different every time. The type of sounds being used in this piece can be similar to most songs from the Chiptune genre, and is done on purpose to mimic the sounds of the old Gameboys. There is not really any other projects like this one, and it is really unique in comparison to anything that is in the Chiptune genre or any non-linear compositions.

This project really gave me some insight on what I have been influenced by and have stuck to me to create this project. With listening to a lot of music in the Chiptune genre and in non-linear compositions I have created a style that is a blur in-between the two areas. I have never worked on a

project that had non-linear composition before fall of 2015, and it has brought me into a new area to create compositions and projects. Creating projects using similar methods revolving around the Chiptune genre keeping the amount of signals, four, limited, and use simple synthesizers to mimic the sounds of an old Gameboy or a NES or use those devices instead.

With this semester I have started composing music with the idea of non-linear compositions to be able to move parts around and create a whole new piece, and this is from the first module I worked on this earlier in this semester. I have also have gotten a great deal of knowledge about genres and how to classify them or submit them to scrutiny when they are in a wrong genre. Doing this can greatly impact how projects and compositions I am working on can be influenced by realizing what genre I want to create and move with it.