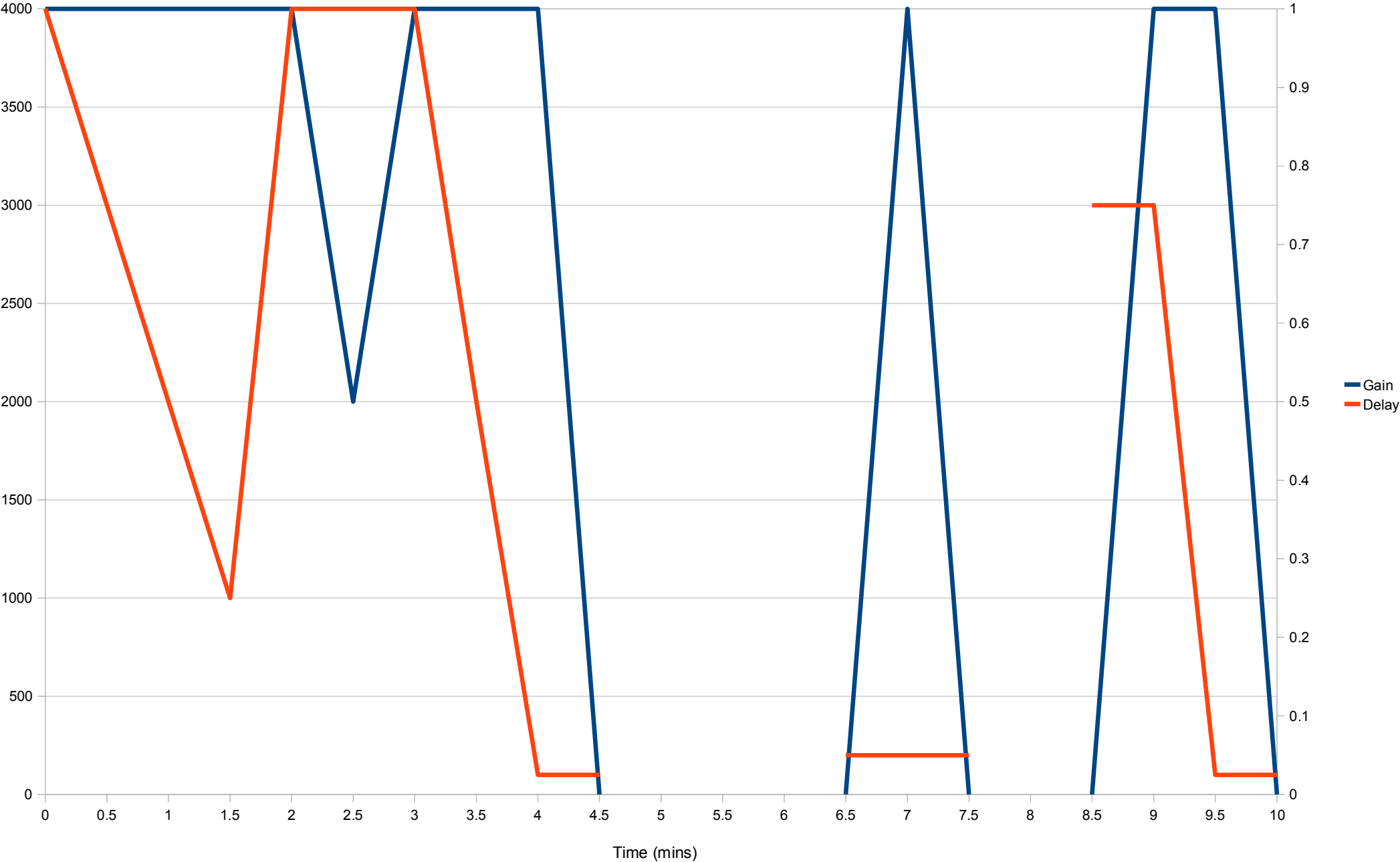


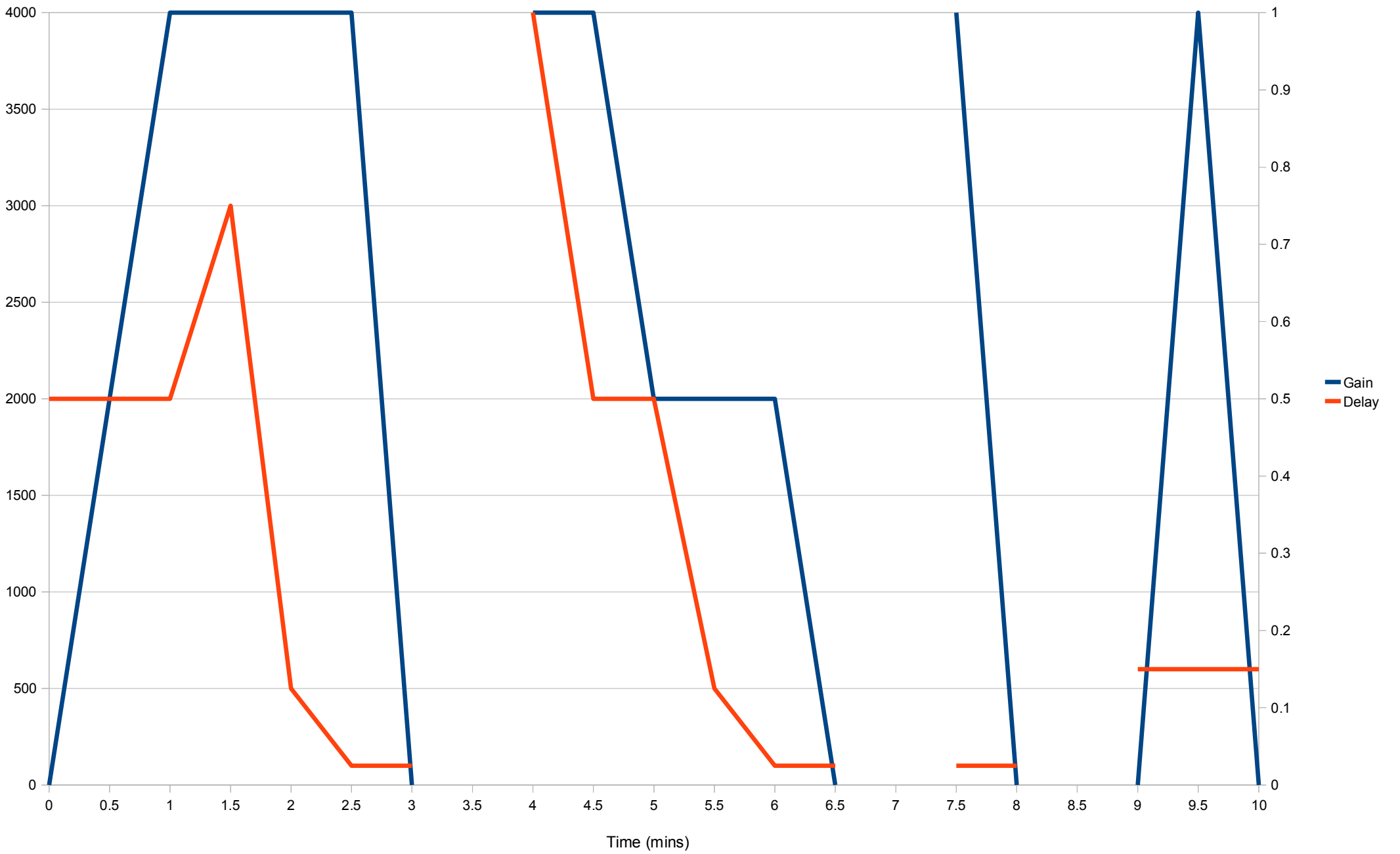
# Feedback Slide

Laptop 1 (S. Hewitt)



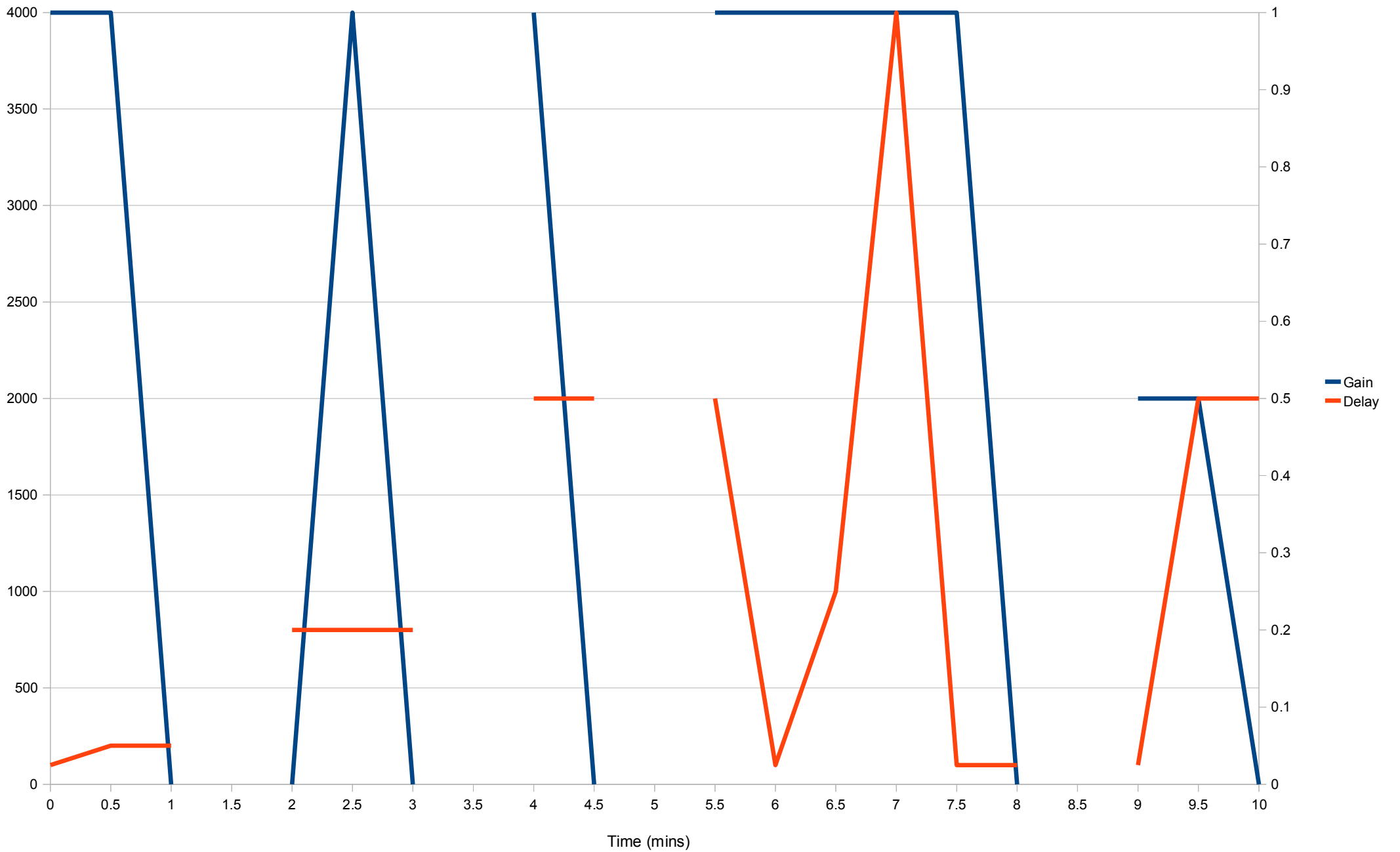
# Feedback Slide

Laptop 2 (S.Hewitt)



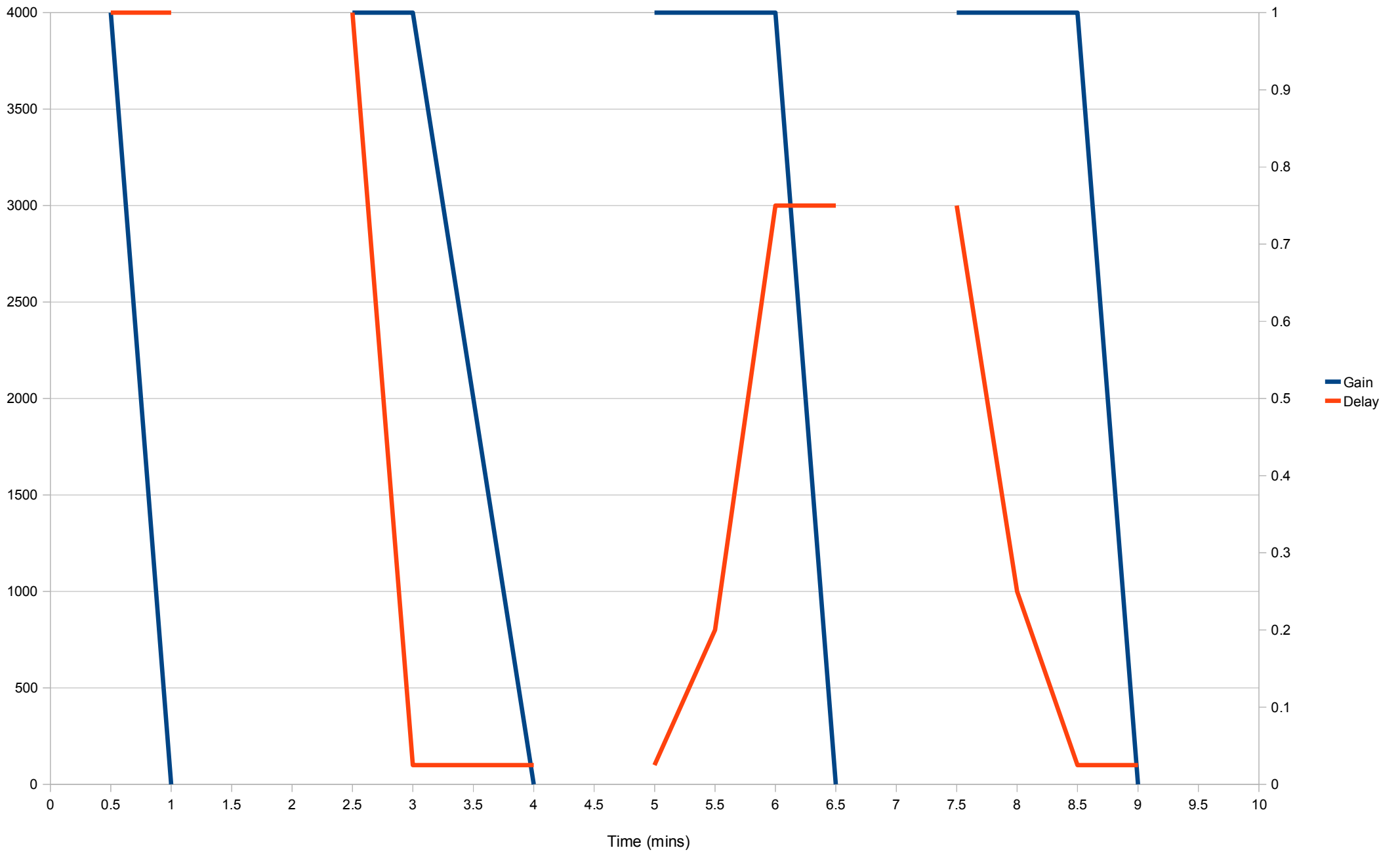
# Feedback Slide

Laptop 3 (S. Hewitt)



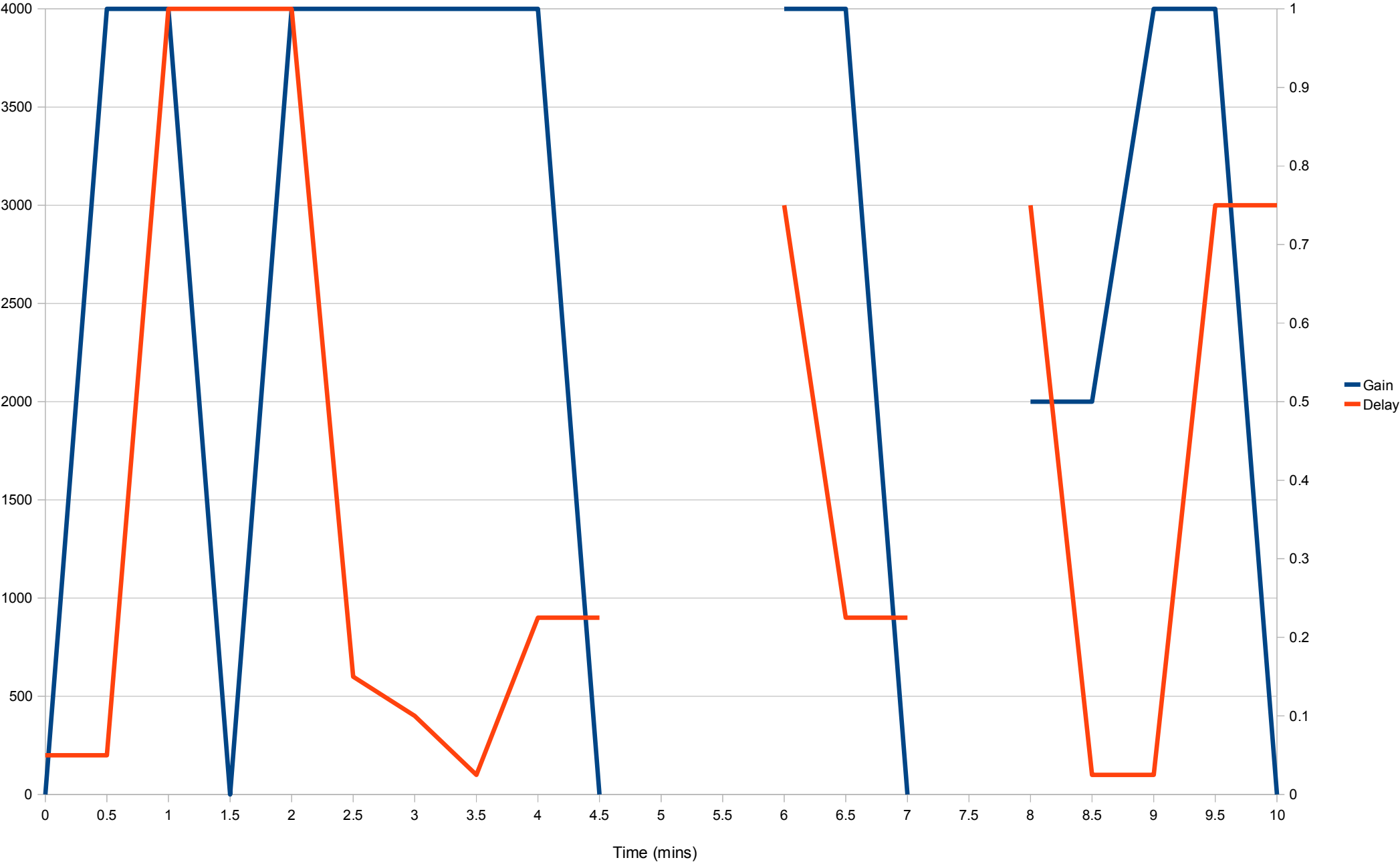
# Feedback Slide

Laptop 4 (S. Hewitt)



# Feedback Slide

Laptop 5 (S. Hewitt)



# Feedback Slide

*S.Hewitt 2010*

*for 5 laptops*

## **Introduction**

For six laptops with variable delay lines, microphone inputs.

## **Performers Notes**

Players should be dispersed in front of the audience with microphone inputs targeted towards the players, built in webcam microphones are suitable for task.

Players require software which creates a variable delay, up to four seconds, with a variable input gain control.

Players should manipulate the relative input gain value and the delay length value throughout the composition, though only one value should be changing at any individual point.

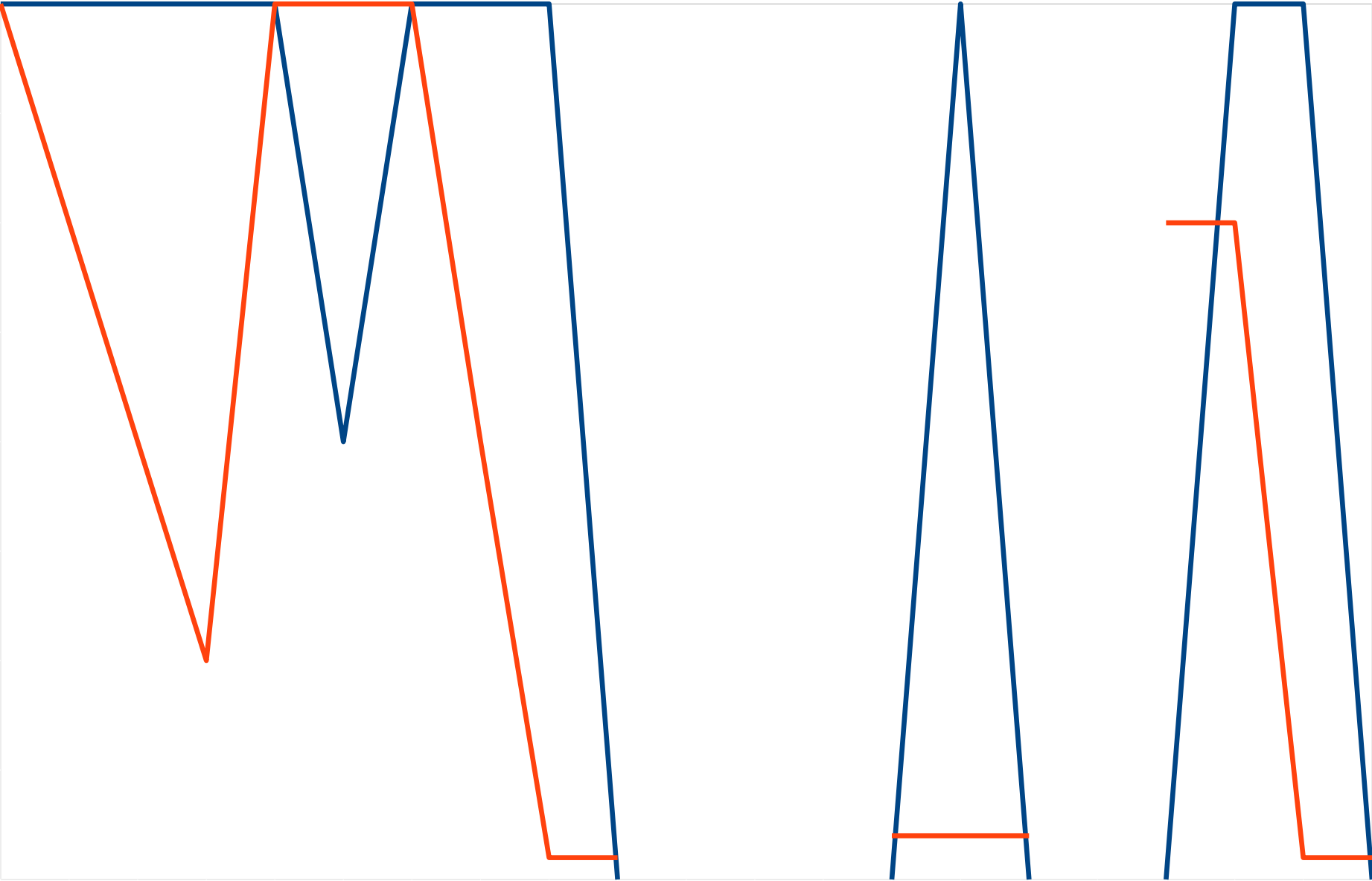
The purpose of the composition is to create changing sonorities based on the feedback interaction internally and between the laptops consequently experimentation with physical placement is encouraged through rehearsal.

## **Software Notes**

FeedbackSlide for CIP is available online at [ablelemon.co.uk](http://ablelemon.co.uk) however any other software delay can be used in its place.

Feedback Slide

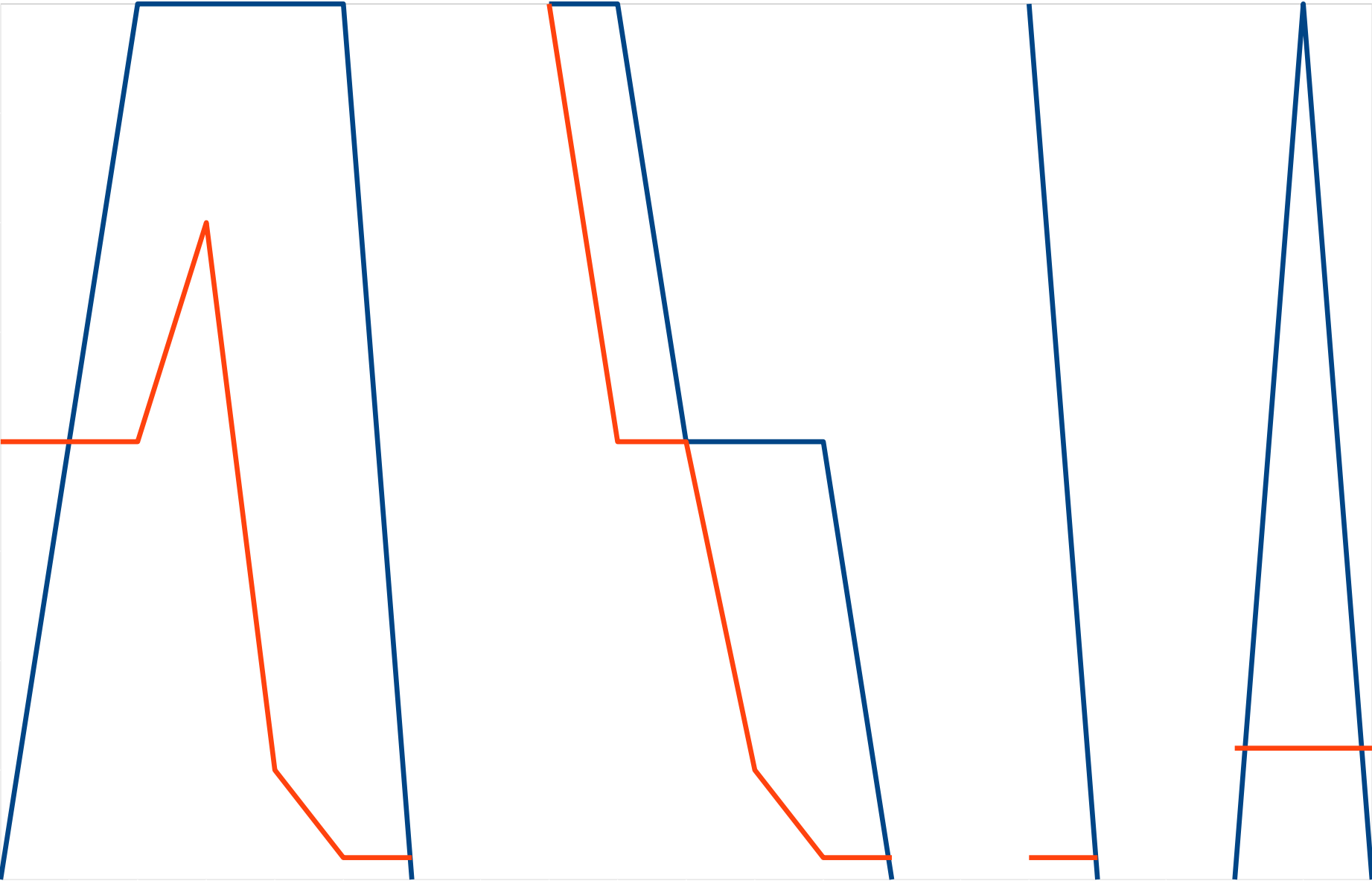
Laptop 1 (S. Hewitt)



Gain  
Delay

Feedback Slide

Laptop 2 (S.Hewitt)

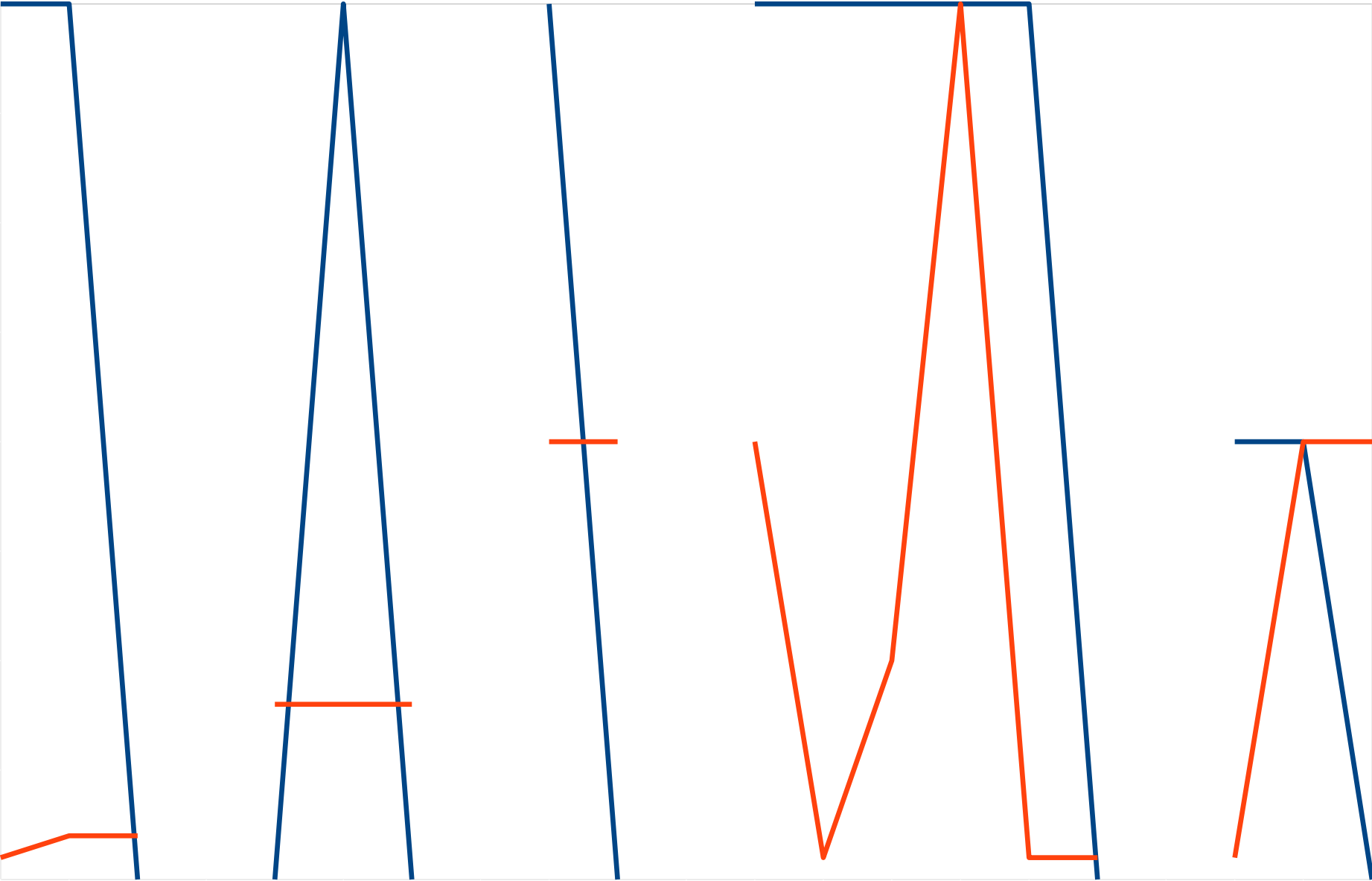


Gain  
Delay



# Feedback Slide

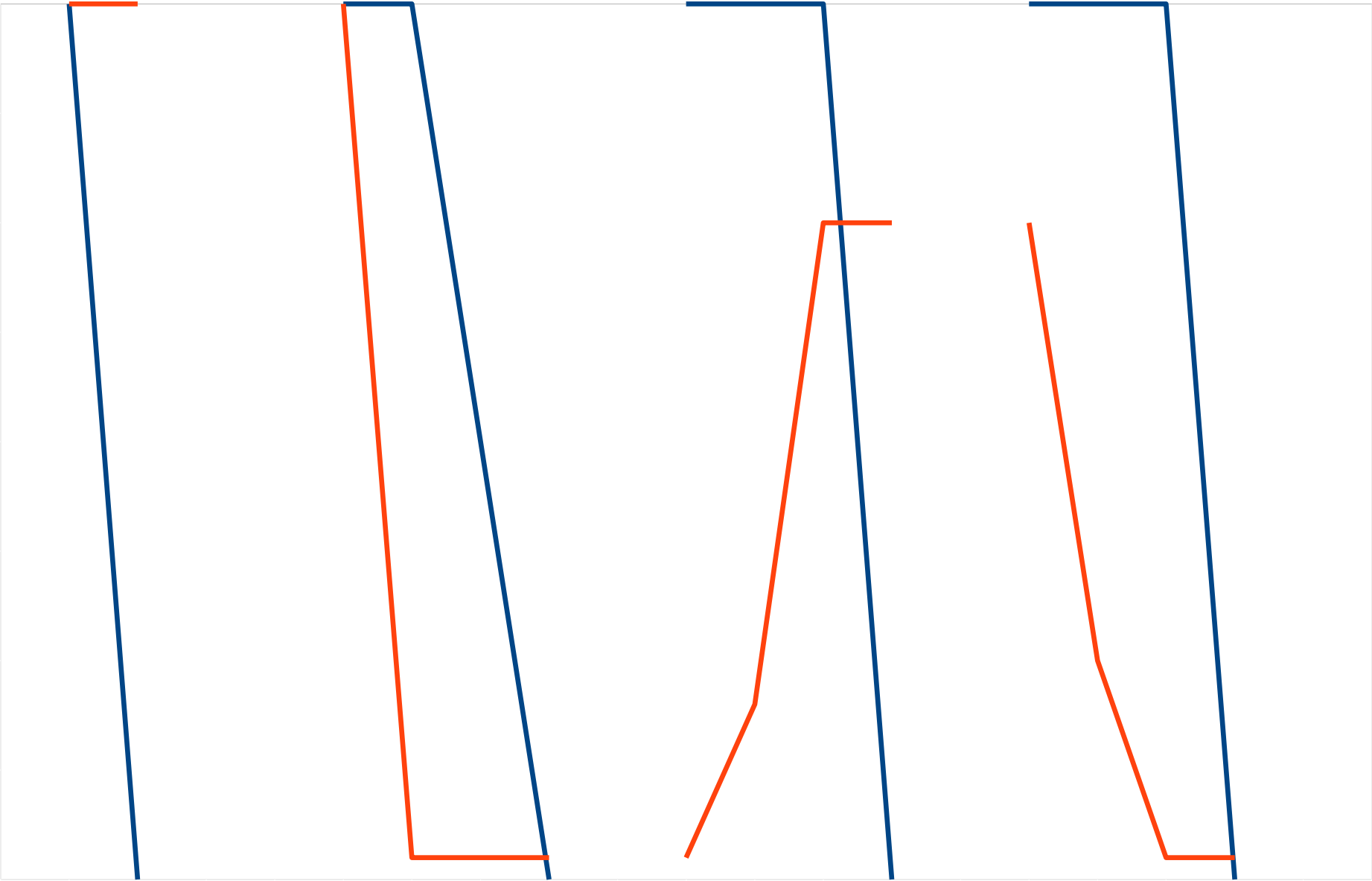
Laptop 3 (S. Hewitt)



Gain  
Delay

# Feedback Slide

Laptop 4 (S. Hewitt)

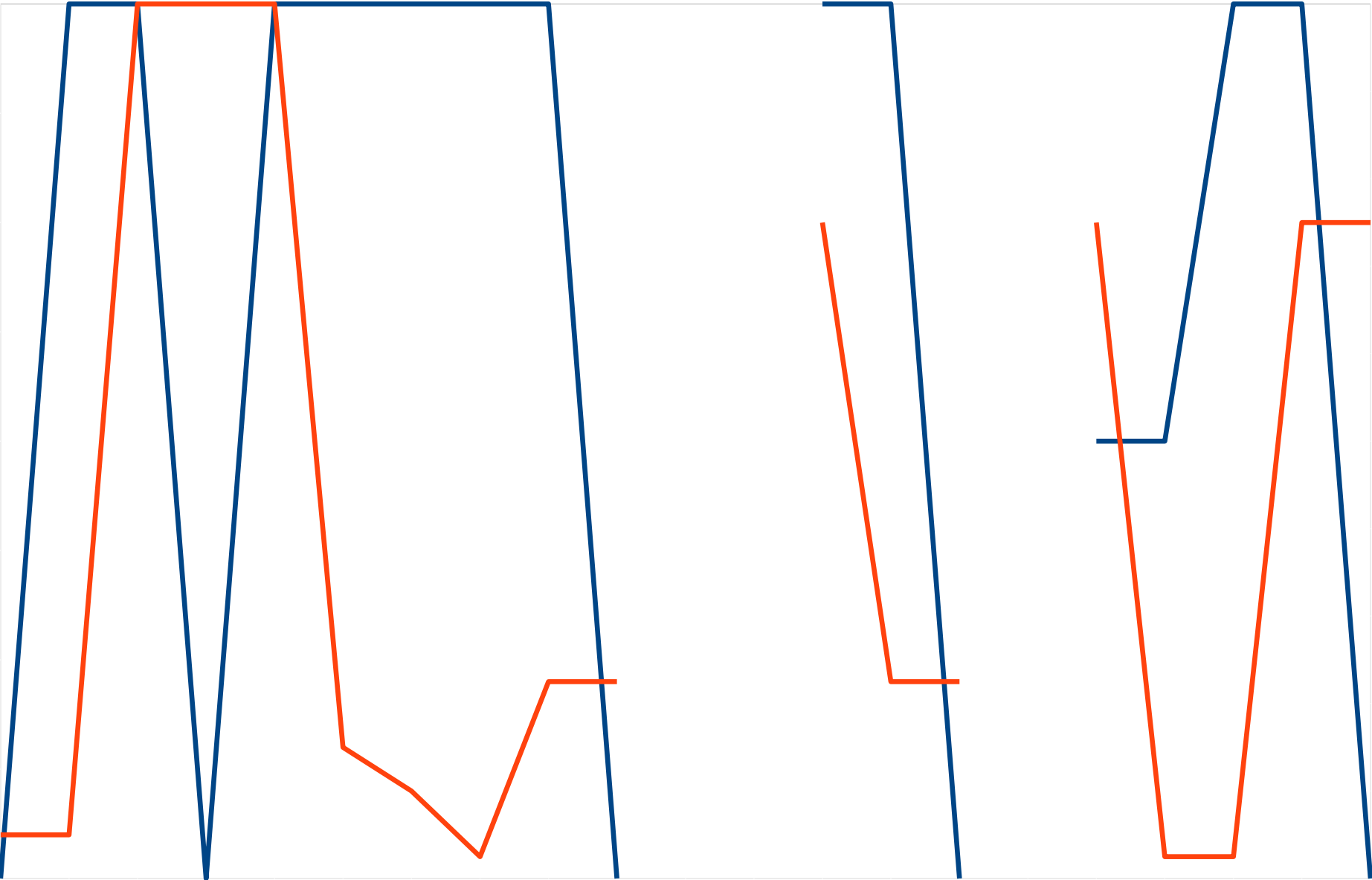


Gain  
Delay

Time (mins)

# Feedback Slide

Laptop 5 (S. Hewitt)



Gain  
Delay

Time (mins)

# Feedback Slide

(S. Hewitt)

