

Music Machine 5

Music Machine 5 uses 24 small sound recordings and plays them in the following way.

The 24 sounds are recordings of each British currency coin (£2, £1, 50p, 20p, 10p, 5p, 2p and 1p) dropped onto wood, metal and stone. The machine chooses any one of these samples and plays it (there is also the same chance (1 in 25) of playing nothing).

As with Music Machine 4, the volume of the cell each time it is played is chosen within the range 30 to 100 in steps of 10 and the stereo position of the cell each time it is played is chosen within the range -100 (left) to 100 (right) in steps of 10.

The pulse of the piece is set at quaver = 0.2 seconds or 150 bpm.

The idea of using recordings of coins was inspired by reading *The Cheat in Your Change* (how to spot fake pound coins) by Ken Peters, in which he writes 'genuine coins, dropped on to a hard surface, make a sound that approximates to F above middle C'.

The machine will run indefinitely until stopped by the user.

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