



The Library

UC SAN DIEGO

Rockets' Red Glare

September 3, 2015
07 minutes, 39 seconds

Speakers: Amy Alexander, Curt Miller

Transcribed by: Hanaa Moosavi

[IDEAS Performance Series](#)

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Time Transcription

0:00 [Music]

0:03 [IDEAS Initiative for Digital Exploration of Arts + Sciences]

0:08 [ROCKET'S RED GLARE
THURSDAY, SEPTEMBER 3, 2015
AMY ALEXANDER
WITH CURT MILLER}

00:12 Amy Alexander: The piece you're going to see that we are presenting is, what we call, *Rocket's Red Glare* and with PIGS [Percussive Image Gesture System], you know, I'll be able to put in different content for different performance and this one's content has the theme: things exploding on YouTube, which you'll— you'll hear more about it when I break into character in five minutes. So for now, yeah I had this idea, and then I asked Curt, would he be interested in kind of developing some musical ideas and we can improvise together and he's put together a system that includes process, sound, and live clarinet which is super awesome. We've been rehearsing and, as part of residency this week, kind of playing with this audio visual improvisational process and he's going to talk a little bit about exactly what he has been developing.

01:14 Curt Miller: Sure, I'll keep it pretty brief. So when— when Amy approached me with this, I was pretty excited in that I've done a few— a few somewhat large projects involving clarinet and electronics and live processing with electronics, and these have always been collaborations with— with other musicians who are running the processing or the tape sounds themselves. These have always been really edifying collaborations, but I have also have often been interested in doing something in which I have control over, over everything. Processing the clarinet myself, assuming somewhat minimally because I am only one person, but— partly because I wanted to— partly because I get a little bit bored of playing a one note instrument all the time so you know, maybe I'm a little jealous of pianists or something, I can be a solo virtuoso or something and can be self-sufficient. So I wanted, in this case it was a response to Amy's patch, or to Amy's program in a way that was— that would be analogous to what she is doing on screen, so I wanted the ability both to stay in familiar territory and play the clarinet and process it and be able to use the set of musical skills that I've built up over the years there— but also be able to process the sound from the YouTube videos in a way that would be a kind of a drawing through sound, tracing through its parts, not always directly by hand, but creating tools which will trace through the recordings on their own and make some very simple choices and allow me to play along with them.