This is Slice//Jockey.

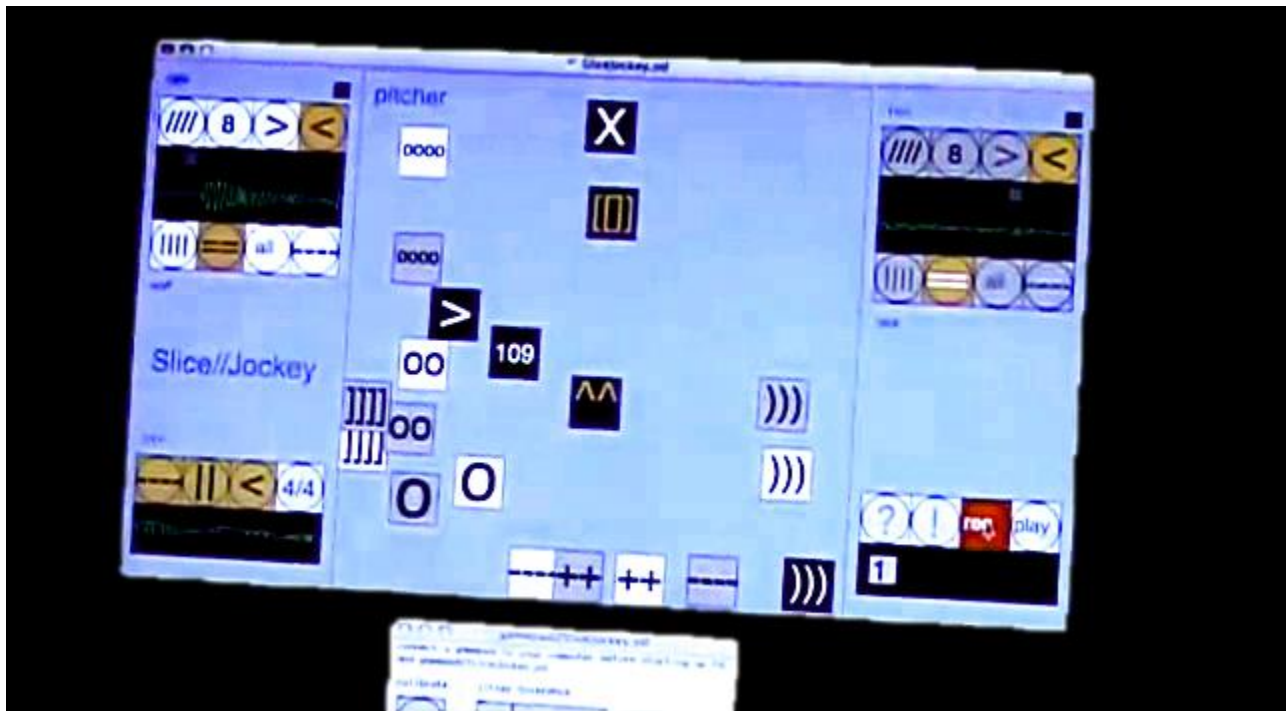*(I know it sounds a bit creepy — like the title "Spidermovie" or something.)*
** But actually, it is a ***music game.***

How does it work?

Imagine you have a DJ Set. And instead of turntables or CD players or iPods, you have:
  • two recorders: one on the left and one on the right
 • and then here below is an x-y field for controls (control panel) for both recorders:

These recorders are **real-time bit-slicing** engines. So the recorders analyze your sound, — from a microphone or from an instrument — and cut it into little pieces instantaneously. So you have these slices ready for playback, while you're recording. And every time when you enter a new sound, the oldest one is simply discarded. So that is a way to refresh your sound while you're playing.

And because you don't have any notion beforehand of what type of sounds you will record, it's not possible to play according to some "composition." Instead there are some very basic controls on the x-y plane. Let's see:
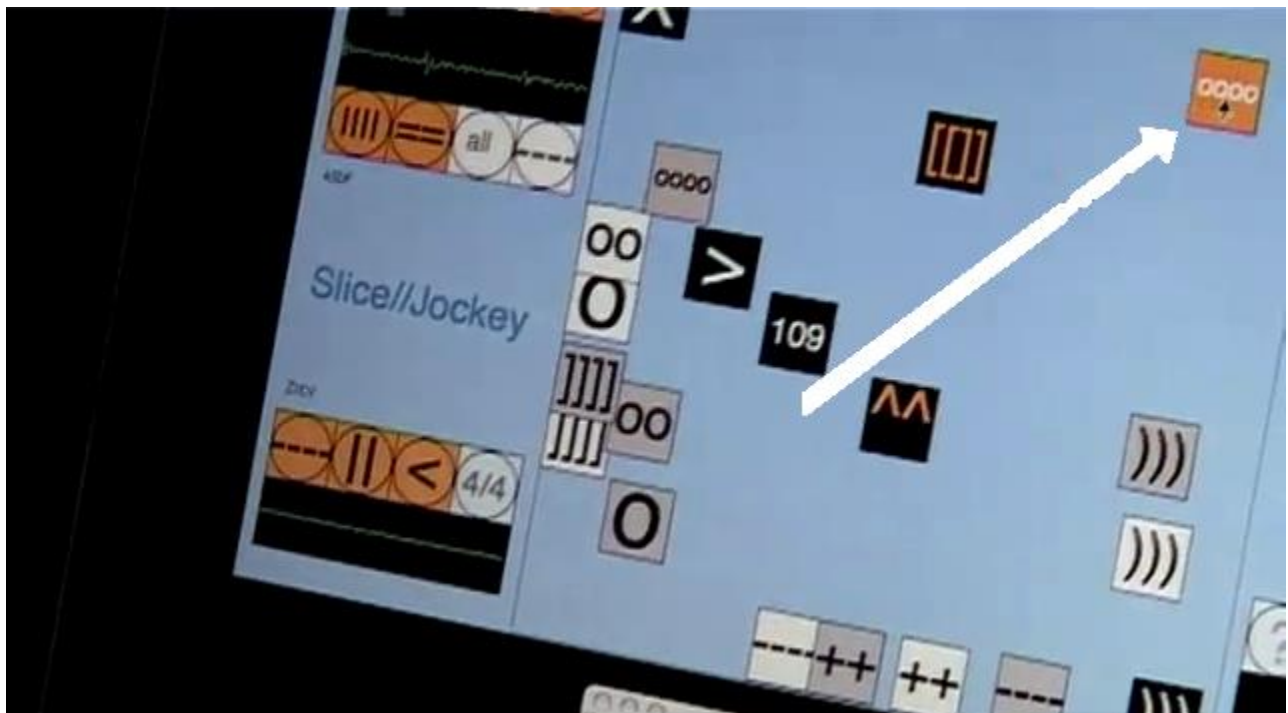
  • Here is the cross fader. We can make sounds from the right recorder:

• Here is the cross fader. We can make sounds from the right recorder:
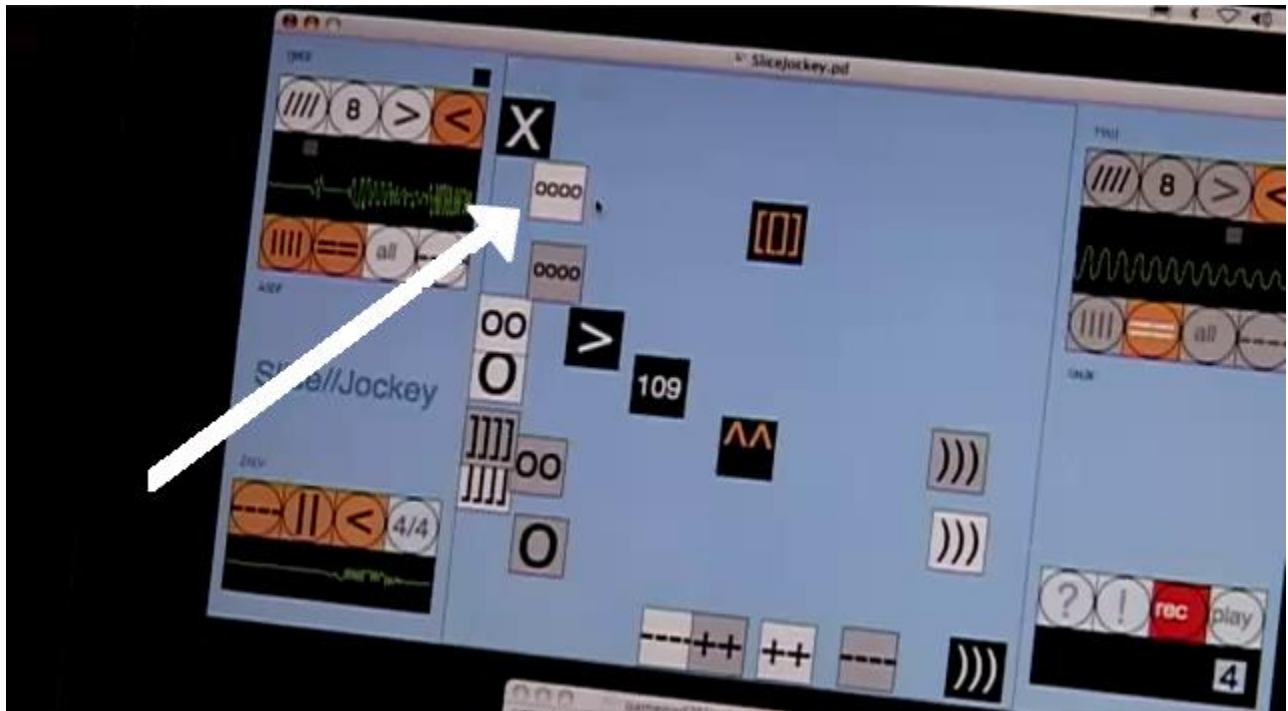

... or from the left recorder.

• There are controls which set the playback notes. For example here is a control for sixteenth-notes. And here we're playing low pitches:
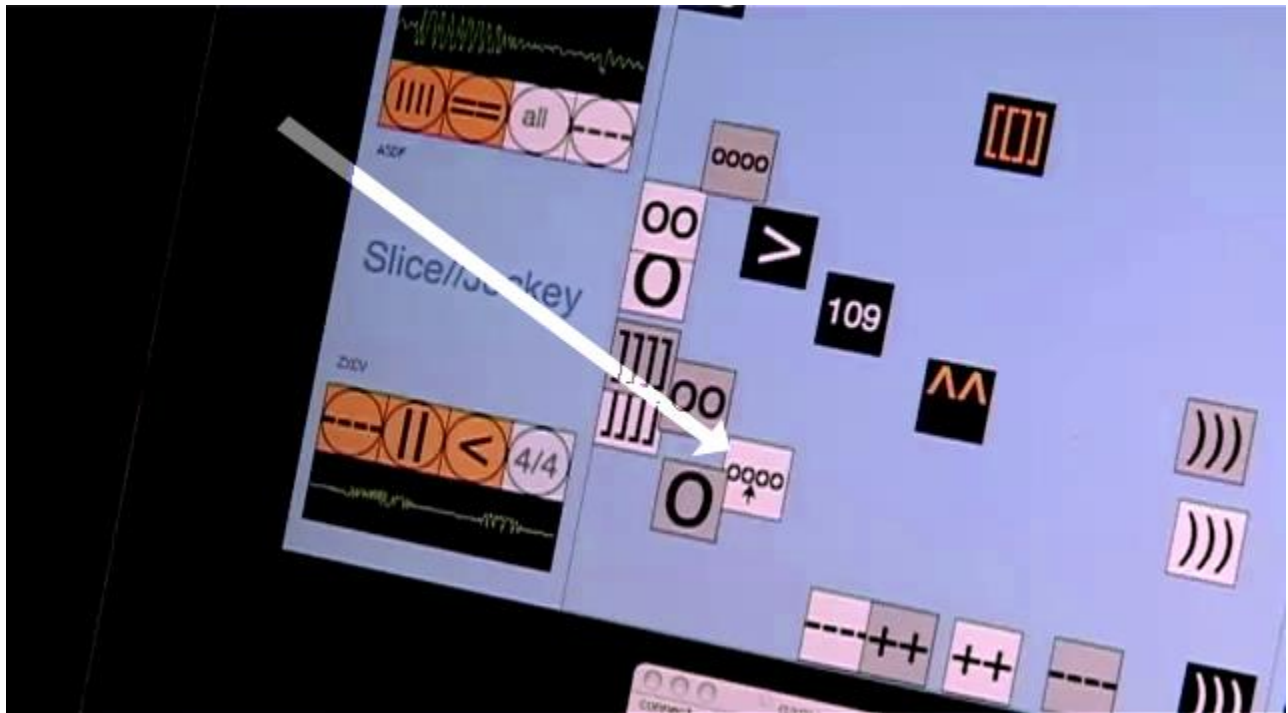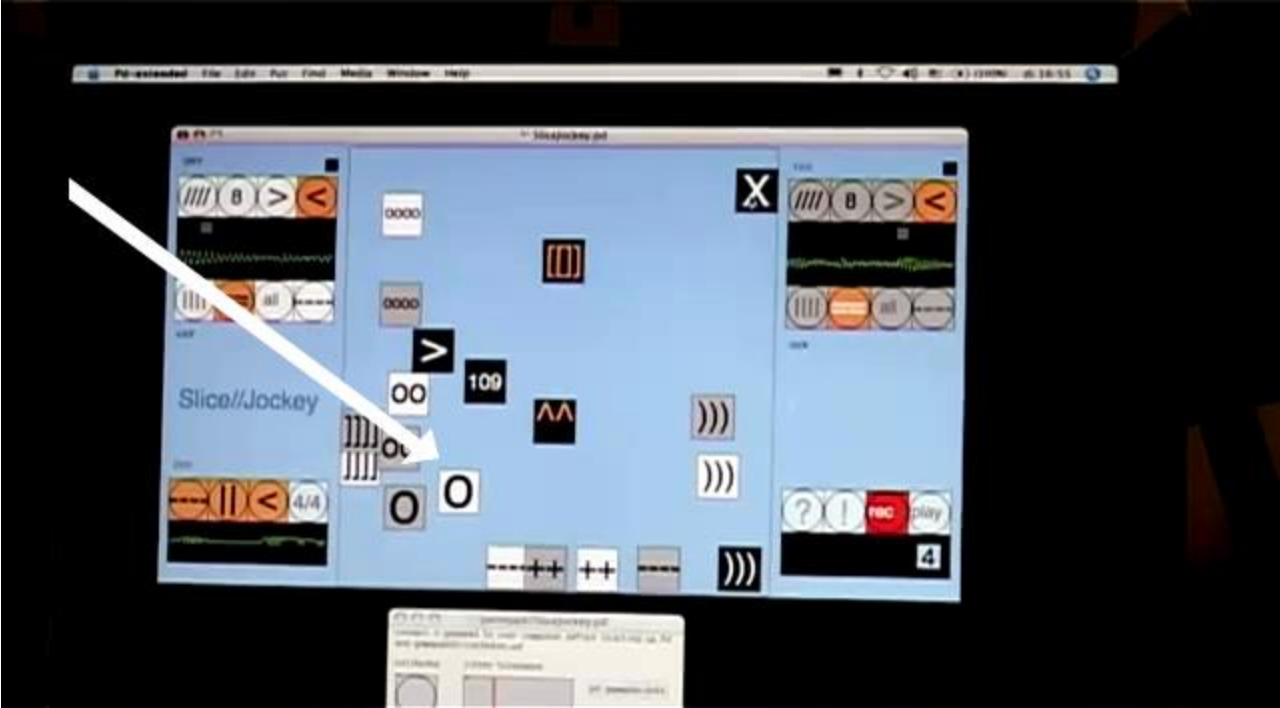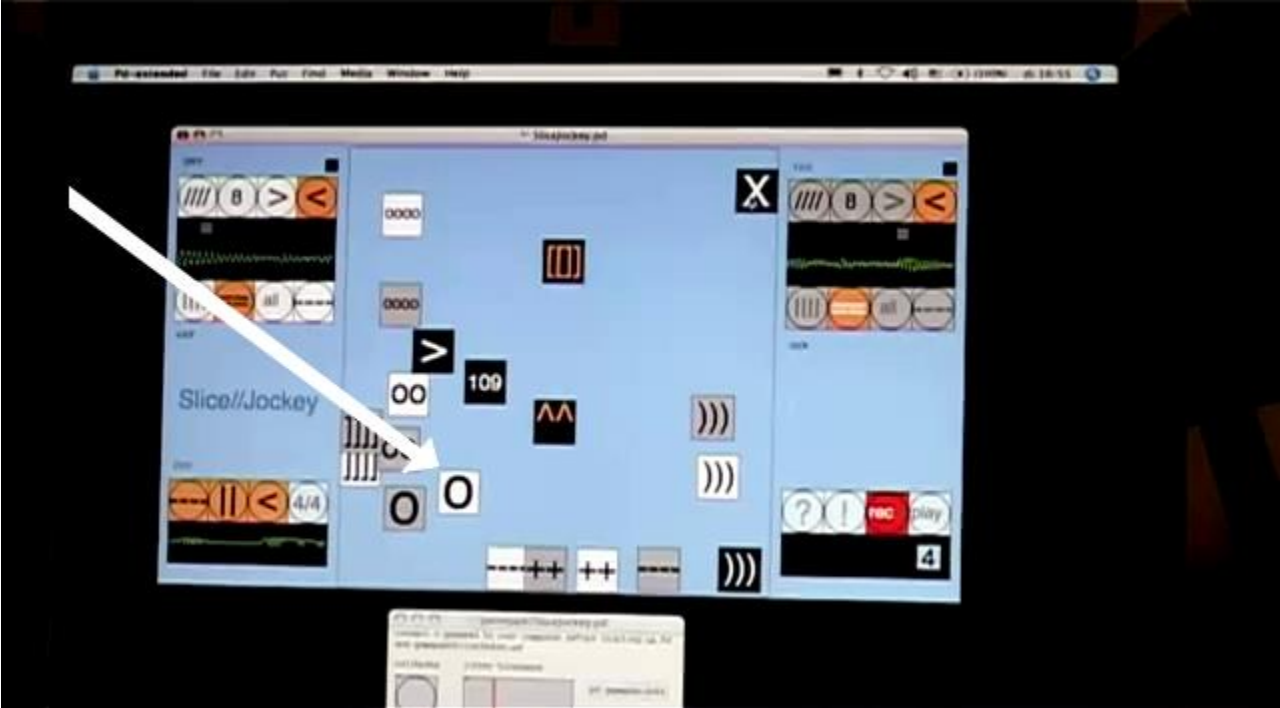

and ... High pitches.

And a mix of both — low pitches and high pitches:

• And a similar control is for the eighth-notes:

And for the quarter-notes, the beats:

And that's how you make the mix — for one recorder (right channel).
And the other side (the left channel) has similar controls — but a very different sound, if you like.
Each recorder has its own effects and things: There's

- feedback delay
- distortion-filter
- reverb

... the normal things.

Some Additional links:

 Katja: Slice Jockey for Pure Data (.mp4) — (Right-click to download)

katja_slice_jockey_Pd_128k.mp4 — (low-res version for faster_download)

www.katjaas.nl