Karlheinz Essl

# SEELEWASCHEN

generative sound environment
© 2003-2018, vs. 3.0 for macOS

http://www.essl.at/works/seelewaschen/download.html
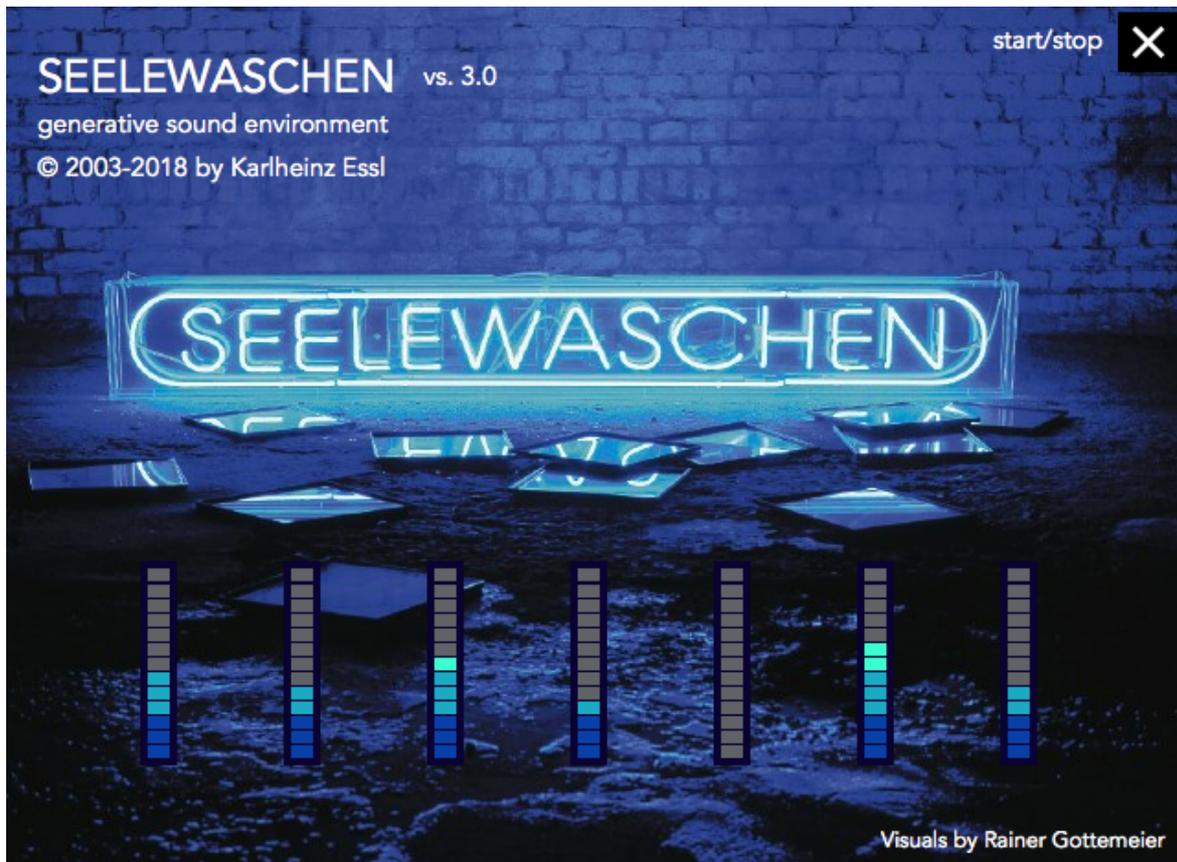


## Alert

By default, macOS Sierra will block the installation of apps that are not from the Mac App Store or created by identified developers. If you are unable to install SEELEWASCHEN on your Mac please follow the three steps below or go to Macworld.com for help.

1. In Finder, Control-click or right click the icon of the SEELEWASCHEN_3.0 app.
2. Select "Open" from the top of contextual menu that appears.
3. Click "Open" in the dialog box. If prompted, enter an administrator name and password.

## Licencse

## About

SEELEWASCHEN is a generative sound environment which was originally composed by Karlheinz Essl for an outdoor light installation by the German artist Rainer Gottemeier. Using the sound of one single bell stroke as its basic material, the piece unfolds a rich sonic cosmos by a computer program. Taking advantage compositional algorithms that have been developed by Karlheinz Essl since the early 1980ies, the piece is generated in realtime. It can be perceived as a sonic organism which might serve as a source for inspiration and meditation, running forever and ever...

This piece neither requires nor offers any user interaction. It runs entirely on its own, driven by its internal random-controlled algorithms which ensure variability and richness, even over a long time. The author does not feel obliged to make any chances to the program, but he is eager to hear your comments.

The piece was premiered on 17 Apr 2004 during the Donaufestival at the Alte Werft in Korneuburg, Austria and was running there as an outdoor installation for 3 weeks. The piece was re-designed to be presented at the RESONANCES 2004 festival at Ircam (Paris) where it appears as a 4-channel sound installation.

## Freeware Notice

SEELEWASCHEN is a composition by Karlheinz Essl which is released *as it is*. It is distributed as freeware and protected by copyright. As far as the entire content of the original distribution is not changed and no money is charged, this program may be spread freely and can also be included in CD-ROMs and Internet archives


## System requirements

• Apple Macintosh Computer
• macOS 10.10 or later


## Quick intro

• Launch the application by double-clicking on SEELEWASCHEN_3.0.app

• You might get an alert message by macOS saying something like: „SEELEWASCHEN_2.0.app" is an application downloaded from the the Internet. Are you sure you want to open it? In this case, click on „Open". Or go to „System Preferences: Security & Privacy" an grant permission to open this file.

• When SEELEWASCHEN finally opened, select an „Output Device" in the „Audio Status" window and switch „Audio" on.

• Click into the black start/stop square on the upper-right corner in the main window. The sound generation process will start automatically in a few seconds.

• Listen and enjoy - and watch the pictures!


## Menus

• About SEELEWASCHEN...: general information about the program and its author.
• Settings: here you can change the "Audio" settings for internal or external audio hardware.
• Info: supplies links to updates and other software by Karlheinz Essl.

## Compositional aspects

The sound material for this piece was drawn from a single stroke of a church bell. By the aid of realtime composition algorithms, three different structural types (DRONES, STROKES, TEXTURES) are generated by 7 independent sound layers:

• DRONES: sustained sounds with slow fade-in and fade-out (exploring the technique of „granular synthesis") which appear in 7 different transpositions. Those transpositions are based on harmonic scales (quartertone scales, thirdtone scales, or all-interval-rows); the manifold combinations of its intervals are creating the basic harmonic structure in which the entire piece is embedded.

• STROKES: isolated bell strokes with long sustain, in 7 different transpositions (see above).

• TEXTURES: rapidly changing transposition of the church sound using very high overtones relationships which result in a rich texture that ressembles the sound of birds.

## Credits

The pictures displayed in SEELEWASCHEN were provided by Rainer Gottemeier.

## Contact

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## History

1.0 (released 27 Sep 2004)
First public release as freeware

1.1 (released 11 Oct 2006)
Released as Universal Binary. Allows access to the system parameters of the generative composition environment. Attention: undocumented!

1.2 (released 20 Oct 2006)
Minor bug fixes. New menu ("Info") added.

2.0 (released 7 Jun 2017)
Compiled with Max6
Numerous improvements

3.0 (released 3 Aug 2018)
Compiled with Max7
64-bit
runs with macOS 10.13

## Copyright

Klosterneuburg, 3 Aug 2018

SDG