BOUNDARIES is a music composition, for violin solo and real-time graphics control sound processing, inspired by a short story of Jorge Luis Borges.

The composition explores the boundaries between fact and fiction, existence and conscience by examining the relationship between music performing, improvisation and traditional composition timeline notation.

The technologic concept:

- A violin player follows a projected graphical nonstandard timeline, based on *IanniX* graphic sequencer that control *Max/msp* environment via Open Sound Control (*OSC*) events and curves.
- When the player decides to press a foot control, *Max/msp* program picks out random music notation from a selected folder and projects it to the player.
- When playing starts the program automatically captures the sound via microphone into the computer buffer.
- The buffer is controlled and manipulated by the timeline curves that supplied by *lanniX*, in real-time.
- Additionally, the outcome of the processed sound passes through *Vst plug-in* for timbre and pitch manipulation coordinated with the *lanniX* curves.
- The overall sound is heard through four surround speakers.
- The composition ends when *IanniX* timeline bump into a graphic event that triggers narrator reading Borges short story 'BOUNDARIES' through speaker five (the megaphone).

Setup

- Violin player
- Dynamic microphone
- Computer running *lanniX* and *Max/Msp/* software.
- 4 Loudspeakers
- 1 Megaphone
- Screen projector

'BOUNDARIES'

There is a line by Verlaine that I will not remember again.

There is a street nearby that is off limits to my feet.

There is a mirror that has seen me for the last time.

There is a door I have closed until the end of the world.

Among the books in my library (I'm looking at them now) are some I will never open.

This summer I will be fifty years old.

Death is using me up, relentlessly.

-from Inscriptions (Montevideo, 1923) by Julio Platero Haedo

For more information please visit: http://mashav.com/sha/BOUNDARIES.htm

BOUNDARIES FOR VIOLIN SOLO AND REAL-TIME GRAPHICS CONTROL SOUND PROCESSING INSPIRED A BY SHORT STORY OF JORGE LUIS BORGES.

