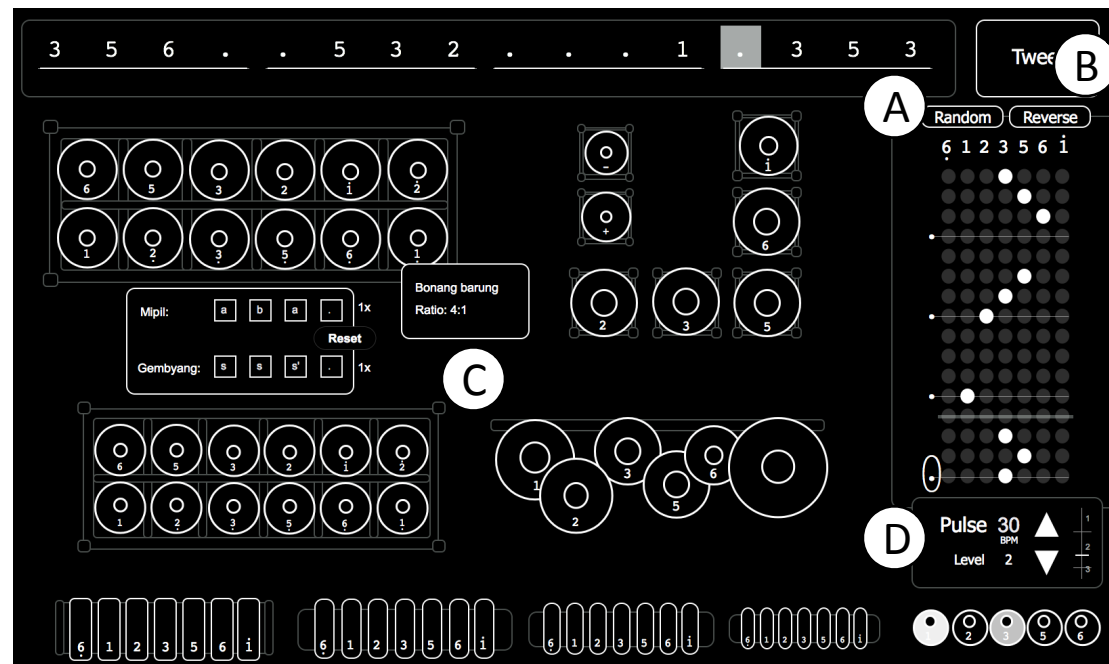


# Pipilan: computer-aided composition for Javanese gamelan

(displayed on smaller screen below)

Charles Matthews / [www.augmentedgamelan.com](http://www.augmentedgamelan.com)

## Instructions



- (A) Modify the central sequence by clicking on the note numbers or drawing in the graphic editor on the right.
- (B) Press the "Tweet" button to save the sequence online. Tweets will appear at <http://twitter.com/autogamelan/>
- (C) Running the pointer over each instrument reveals an information box, displaying playing techniques.
- (D) The tempo can be altered to move between different levels of rhythmic subdivision. As the virtual ensemble slows down, various instruments repeat their parts to fill the space available.

Pipilan is a piece of software for composition involving gamelan and electronics. By using a set of rules inspired by traditional Javanese performance conventions, parts for a virtual ensemble can be created and heard in real-time.

While research such as the Virtual Gamelan Graz project has attempted to recreate traditional gamelan music with rule-based systems, composing music outside its idiomatic constraints can be difficult. Pipilan has been created as a response to this situation, exploring a simplified framework through which sequences can be entered without any prior knowledge of gamelan. It is hoped that the software might encourage a free and playful approach to gamelan composition, while illustrating some of the key processes in traditional performance.

In this installation version of the software a continuous piece of music is played using content generated by the public, using samples of the gamelan housed at KUG. Visitors are invited to interact with the software via a trackpad to create their own compositions. Sequences may be saved and posted to Twitter directly from the software, using the handle **@autogamelan**.

Charles Matthews is a London-based electronic musician and sound artist. Having previously worked on experimental dance music production under the name Ardisson, he has been studying traditional Javanese gamelan in the UK and Indonesia since 2004. Charles is actively involved in developing collaborations between gamelan and live electronics, which formed the subject of his AHRC funded Ph. D. research at Middlesex University (2014).

Pipilan was originally developed with the help of funding from the Arts and Humanities Research Council (AHRC). Thanks to Professor Gerd Grupe and KUG for providing access to samples from the Virtual Gamelan project.