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Subject:

## **Faces of a Sample Player**

*Based upon a simple tool (patcher) for playing a sound file, we would like to discuss the influence of its face into utilization for music composition and performance.*

The program (patch) will be designed and discussed in Max/MSP environment, but the ideas may be related into any other development tool.

The area of discuss:

- :: Graphical User Interface (GUI)
- :: Human User Interface (HUI)
- :: Multilayer Interface
- :: Feedback and data representation
- :: Minimum and Maximum software possibilities
- :: Musical Requirements/Limitations of the Performer/Performance

An average experience of Max/MSP and general programming may be helpful.

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