Technical information about *Evil Eye*:

Title: Evil Eye
      I. Violet Hell
      II. Blue Hell
      III. Green Hell
      IV. White Hell
Composer: Nick Hoffman
Media: Live audio & video processing
Year: 2015

There are four separate patches (".maxpat" files) – one for each movement. They are all very similar in function. The user will need to download the "sc.gendy3~.mxo" file ("sc.gendy3~.maxhelp" is the help file) in order for the stochastic oscillators to run. Each patch will automatically open two jit.windows (video windows); the "monitor" window is for the performer to monitor activity, and the "place" window can be dragged off-screen to a secondary display and projected outwardly to the audience.

The first and third movements are performed mostly via key triggers. A typical performance might work like this:

1. Open the patch
2. Push the spacebar to start the DAC
3. Raise the "master level" control
4. Use key triggers and/or on-screen faders and number boxes to generate/manipulate sound and video.

The second and fourth movements are more "fixed" and do not utilize key triggers (with the important exception of the "P" and "M" keys in the fourth movement).

Key Triggers (functional during the first and third movements)

"Counter" keys

Z = start/stop left counter
X = start/stop right counter
C = left counter fast
V = right counter fast
B = left counter slow
N = right counter slow

"Random" keys

S = start/stop left frequency random
D = start/stop right frequency random
A = left timbre random
F = right timbre random

Random speed change

G = left random fast
H = right random fast
J = left random medium
K = right random medium
L = left random slow
; = right random slow

Random range selection

Q = left: 0-6 random
W = right: 0-6 random
E = left: 0-120 random
R = right: 0-120 random
T = left: 0-500 random
Y = right: 0-500 random

Additional key triggers

M = toggles gridshape"erase" function on/off (only affects video, functional in all four patches)
P = triggers "line" object (only active in fourth movement)

Presets

The first and third movements also have numeric "presets" built in. Keys 1-9 can be used to access these presets. Generally, each movement starts with preset "1" activated, and the performer can progress sequentially through the presets as desired.