Realtime Generation of Harmonic Progressions in Kinetic Engine

Arne Eigenfeldt\(^1\) and Philippe Pasquier\(^2\)

\(^1\)School for the Contemporary Arts, \(^2\)School of Interactive Arts and Technology, Simon Fraser University, Canada
{eigenfel, pasquier}@sfu.ca

Abstract. We present a method for generating harmonic progressions using case-based analysis of existing material that employs a Markov model. Using a unique method for specifying desired harmonic complexity, tension between chord transitions, and a desired bass-line, the user specifies a 3 dimensional vector, which the realtime generative algorithm attempts to match during chord sequence generation. The proposed system thus offers a balance between user-requested material and coherence within the database. The presentation will demonstrate the software running in realtime, allowing users to generate harmonic progressions based upon a database of chord progressions drawn from Pat Metheny, Miles Davis, Wayne Shorter, and Antonio Carlos Jobim. The software is written in MaxMSP, and available at the first author’s website (www.sfu.ca/~eigenfel).