SECOND LIFE

and the 21st Century Musician

with Thaylon Singh
(& Jeremy dePrisco)

TERMS & STUFF

- *SL* - Short for "Second Life"

- *Avatar* - Digital representation of yourself in SL. Does not need to be an *accurate* representation.

- *Virtual World* - a digital environment separated from the constraints of physical geography.

- *In-world* - activity or action that occurs within the virtual realm of Second Life.

- *Streaming audio* - using a special program that allows a user to broadcast their audio signal into SL.

PERFORMING IN SL

* From the comfort of your studio or usual musical workspace.

* Beats a bar gig any day (maybe).

* A good way to make quick, unusual music videos for posting on YouTube (though I have not done this myself, yet).

* Spouse approved!
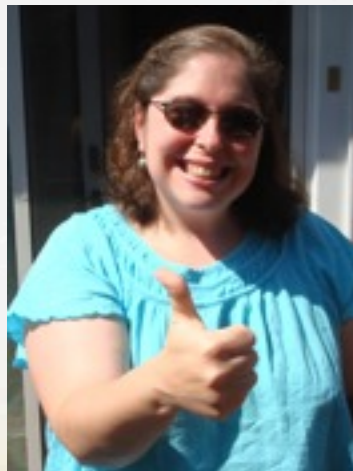
PERFORMING IN SL

Phorkyad says, "During my time in-word I have found only a couple of people who play with electronica and make their own stuff. Most of the SL musicians are guitarists or keyboardists."

✱ "SL has a great market for DJs at dance clubs, and not just those who play famous tracks. Some do their own mixes and mashups, and this may be ideal for some of your audience."

✱ There is a potentially un-tapped audience and experimental possibilities.

WHY DO IT?

✻ Just for fun.

✻ Because it is there.

✻ Do things that would be cost prohibitive in RL.

✻ Reach a new (tech-friendly) audience.

✻ Build community.

✻ Make money? Maybe.

SUPER POWERS
AND LINE DANCING!!

WILD WEST

✳ SL is still very much the "wild west" when it comes to copyright control, performing rights, etc.

✳ If you worry about such things, then you may want to stay clear of SL for now.

✳ If you perform primarily original material, then you have little to worry about. But you also have no control over who may be recording you - similar to bootlegs of gigs in real life.
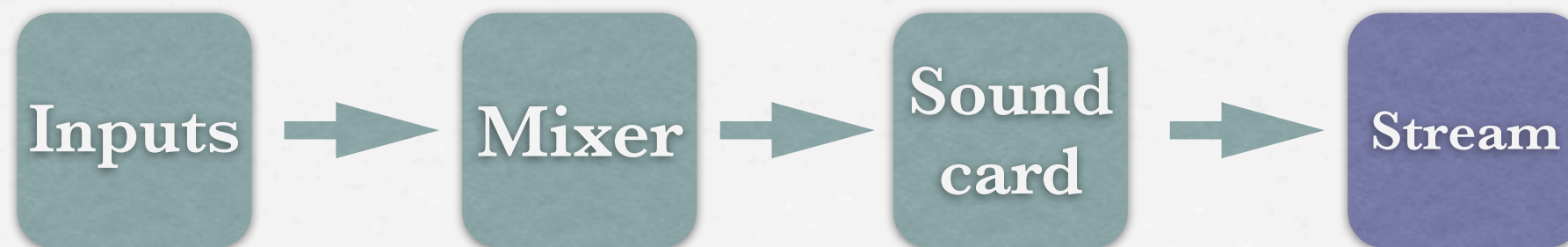
AUDIO IN SL

❋ PC & Mac equally challenging.

❋ Monitoring is tricky.

TECH: HARDWARE

Inputs → Mixer → Sound card → Stream
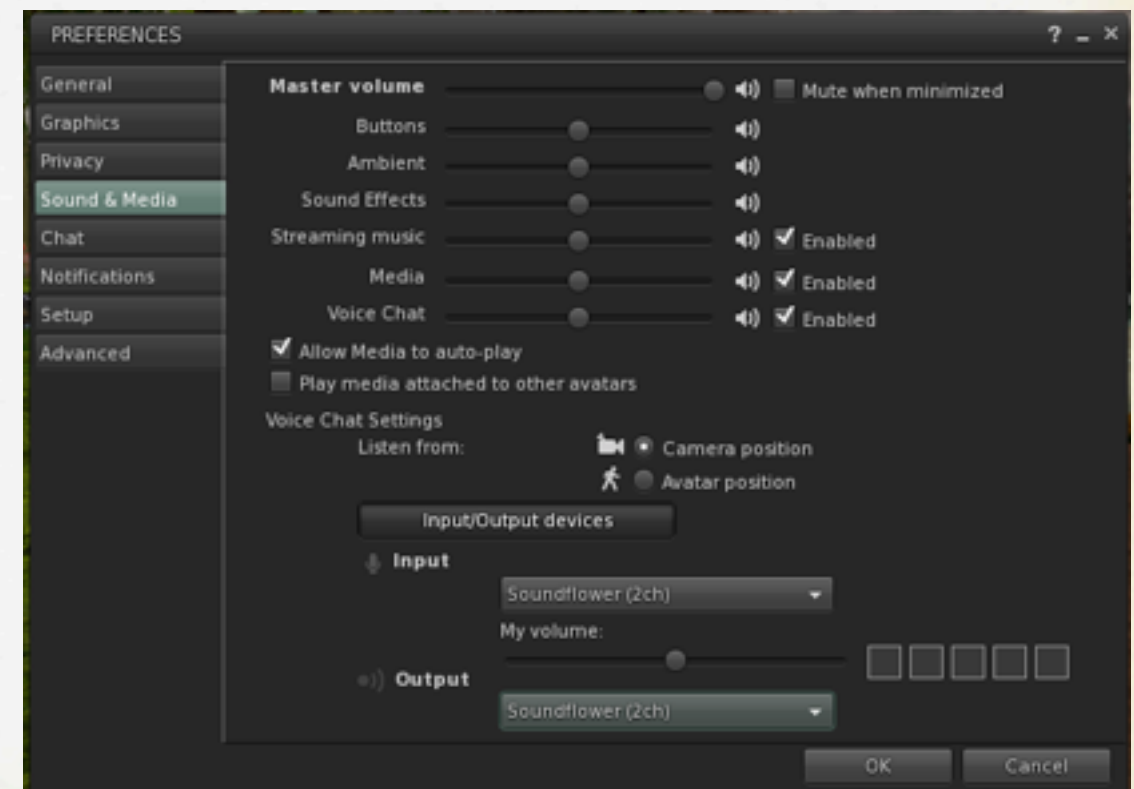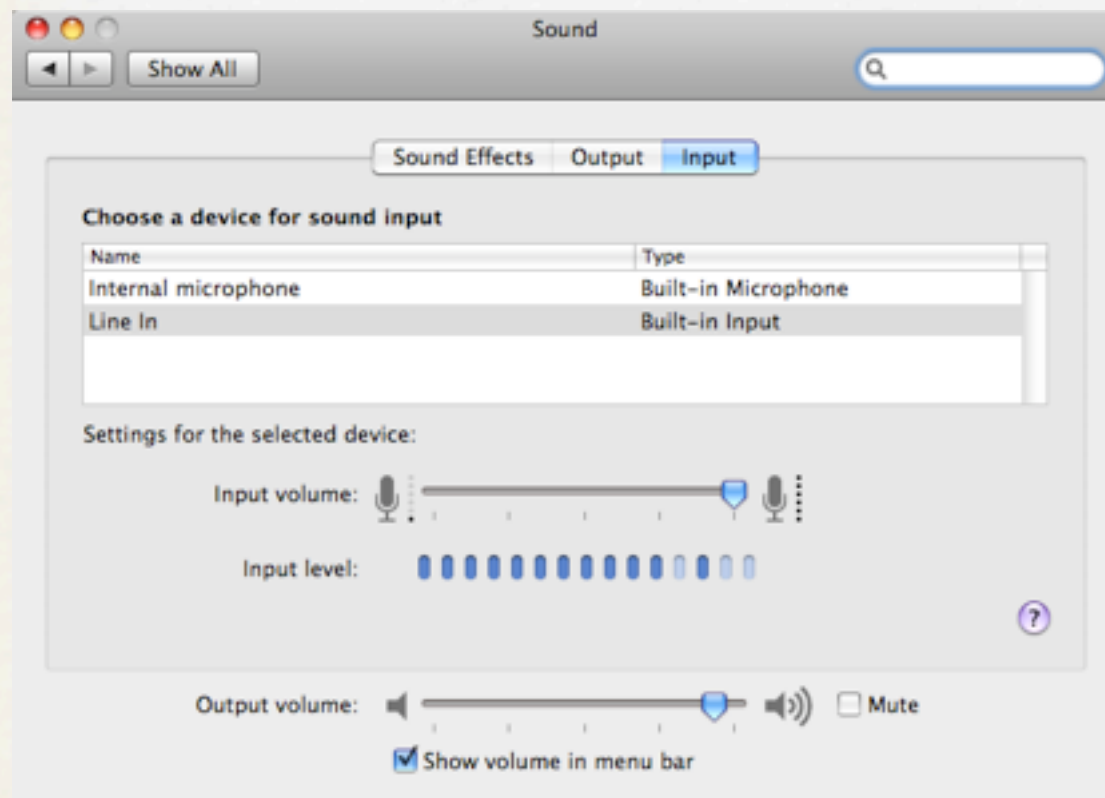
✻ *Microphone* - for vocals, but also for speaking. Dynamic is fine, and actually better because a condenser can sometimes be too sensitive.

✻ *Soundcard* - preferably with its own off-board monitoring. Examples: Presonus FirePod, Edirol UA-25. Stock audio cards (including Mac) are not always suitable.

TECH: HARDWARE

Inputs → **Mixer** → **Sound card** → **Stream**
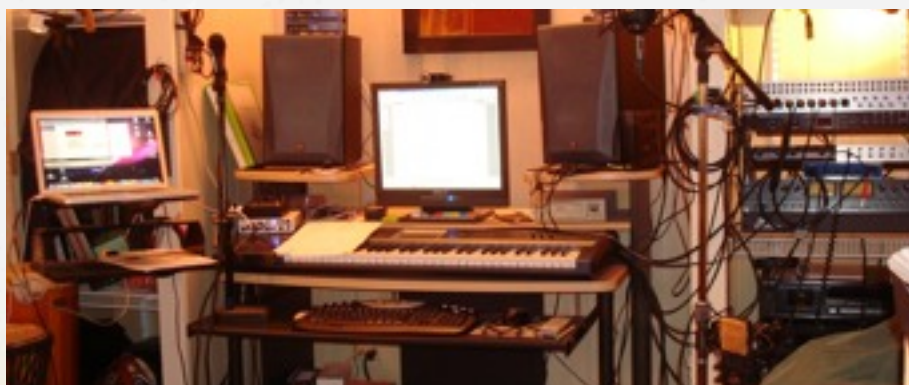
✻ *Mixer* - a small off-board mixer by your favorite manufacturer is essential for setting your input signal and mixing line levels like vocals, keyboards, pedals etc. Also critical to get the best pre-SL mix.

THE JUGGLING ACT

AUDIO SIGNALS

Mixer → Sound card → Stream App
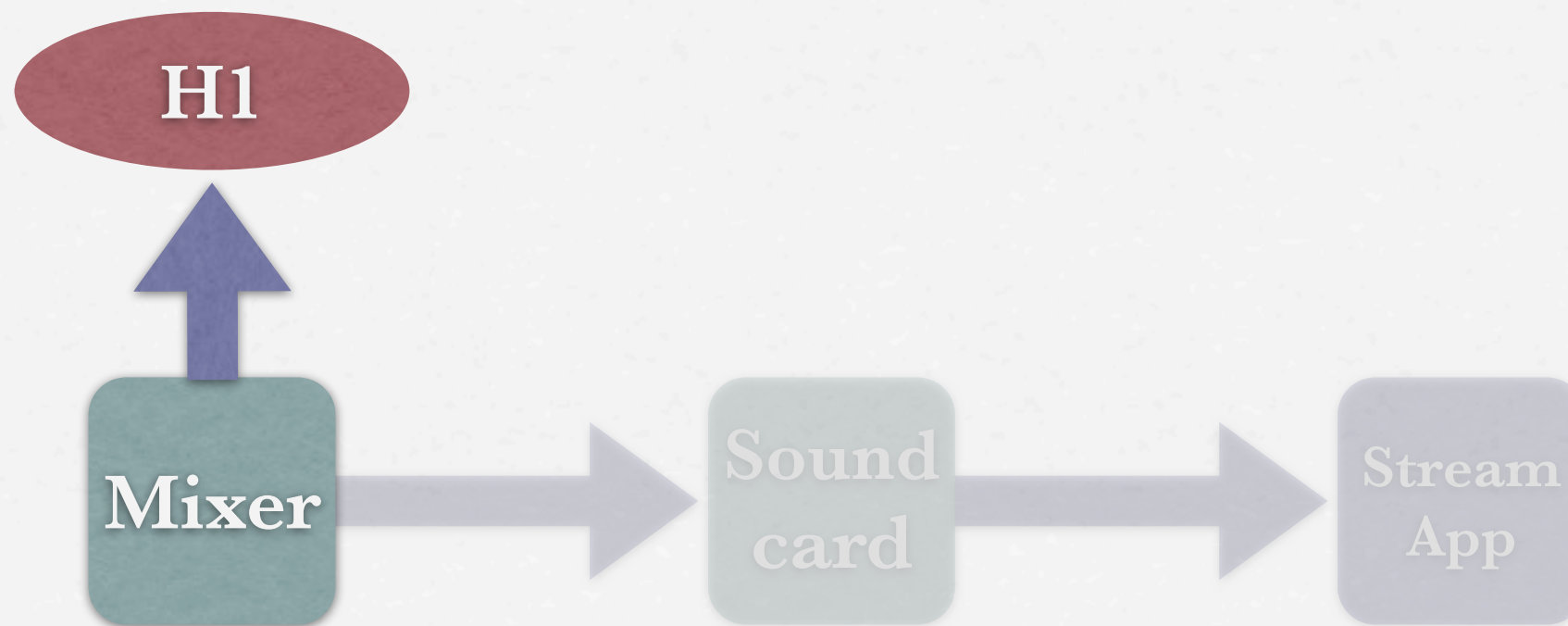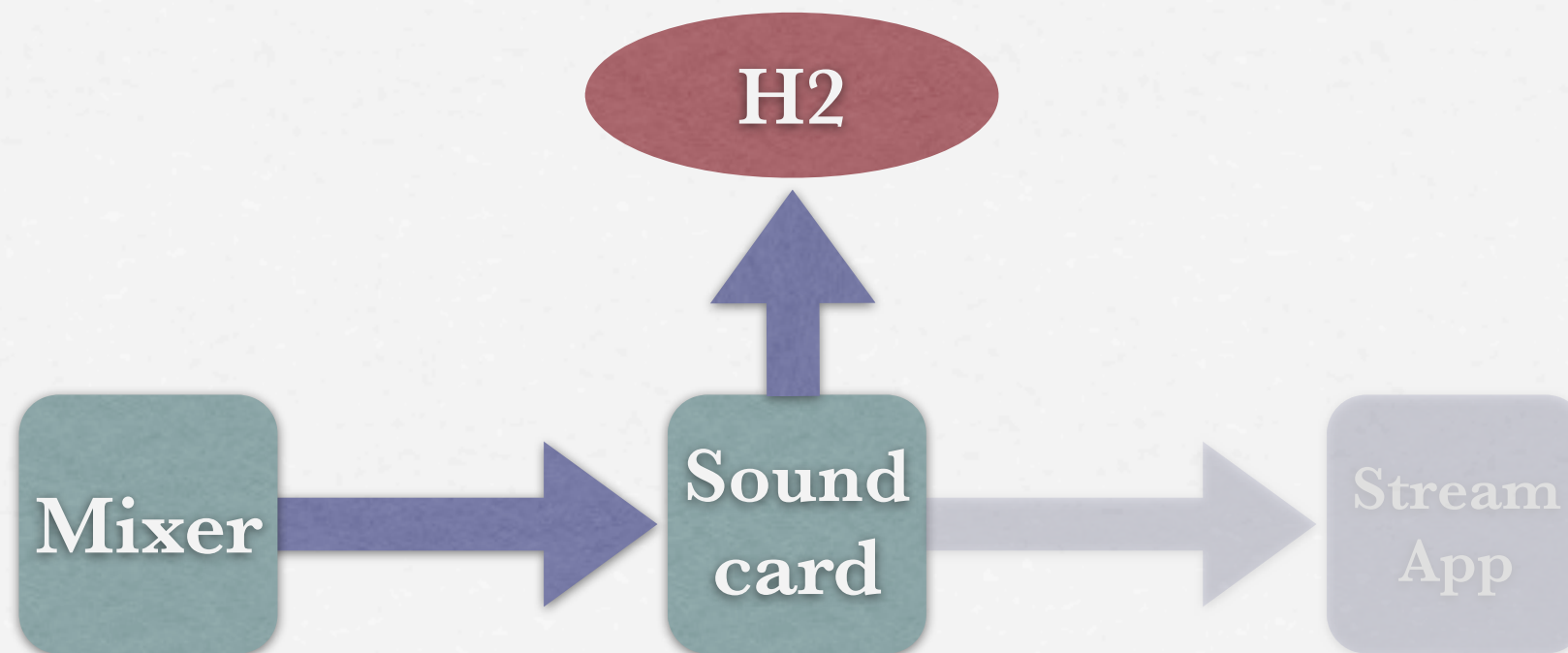
*Depending on where you monitor the signal,
the experience will differ.*

AUDIO SIGNALS

Your mixer will give the best mix. Ideally, this is what you want your audience to hear. Any clipping here will just get worse later.
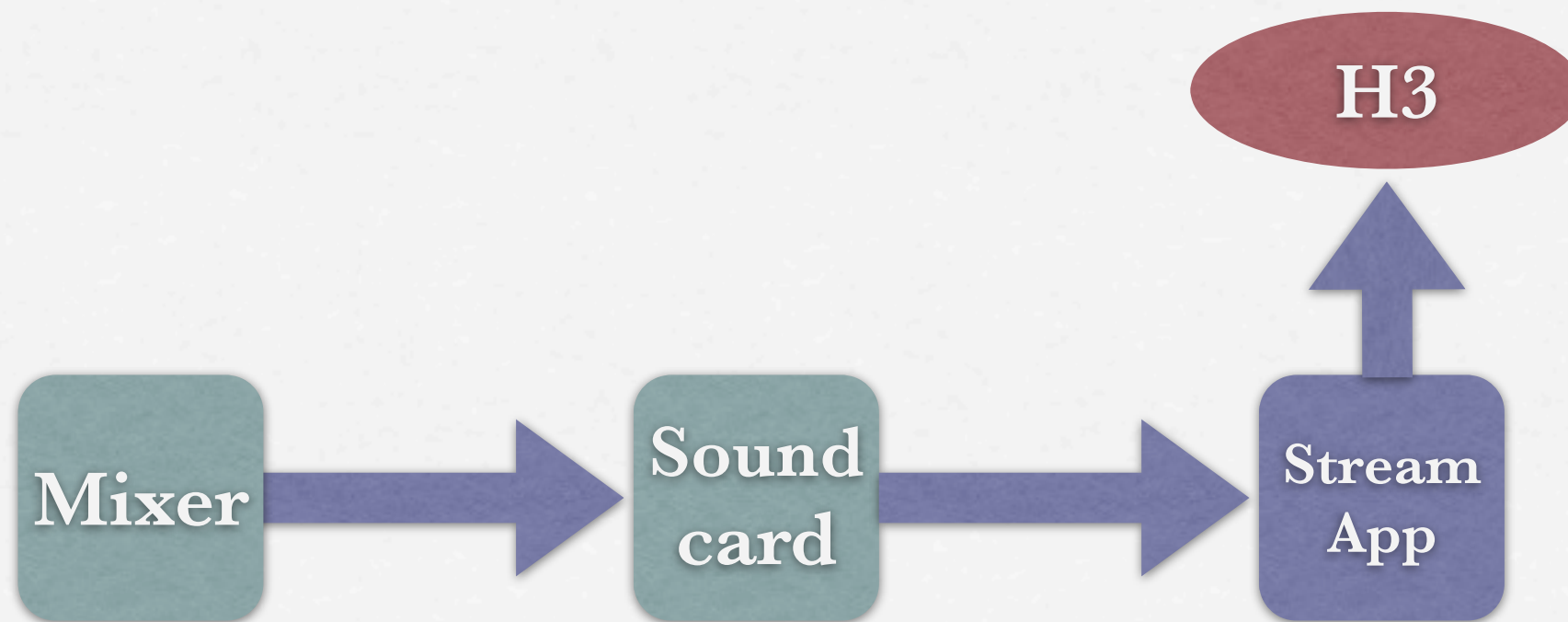
AUDIO SIGNALS

Check your sound card monitoring too, just to make sure you aren't clipping. Don't add any gain here. If you need more, go back to your mixer. Any clipping here will just get worse later.

AUDIO SIGNALS

Check the level after it hits your streaming app.

Friday, March 11, 2011

TECH: SOFTWARE

Stream App	→ **Signal *you* hear**	→ **Signal *fans* hear**

✳ In-world audio vs audio on your device - SL has its own built-in audio controls, but they differ somewhat from what many might be used to.

✳ *In-world audio for voice chat* - you can technically perform to small audiences using this, but it is not recommended for larger groups/venues. This is turned *off* when streaming.

> Speak ● ▲

✳ *Audio Streaming* - allows you to broadcast in-world. Requires a separate program such as SimpleCast (PC), NiceCast (Mac) and a stream account or rented URL/port (available from many vendors for a nominal fee).

> 5:37 AM PDT ▶ ◀))
> 🔍 Search

✳ *Renting a stream* - There are many services out there, and it just depends on what number of listeners and rental length you want.

DELAY VS LATENCY

Stream App → Signal *you* hear → Signal *fans* hear
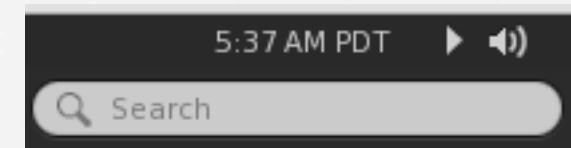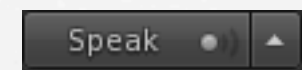
❋ *Delay* - an audio effect that is ***intentionally*** added to a signal for creative reasons.

❋ *Latency* - the timing difference between a signal pre-software and the signal that is output from that software. This is introduced ***unintentionally*** due to processing power, memory resources or network lag.

❋ It is possible to have both delay and latency operating together. However, doing so makes it very difficult to troubleshoot signals.

EXAMPLE
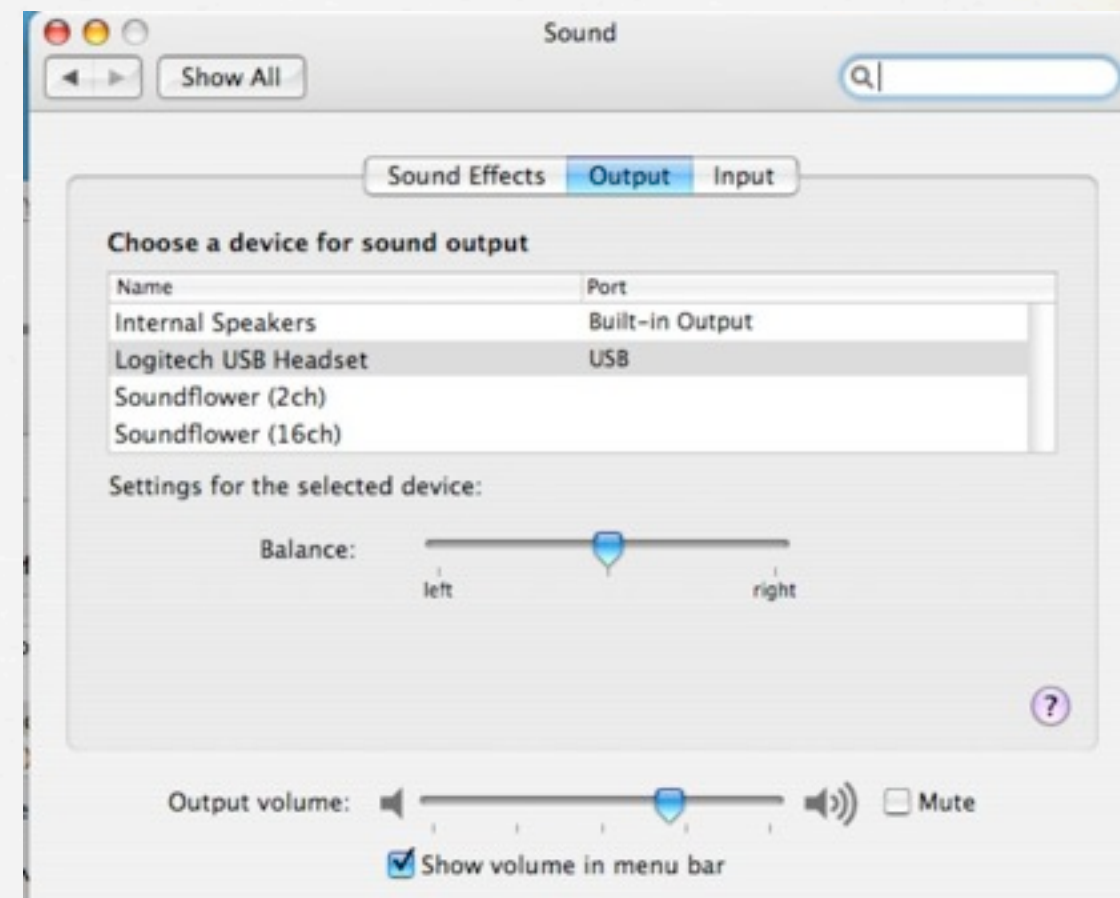

1. SL runs in background.

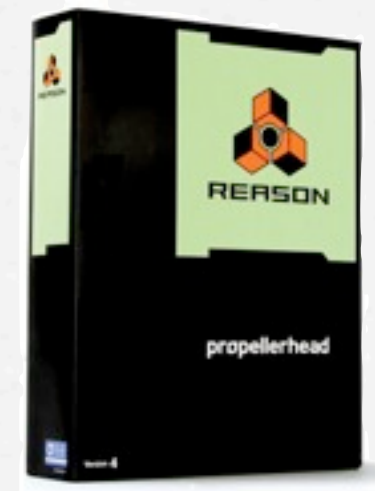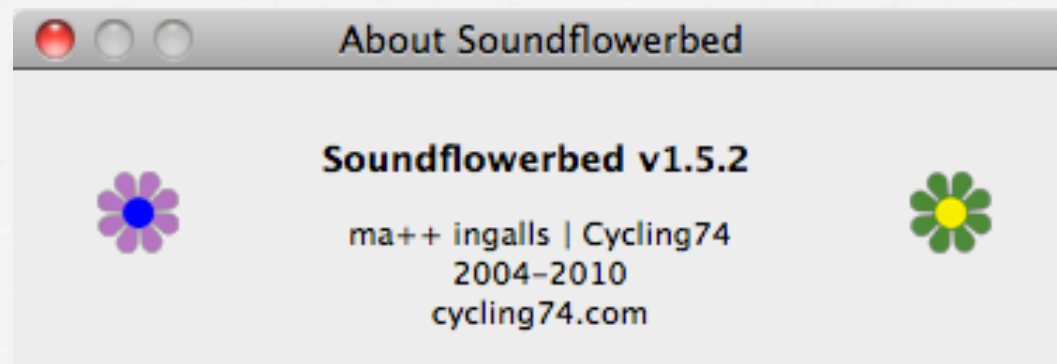2. Broadcast via NiceCast.

3. iTunes app as source.

4. Karaoke tracks played on iTunes.

5. NiceCast effect plugin for "voice over" allows insert of mic input.
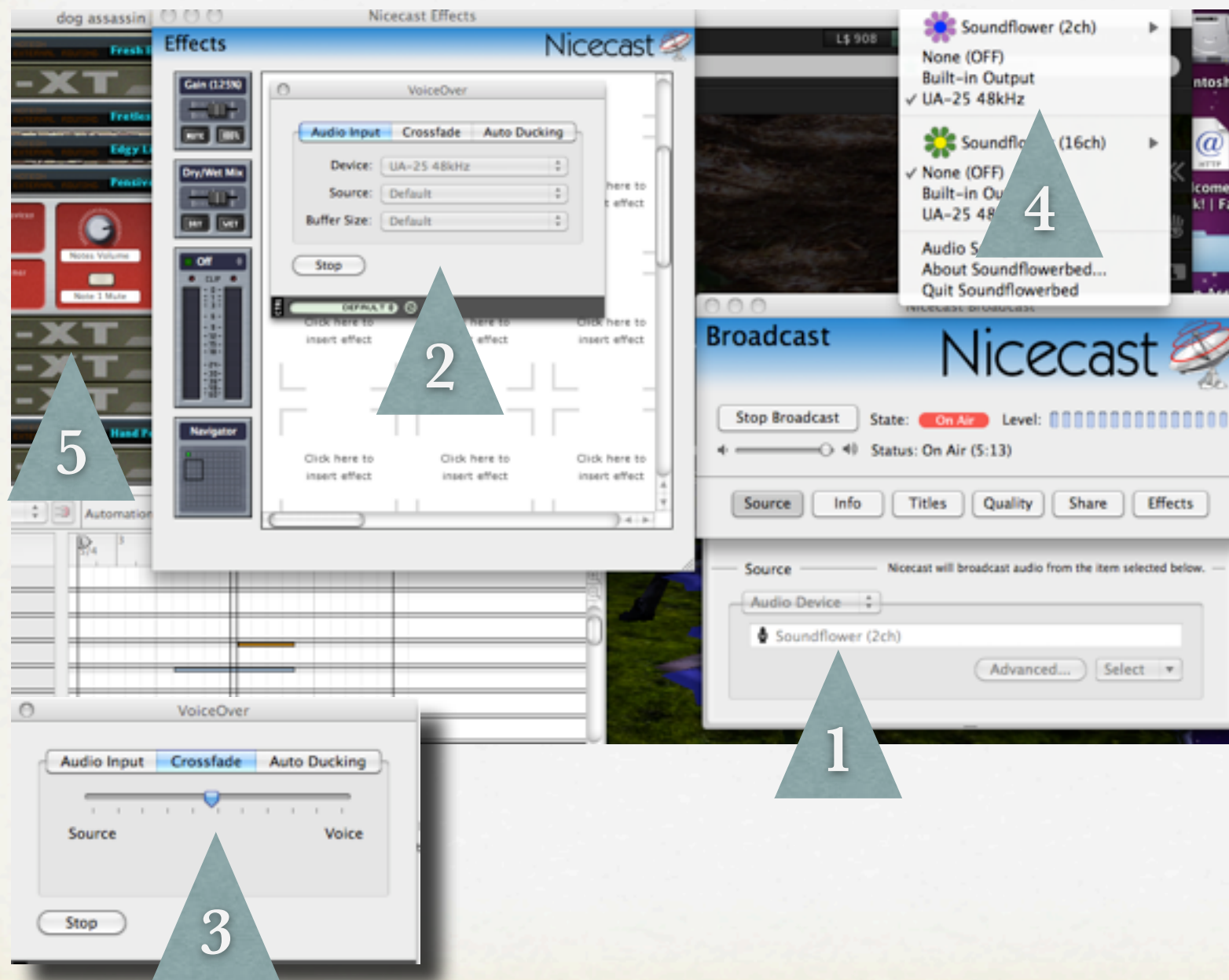
PHORKYAD'S I/O

SOFT VS HARD

About Soundflowerbed

Soundflowerbed v1.5.2

ma++ ingalls | Cycling74
2004-2010
cycling74.com

* *Soundflower* (Free from Cycling74.com) - allows us to capture on-board audio (such as outputs from Reason, GarageBand, Sonar, etc).

* Some success, but more study needed. Not ideal solution. Still need a mixer or separate PC/Mac for complex setups.

SOUNDFLOWER

1. Nicecast running with Soundflower as source.

*2. Nicecast voice over effect set to soundcard input.*

3. Nicecast voice over effect set to crossfade.
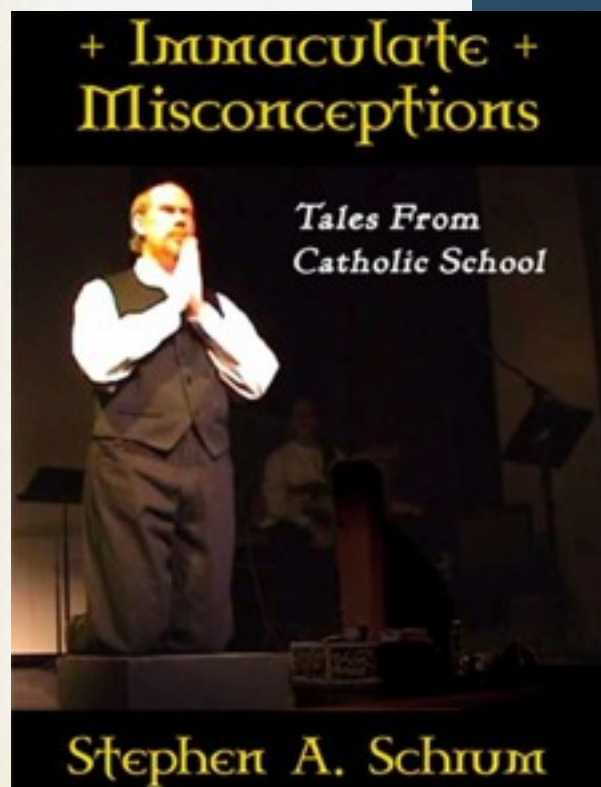
4. Soundflower set to soundcard input.

5. Reason as softsynth, output to Soundflower 2 Channel

SHOW ME THE $$$$

✳ SL has its own currency (Lindens) which is used to monetize many of the services within the world.

✳ Chances are you will spend some money at first, even in small amounts. Luckily, the exchange rate is reasonable... $1 US gets you $255 in Lindens.
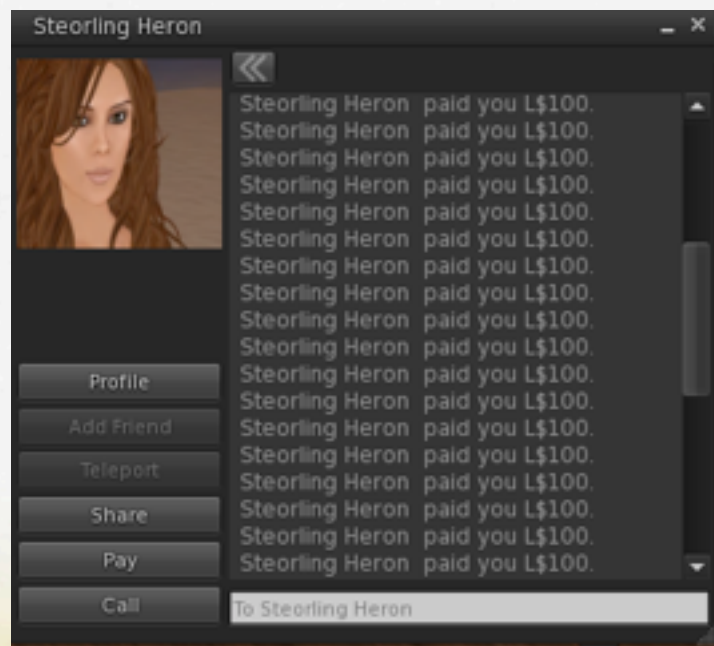
COLLABORATION

MAKE A FRIEND

✳ Thaylon says, "Make a friend in-world to help you handle the tech aspects of your performance."

VENUES

Muse of Fire

A venue managed by Phorkyad Acropolis

SL NEEDS HELP

* Over the course of 2007-2010, my own audio experience has been chaotic at best, and annoying at its worst.

* Unlike a traditional live performance, you do not have any idea of what your audience is hearing. Any special psycho-acoustic properties you hope to present in your music are at the mercy of the stream.

* SL audio is an audiophile's nightmare. Once the audio signal leaves your studio - you have little control over the listener experience. Common stream issues are dropped packets, freezing, echoing. Get used to this early and you are less likely to smash things in RL.

* The only way that SL audio performance will improve is if we get talented users and developers into the environment to experience it and offer solutions.
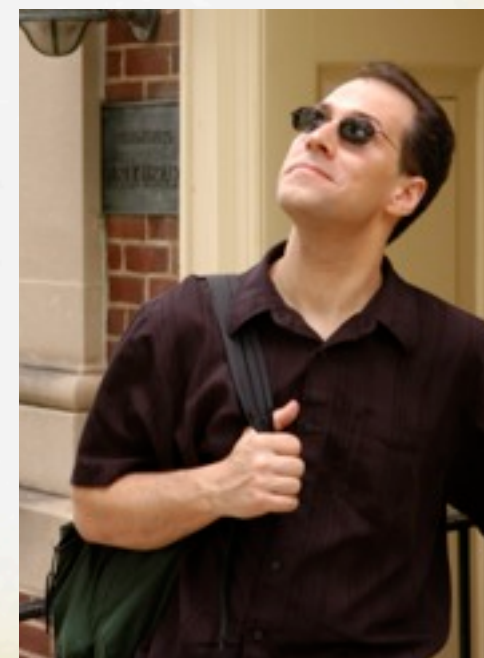
CONTACT US!!

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* http://www.facebook.com/jeremydeprisco

* **Thaylon Singh** timeline & archive:

* http://www.shivasongster.com/category/second-life/
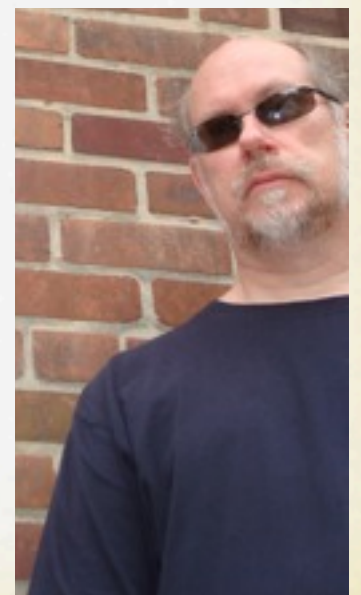
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✳ **Phorkyad Acropolis** fan page on Facebook:

✳ http://www.facebook.com/pages/Phorkyad-Acropolis/100901863088

QUESTIONS/DEMO