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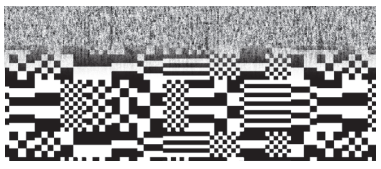
1) **The modular synthesizer is a type of synthesizer, which exists in both physical and virtual forms, consisting of separate specialized modules. The modules are not hardwired together by the manufacturer but can be connected with patch cords, a matrix patching system, or switches by the user to create a patch. (Source: Wikipedia).**

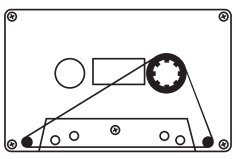
2) **Analog low fidelity: hiss, fluctuations in tape speed, limited audio frequency range. / Digital low fidelity: low bitrate, dithering, glitches and limited audio frequency range.**

cassette>
tape loop

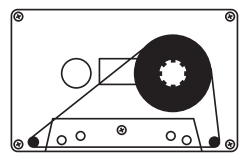
3) **In a tape loop, the sound is recorded on a section of magnetic tape and this tape is cut and spliced end-to-end, creating a circle or loop which can be played continuously.**

In music, tape loops are loops of magnetic tape used to create repetitive, rhythmic musical patterns or dense layers of sound when played on a tape recorder. Originating in the 1940s with the work of Pierre Schaeffer, they were used among contemporary composers of 1950s and 1960s, such as Steve Reich, Terry Riley, and Karlheinz Stockhausen, who used them to create phase patterns, rhythms, textures, and timbres. <...> In the 1980s, analog audio and tape loops gave way to digital audio and application of computers to generate and process sound. (source: Wikipedia)





+/- 4 sec. loop



+/- 5 sec. loop

INTERFACE OVERVIEW

With the idea of combining both playback techniques, I explored each unique characteristics, technical limitations and their potentials to function within a hybrid in order to create a new interface where they could work together, influence and even fight each other. (Like an audible 'internal dialogue', switching between intuition and reason.)