Auracle is a networked sound instrument, controlled by the voice. It is played and heard over the internet. Anyone can use it by simply launching it in their web browser at www.auracle.org and creating sounds unaccompanied or with other participants in real time. Auracle is still new and growing. If you want to interact with others, pick a time, create an ensemble with your own name, and invite friends to join you there. There is a readymade e-mail invitation form you can use for this on the home page. How did you come up with the idea? The first realization in this direction was Public Supply in 1966. It arrived whole, as a vision, to make a live sound collage with a general public telephoning in sounds to a New York radio station. Over the next decade I gradually developed this concept with other realizations and finally in 1977 realized Radio Net, a two-hour nationwide radio event where ten thousand people played a cross-country instrument with their voices. Max Neuhaus performing Public Supply in 1966

I defined the project in a 'constitution', put together a team with fellowships at the Akadamie Schloss Solitude, asked Phil Burk the author of the JSyn and Transjam software to be the technical director and away we went. Although I steered the project with a 'constitution', it was the team members themselves - Jason Freeman, Sekhar Ramakrishnan and Kristjan Varnick - who defined and created Auracle's components. What are your plans for future development of Auracle? We are now opening up the design of new Auracle sounds to others. Auracle is an instrument, a system, not a musical composition. We want it to adapt over time in response to how it is used by its players. Right now it is running a preliminary instrument designed by team member Kristjan Varnick. There is a link on the home page where those interested in creating an instrument can sign up. We want to add a variety of instruments and let players 'vote' which ones to keep by how much time they spend using each one. Incorporating instruments from different programmer/composers will expand the sonic palette of Auracle. Instrument developers will have more than twenty low and high level analysis parameters available in real time to drive their synthesis engines...