

whatsoever

for acoustic and computer ensemble

Peter Bjuhr
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Acoustic ensemble

For optional number of players and computers. Preferably every player is linked to one computer. If the numbers are uneven one computer has to input several players, or one player has to be inputed to several computers.

Computer ensemble

Decide which players and computers are interlinked.

Decide who is best suited to play high notes. This player is called hiplayer. Decide who is best suited to play low notes. This player is called loplayer. The computers linked to these players are called hicomputer and locomputer.

The sections are ended by the cue bars; when the cue bar is played you move to the next section. Any player can decide to move on by playing the cue bar. (if the cue bar isn't played the piece goes on forever.)


A 


Take turn! to play short sounds or patterns to your liking.

Choose an effect for your player and don't change it. Record your player and mark or memorize what you liked best



state clearly the rhythm

B 

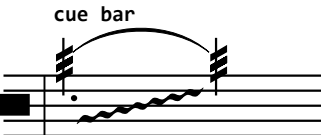


Loplayer plays the rythm, optional pitches


Locomputer records, transposes 9 semi-tones down and loops the rythm

Improvise in tempo with loop, make a short accented note to change effect and make a intense tremolo to begin recording.

Play the marked recordings from section A. When your player makes a short accented note - change effect, and when your player makes a intense tremolo - record and loop.



gliss. or fast scale, with tremolo/heavy vibrato if possible

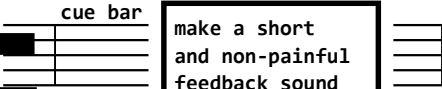
C 

play as long notes as possible, wait until you can't hear the tone before you play the next note

hiplayer plays short notes as high as possible

hicomputer changes to fast soft delay with long feedback

change to large reverb or resonant effect



make a short and non-painful feedback sound