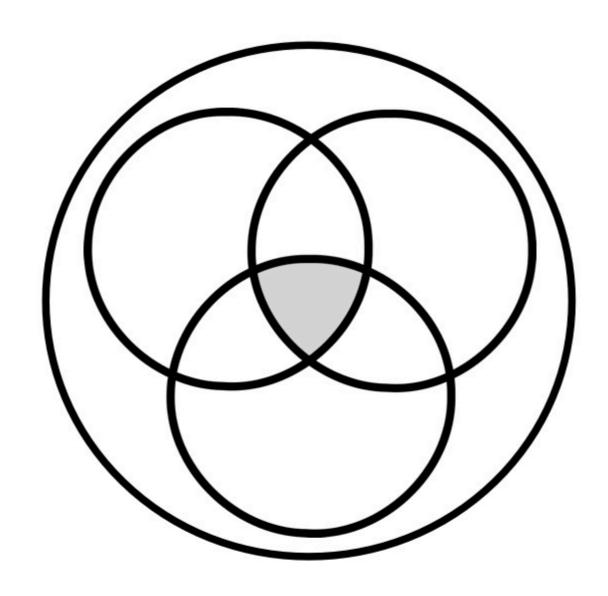
Coalesce [1]

for monodic instrument and electronics

Benjamin Van Esser 2013



Setup & Performance Notes:

Coalesce [1] is a semi-improvisation for monodic instrument and electronics.

SETUP

- close-mic the performer's instrument
- performer's mic \rightarrow audio interface \rightarrow Ableton Live (see *software*) \rightarrow audio interface \rightarrow mixing desk (PA stereo system).

SOFTWARE

The electronics are generated by the 'Ultomaton' device which sits on channel 1 (P1-FX) of the incorporated 'Coalesce01_Performance.als' Live set. Ultomaton uses 'Conway's Game of Life' to calculate and automate random events. These events are mapped to several effect parameters within the Live set. Ultomaton is triggered by testing 'pitches' and 'attacks' to the random values created by 'Conway's Game of Life'.

SCORE

The score is a proposition for improvisation. Only the boxed passages should be performed as notated and should be played in order of appearance. These passages can be octavated when necesarry. Apart from this, the improvisation is completely at the performer's discretion. The complete improvisation may not take longer than 7 minutes (see *performance*).

PERFORMANCE

The 'Trigger' Device (1st channel) opens the master volume once the performer starts playing (set pick-up volume according to the volume of the performer's 1st note). During the acoustic performance Ultomaton will trigger several effects at random, creating an invisible electronic 'performer'. The acoustic performer schould get into dialog with the electronic performer as if it were an acoustic improviser. The 'Trigger' Device slowly closes the master volume of Live after 7 minutes.

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