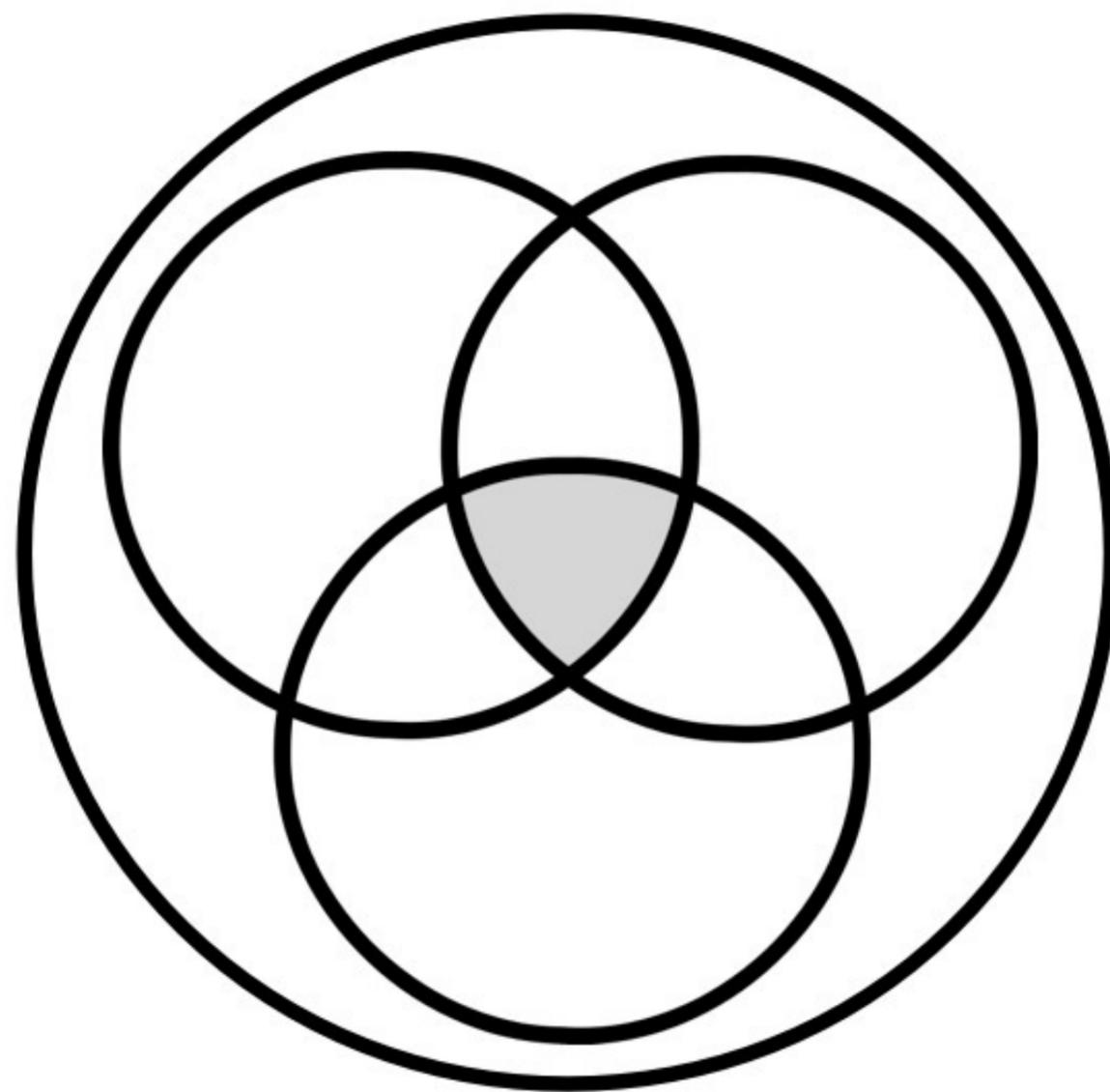


# Coalesce [3]

for alto saxophone, percussion & electronics

Benjamin Van Esser

2013





**Coalesce [3]** was commissioned by **HardScore vzw**

First performance by **BLOW** at Festival Voorwaarts Maart/En Avant Mars 2014, Bijloke Gent

Duration  $\approx$  5'30"

# Setup & Performance Notes :

## INSTRUMENTS | MATERIAL

- Instruments :
  - . Alto Saxophone
  - . Vibraphone with pick-up system and built in MIDI module
  - . AKAI LPD8
  - . Expression Pedal
  - . Floor Tom
  - . Hi Hat
- Audio :
  - . Vibraphone : pick-up system and built in MIDI module
  - . Floor Tom : 1 dynamic microphone
  - . Saxophone : 1 clip-on condenser microphone
  - all mics serve as input source for the electronics. When hall size permits amplification, all lines should be routed through a mixing desk before arriving at the electronics setup.
  - . 2 monitors (feedback electronics for musicians)
  - . 2 pair of in-ears (click track/performance instructions for musicians)
  - . 2 speakers (stereo) : *front of house or next to the setup* (depending on hall size).

## ELECTRONICS

Ableton Live is used to perform the electronics. All session and sample files are available from the composer (contact info below).

- Setup instructions :
  - . launch Coalesce03\_PerformanceSet\_Live9.als to initialize all parameter values
  - . setup audio interface under Preferences/Audio and edit I/O settings for tracks *Vibes*, *Perc* and *Sax* in session view
  - . setup MIDI interfaces : connect LPD8 to your computer; connect Vibraphone MIDI Out to computer (in case of 5 pin din use f.i. Roland UM-One); if necessary edit MIDI preferences
  - . make sure Live receives all inputs and fix *Input Types* (**ClickR-LPD8** → LPD8; **ClickR-VTM** and **Pad (Probe)** → Vibraphone MIDI Module).
  - . setup LPD8 : pads should be set to note values; behavior = momentary. set note values on pads 1 through 8 as C-2 to G-2 (= nn 0 → 8 = consecutive semitones).
  - . configure click track
  - . set buffer size to as low a value as possible (make sure to avoid pops, clicks and other artefacts that might occur due to too small buffer size).
  - . hit spacebar to start
  - . reset the session by pressing *R*
- Electronics are partially automated (see **Performance** for more info). Consequently it is desirable to rehearse the entire piece in the hall of the performance (editing the electronic's output levels *will* be necessary).
- Use Ableton 9.1 or higher. Performance machine should be fast and stable.
- When hall size permits amplification, the sound engineer should provide the audience with an optimal mix of both live and electronic output. A Lemur template containing a mixer for the Live Set is included to control the mix of all electronic effects. For setup instructions and manual, visit [liine.net](http://liine.net). Alternatively, any other control interface can be configured according to the included MIDI mapping chart.

## SCORE

- The **Live Electronics** parts are to be performed by both the percussionist and saxophone player. See **Performance** for more info.
- **Electronics** and **Samples** parts only display significant electronic events. They serve as guidelines for the sound engineer and provide the musicians with 'repair points'. A full graphical score on electronics and tape can be derived from the accompanying Ableton Live set.

## PERFORMANCE

*global remarks :*

**saxophone** :  = slap tongue

**vibraphone** : use medium hard mallets.

**floor tom | hi hat** : use drum sticks (nylon tip preferred).

**electronics** : . LPD8 : make sure you can play the pads easily, swift instrument changes do occur!

. loops, software instrument changes, etc. are automatically (de)activated

. Vibraphone MIDI passages are included in the Live Electronics part → notation with cue sized cross headed note heads :



*detailed remarks :*

### section A :

percussion : **rim click** with back of stick

play the LPD8 pads at random; LPD8 action is automatically quantized to 16th notes

### section B :

saxophone : use circular breathing throughout this section

vibraphone : MIDI output → *ClickR-VTM*. MIDI data is automatically scaled to match the **Coalesce03\_ClickRLive.adg** software instrument

### section C :

saxophone : multiphonic as loud as possible; mimic sound of boat horn

vibraphone : accentuate freely

MIDI output → *ClickR-VTM*. MIDI data is automatically scaled to match the **Coalesce03\_ClickRLive.adg** software instrument

### section E :

saxophone : use expression pedal to gradually modify delay, stutter and pitch decay parameters

### section G :

vibraphone : accentuate freely

MIDI output → *Pad (Probes)*. *full* MIDI data is being sent to the **Probes Pad.adg** software instrument

## CONTACT INFO

- info@benjaminvanesser.be

- www.benjaminvanesser.be

# Coalesce [3]

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*dedicated to BLOW*

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Alto Saxophone (in C)  $\text{♩} = 160$  **A** slap

click track count in *sf* *mf* *sf* *mf* *sf*

Vibraphone

click track count in *mf* Ped

Percussion

rim click *sf*

click track count in

Live Electronics

click track count in **ClickR** play LPD8 pads at random

Electronics

click track loop sax 01 ring mod freq loop vibra ring mod freq loop rim click loop pitch/tempo

Samples

16

*mf* *f* *mf* *f*

loop sax 02 panning

28

*mf* *f* *mf*

36

*piu f* *ff* *f > p* *f > p* etc

B

ClickR\_VTM

MIDI-in from Vibes MIDI-out (random note values)

freeze

saxophone

stutter

artefacts

Samples

softclick.wav

42

Musical score for measures 42-46. The top staff is a single melodic line with eighth-note patterns. The middle staff is a grand staff with piano accompaniment. The bottom staff is a bass line with a few notes and an arrow pointing right.

47

Musical score for measures 47-50. The top staff continues the melodic line. The middle staff has piano accompaniment with some rests. The bottom staff has piano accompaniment with eighth-note patterns.

51

Musical score for measures 51-54. The top staff continues the melodic line with some phrasing. The middle staff has piano accompaniment with rests and some notes. The bottom staff has piano accompaniment with eighth-note patterns.

55

artefacts.wav  
random attacks

60

65

ff

Electronics

69

**C**

slap

ff

f

stacc

accentuate randomly

f

senza Ped

gated MIDI-in from Vibes MIDI-out (scaled note values)

delay

artefacts (spl)

sax

stutter + reverb

random attacks

73

*ff* *f* *stacc*

sax stutter + reverb

78

*ff* *f* *stacc*

*piu f*

sax stutter + reverb

83

*ff* *f* *f*

*stacc*

**D** non legato gradually initiate growl

sax stutter + reverb

88

*fff* *fff*

agressive sound

**E**

Live Electronics delay, stutter, pitch decay

hi hat floor tom *f*

sax stutter + reverb vol freeze max loop vibraphone artefacts stutter floor tom sax stutter + reverb

glitch.wav

95

Musical score for measures 95-103. The top staff is a treble clef with a melodic line. The middle staff is a piano accompaniment with chords and rhythmic patterns. The bottom staff is a timeline with annotations: "sax stutter + reverb" (measures 95-100), "delay" (measures 100-103), and "pitch decay" (measures 103-106).

104

Musical score for measures 104-112. The top staff is a treble clef with a melodic line. The middle staff is a piano accompaniment with chords and rhythmic patterns. The bottom staff is a timeline with an annotation: "sax stutter + reverb" (measures 104-112).

111

sax stutter + reverb

sax stutter + reverb

118

*mf*

sax stutter + reverb

loop floor tom

125 F 10

Vibraphone *ff*

Pad (Probes)

sax stutter + reverb

sax stutter + reverb

sax stutter + reverb

delay

Samples

137 G

*ord.* *gliss.* *mf* *mf* *mf*

loop sax\_01

loop floor tom

loop sax\_02

micro looper

vol

micro pitch

sax\_multis.wav

start fade out glitch.wav

11<sup>152</sup>

*mf* *mf*

167

*mf* *mf* *mf*

182 **H**

*mf* *mp* *mp*

196

*mp*

*p*

*p*

gradually damp sounding keys

Electronics

vol loops  
micro looper

vol freeze

vol = 0%

Samples

vol

stop glitch.wav + sax\_multis.wav