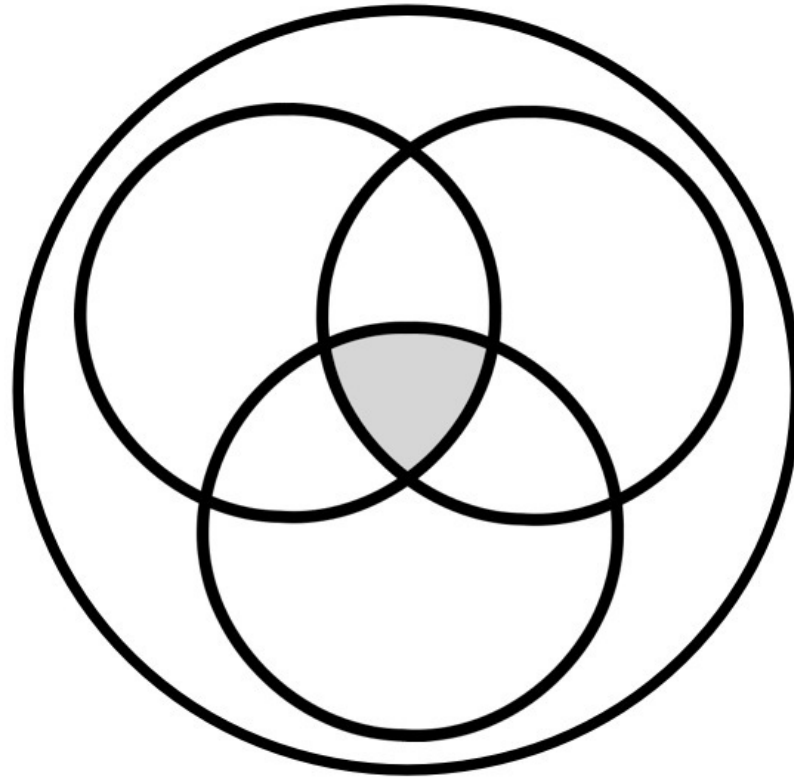


Coalesce [5]

for alto-saxophone and live electronics

Benjamin Van Esser

2014



First performance by Koen Dries and Ruben Olownia at **KCB Research Days 2014**,
Royal Conservatory Brussels

Duration \approx 3'

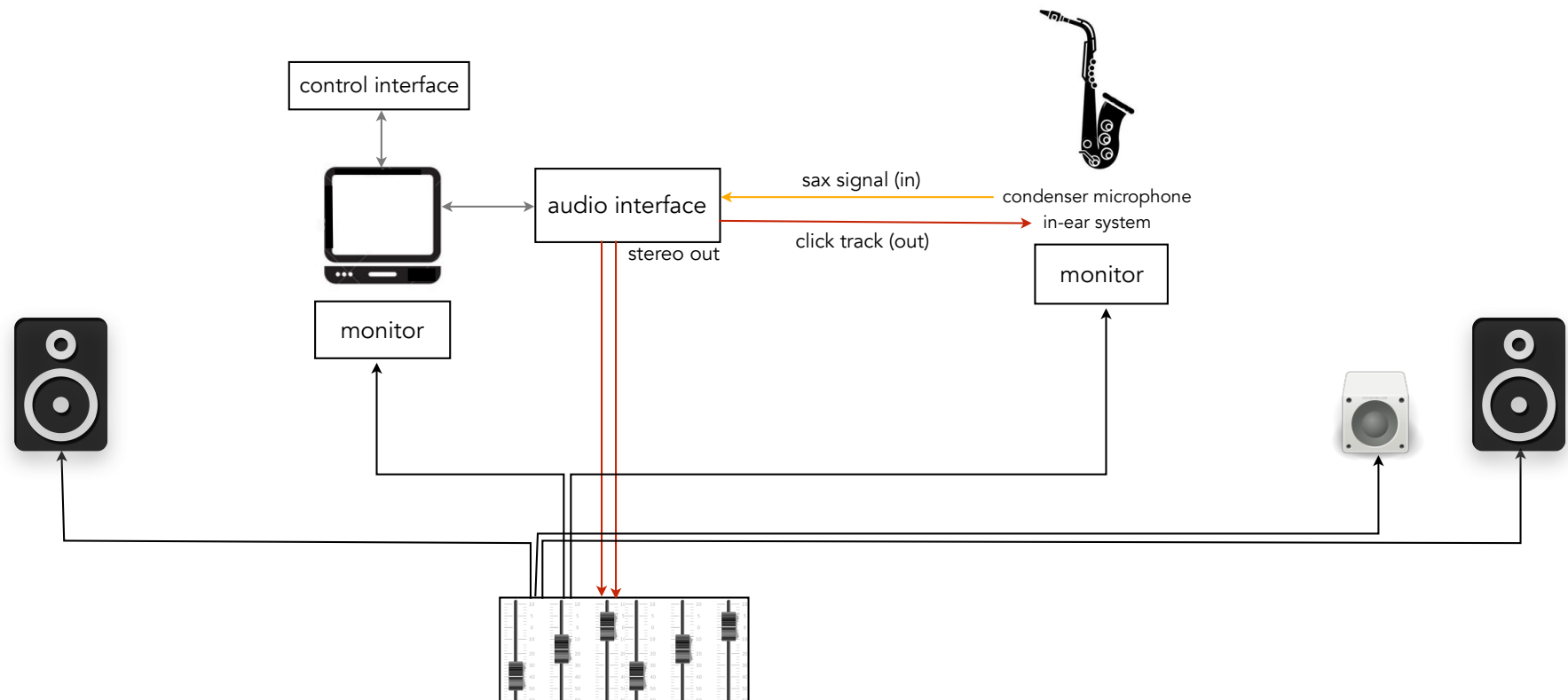
introduction, setup & performance notes :

about :

Coalesce [5] can be regarded as a study for computer based performers. It contains some typical issues regarding live performance of an electronics score. Although it might not be possible to perform every aspect of the electronics score without the use of automation, the objective should always be to perform as much as possible in real time, as precise as possible. The computer musician is free to choose which control interface and what type of software should be used for performance, as long as he/she approximates the instructions set in the performance notes/score.

Preferably the piece is performed in a duo setting (sax-electronics). However it is possible for the computer musician to perform the piece as a soloist, using the 'sax.wav' sound file.

performance setup :

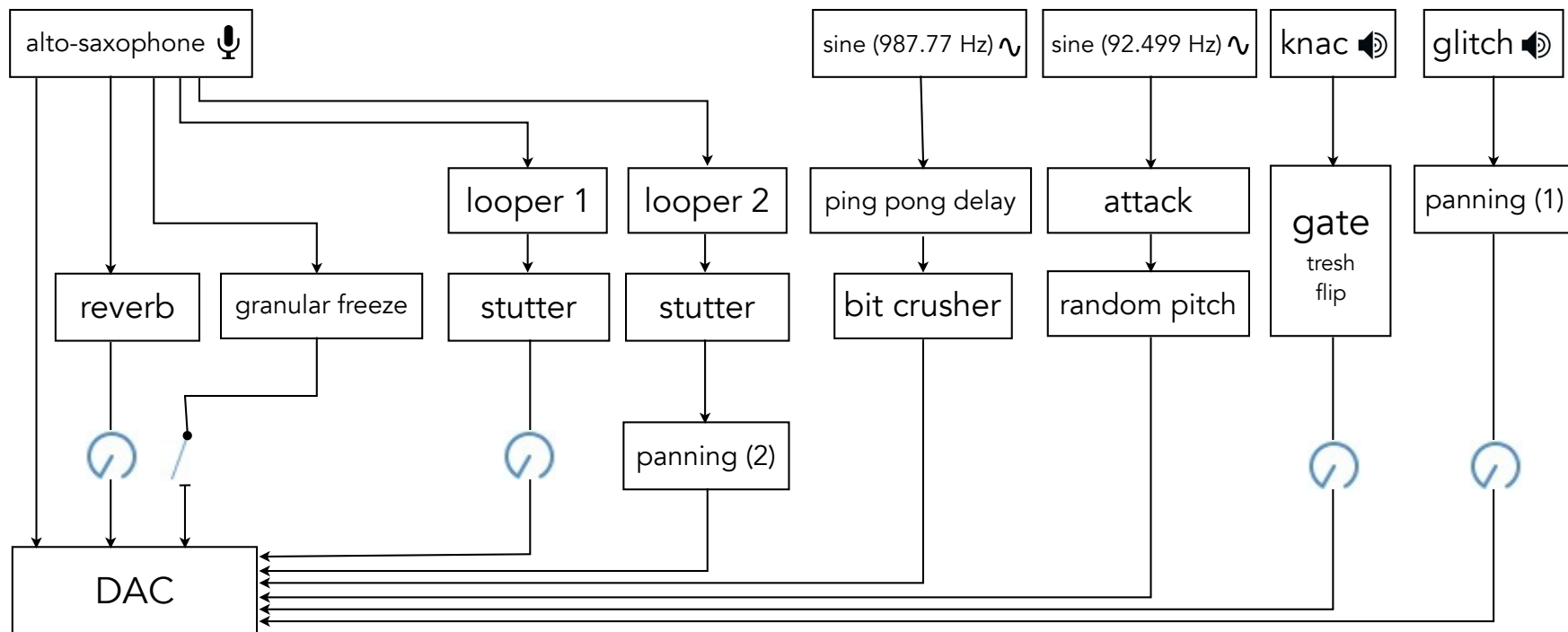


electronics - explanatory notes & scheme :

audio sources :

- alto-saxophone
- sine (987.77 Hz) : sine tone - sounding B5
- sine (92.499 Hz) : sine tone - sounding G2
- knac : sound file (wav)
- glitch : sound file (wav)

electronics scheme :



The electronics score only contains information on parameters that should be manipulated during performance. The effect settings mentioned below should be prepared before performance (parameters for live alteration in blue). As many of these effects hold more options than annotated, it's at the performer's discretion to apply them in a tasteful manner.

effect settings :

- ping pong delay : delay time : 625 ms
 feedback : 44%
 dry/wet (%)

- bit crusher : downsample resolution : 12
 bit depth : 16
 mix with original signal (%)

- random pitch : 82.407 Hz - 116.54 Hz

- attack : minimum 0 ms
 maximum 800 ms

- gate : return : 3 dB
 floor : -40 dB
 threshold (%), flip (on/off)

- panning : panning (1) : sinusoidal
 panning (2) : rectangular
 amount (-50, +50)

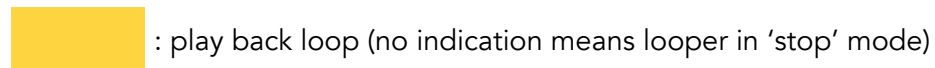
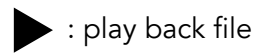
- stutter : . stutter time values should be quantized to the transport. minimum value : 1 32th note; maximum value : 1 quarter note.
 . the interval time at which stuttering can occur shouldn't be greater than 250 ms
 . when stutter is active the original audio signal should be gated
 density (%)

- granular freeze : grain size : 1Hz
 voices : 10
 position : at the performers discretion
 freeze (on/off)

- reverb : predelay : 2 ms
 size : 100 m
 dry/wet : 55%
 decay time : 2 s
 mix with original signal (%)

global notes :

- all initial values are notated in the first bar.
- first two bars : click track count-in



output volumes :

- saxophone : make sure the input signal is hot enough (no clipping)
output volume : -10 dB
- sine (987.77 Hz) : output volume : -3,4 dB
- sine (92.499 Hz) : output volume : 0 dB
- knac & glitch : control output volume (*see score*)
- looper 1 : control output volume (*see score*)
- looper 2 : output volume : -6,6 dB
- bit crusher : output volume : 0 dB
- granular freeze : output volume : -7 dB

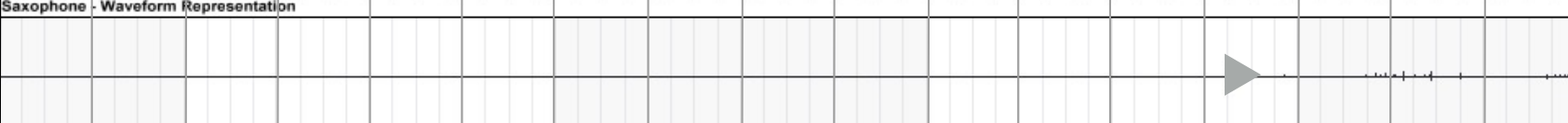


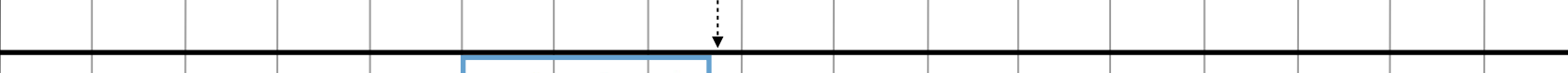
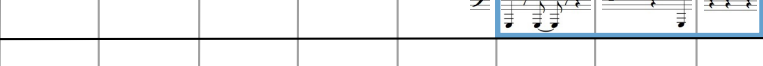
Although these values may differ depending on the hall size, the performer must maintain a balance relative to the imposed output values.

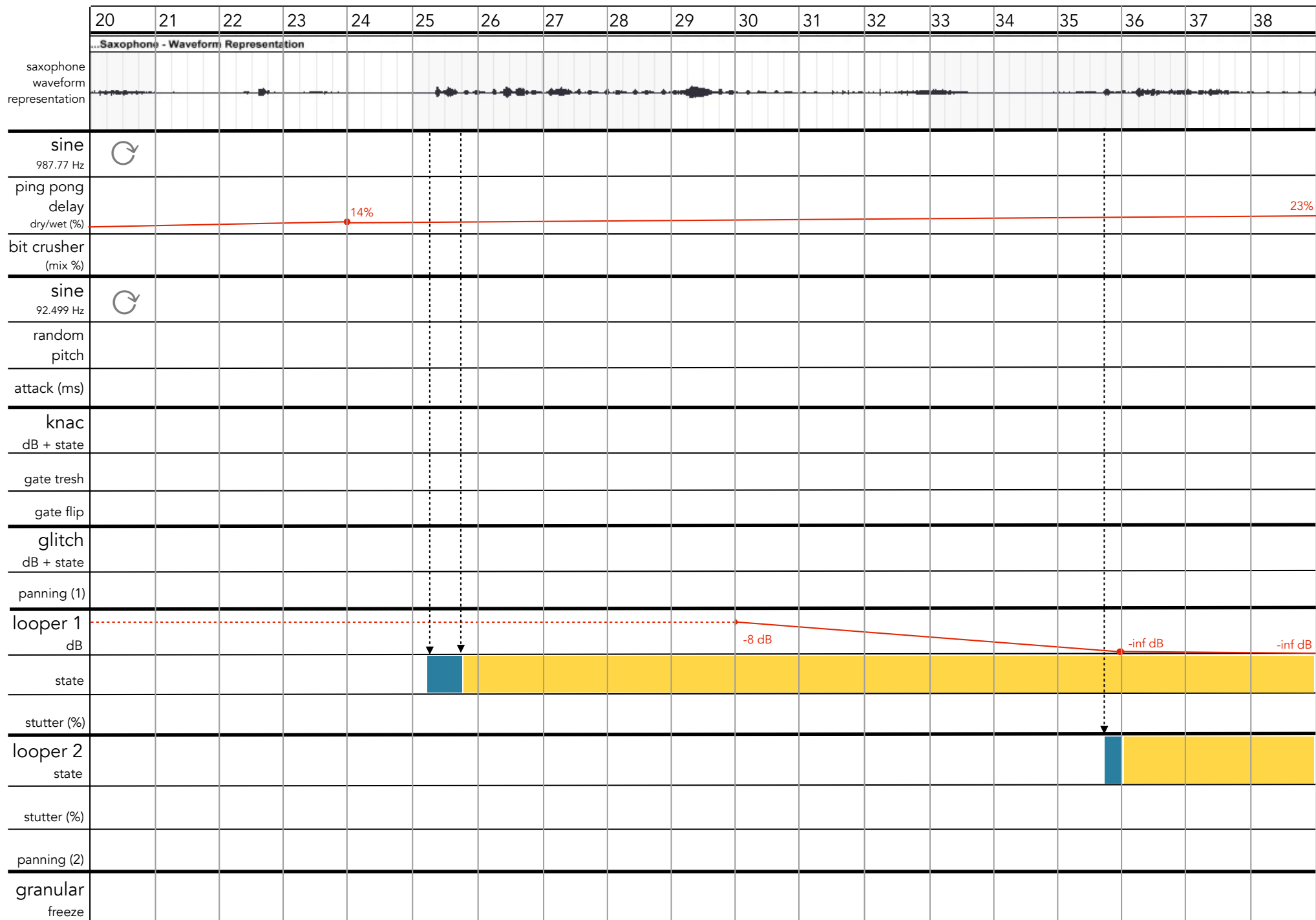
contact info :

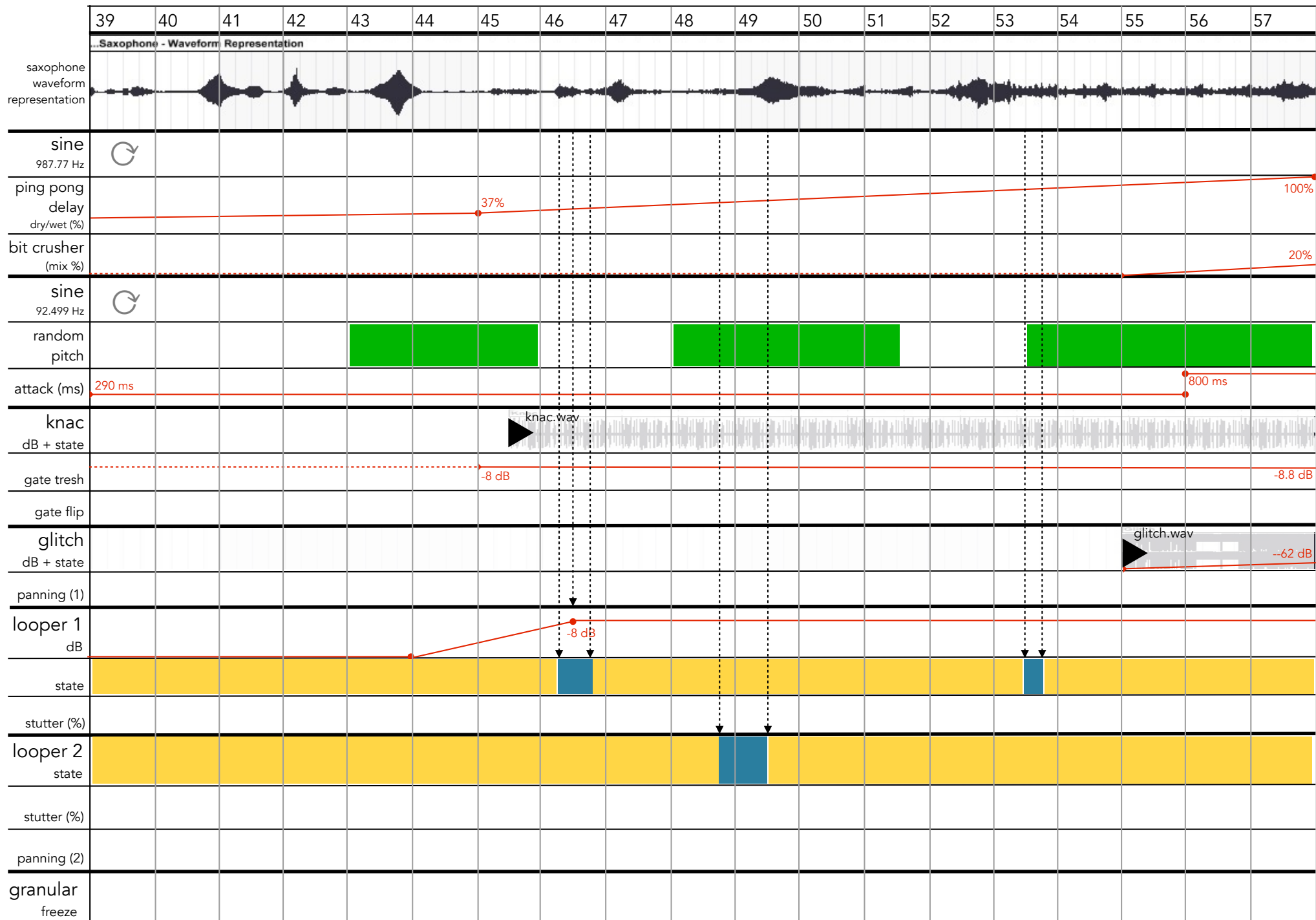
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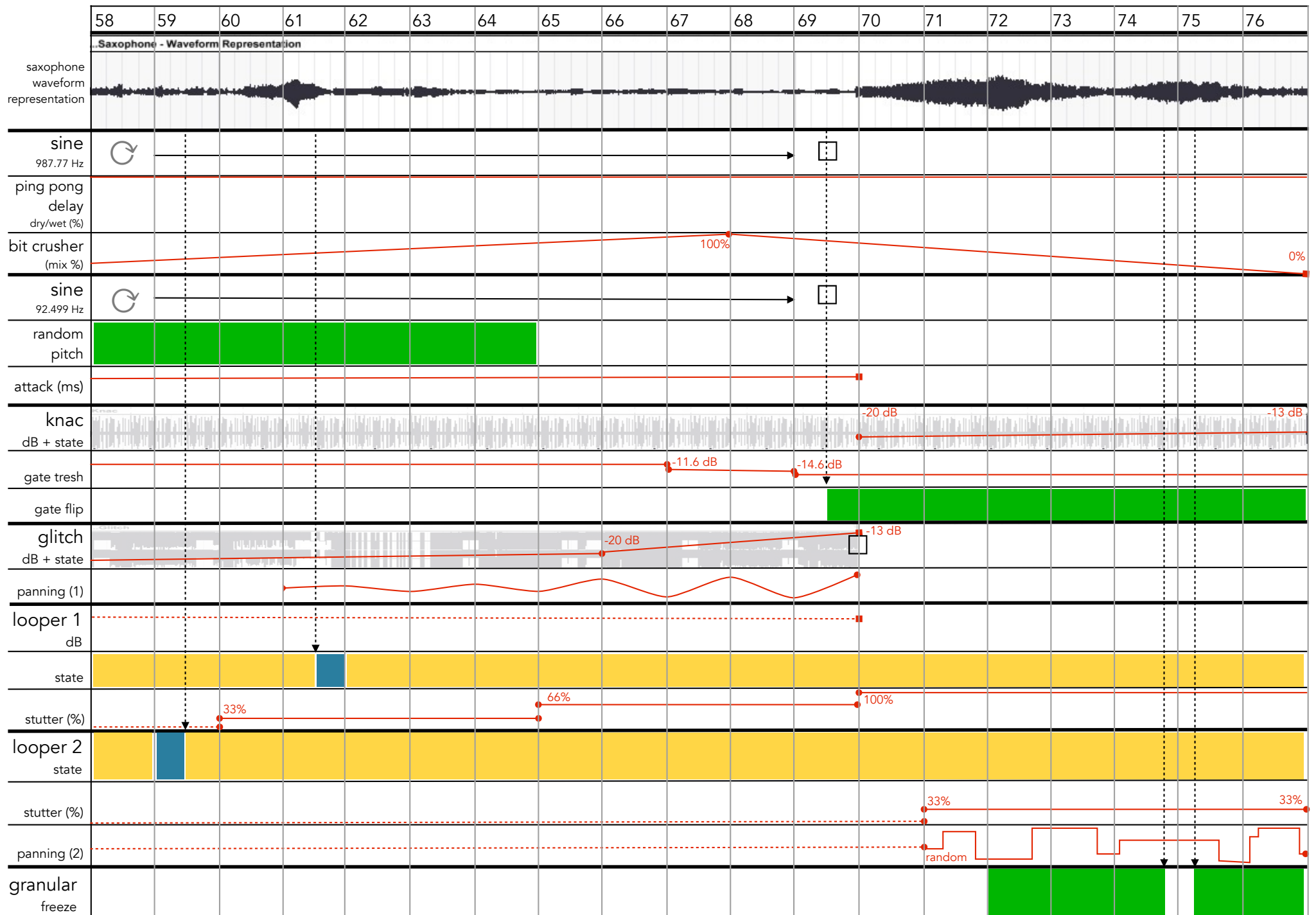
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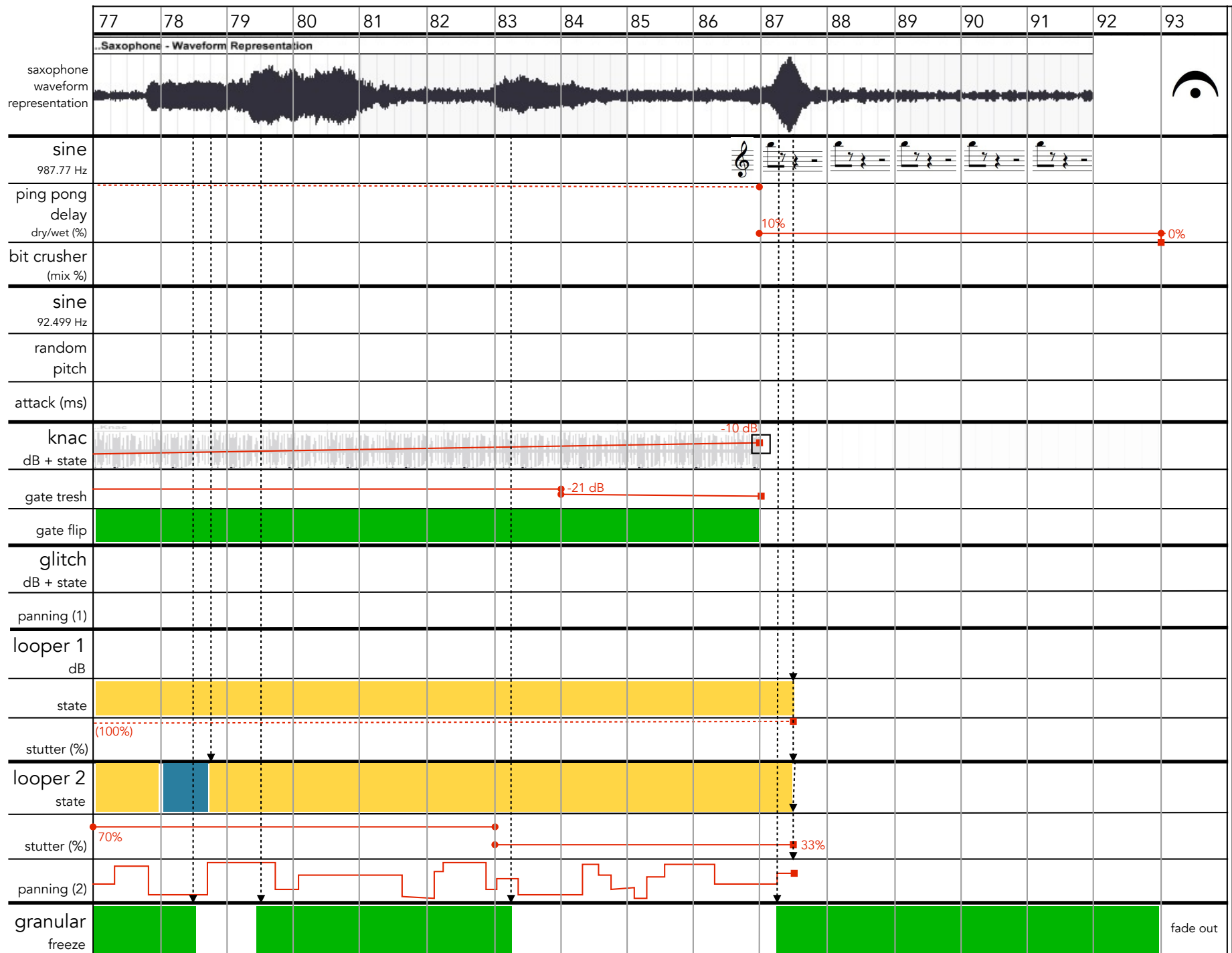
♩ = 120

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
saxophone waveform representation																			
sine 987.77 Hz																			
ping pong delay dry/wet (%)	ini 0%																		
bit crusher (mix %)	ini - 0%																		
sine 92.499 Hz																			
random pitch	ini off																		
attack (ms)	ini 0 ms																		
knac dB + state	ini -20 dB																		
gate tresh	ini -8 dB																		
gate flip	ini normal																		
glitch dB + state	ini -inf dB																		
panning (1)	ini center																		
looper 1 dB	ini -8 dB																		
state	ini stop																		
stutter (%)	ini 0%																		
looper 2 state	ini stop																		
stutter (%)	ini 0%																		
panning (2)	ini center																		
granular freeze	ini off																		









fade out