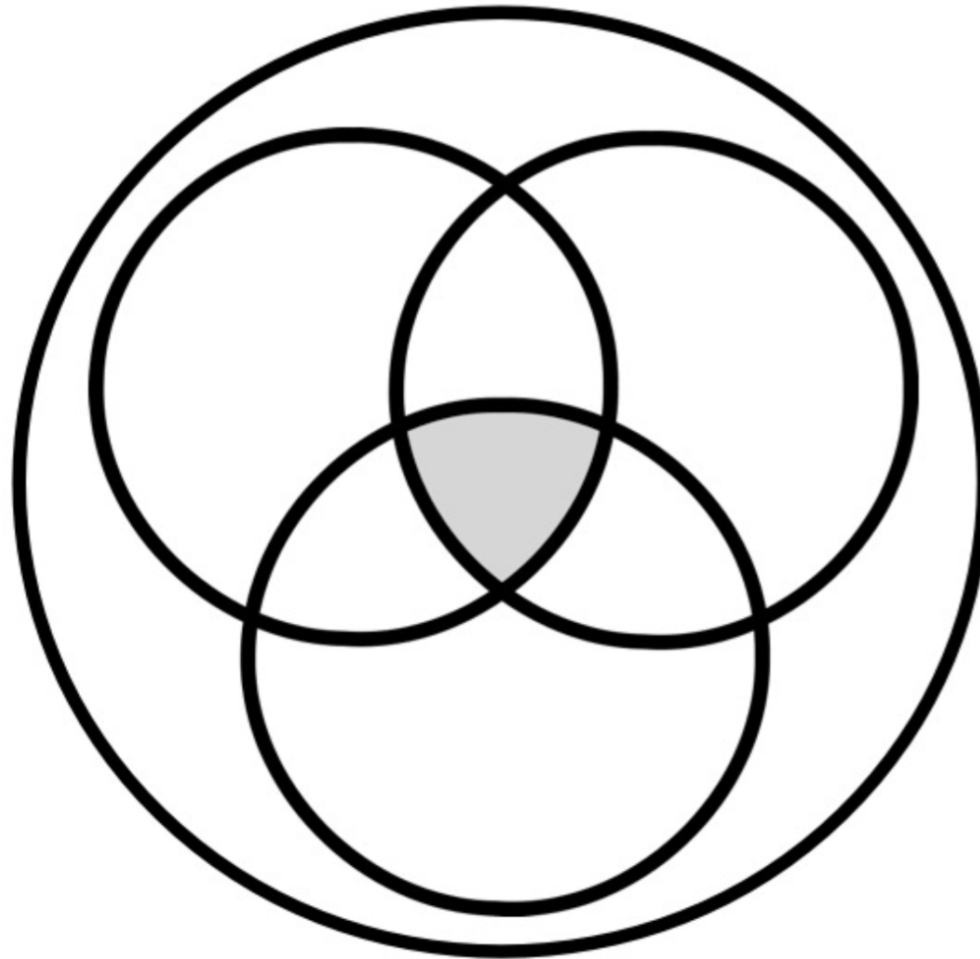# Coalesce [6]

for BCF2000 and live electronics

Benjamin Van Esser

2016

First performance by **Benjamin Van Esser** and **Vincent Caers**

[IN]VISIBLE - **Concertgebouw Brugge** - 12/2016

Duration ≈ 6'

ABOUT COALESCE [6]

Coalesce [6] for BCF2000 and live electronics is conceived as a guided improvisation with a score that only holds a couple of remarks regarding structure and dynamics. It is built upon a M4L device called 'CollidR' written for monome grids (128 or 256), which utilises the basic idea of 'Newton's Cradle'; Upon collision of two moving elements on the grid, an 'action' occurs after which the elements move away from each other, only to collide at a different place and time. These actions are translated in to control changes which manifest themselves as moving faders on a BCF2000, a control interface by Behringer. The sounds produced by these motorised faders serve as a sound source for real-time sound manipulation. Coalesce [6] is constructed solely on the use of real-time sound manipulation.

SETUP

- 1 BCF2000
- 1 balanced stereo pair of microphones to mic the BCF2000
- external audio interface (minimum 2ins-2outs)
- PA system (stereo) - 2 speakers are to be placed on both edges of the stage.

ELECTRONICS

- an ableton live performance set (Coalesce06_Performance.als) is available at the composers website. contact the composer for download and info.
- a monome grid 256 is required to perform Coalesce [6]. the live set mentioned above holds the Coalesce6_MonomeSetup.axmd Max For Live device which handles all grid mappings. An overview of these mappings can be found in the document *Coalesce 6 Performance Setup.pdf*. More info on Coalesce6_MonomeSetup.axmd can be found in the device itself (info)
- audio coming from the BCF2000 should be routed to track 2 *(BCF2000)*
- set up 1 virtual MIDI port. this port should be activated in the MIDI preferences in ableton live (in- and output). Coalesce6_MonomeSetup.axmd uses this port for MIDI routing. Accordingly, set up track 1 *(Coalesce6PS)* to send MIDI data to this port.
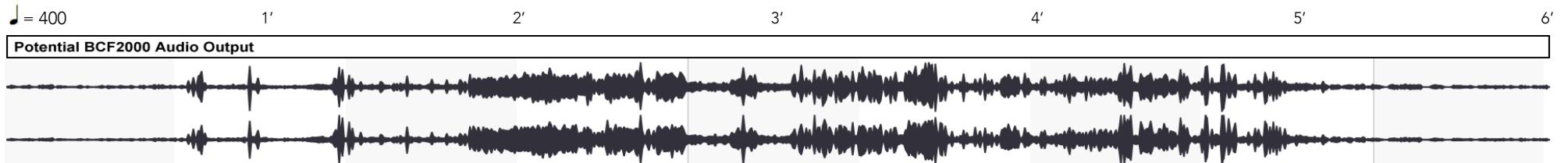
CONTACT INFO

- info@benjaminvanesser.be
- www.benjaminvanesser.be

Coalesce [6]

for BCF2000 and live electronics

Benjamin Van Esser
2016

♩ = 400   1'   2'   3'   4'   5'   6'

Potential BCF2000 Audio Output

CollidR (256 top half)

- slowly build up movement on the BCF2000 by gradually adding 'rows'. wide ranges only. start out with the 2 top rows at the same time (bounce collision action)
- add accents by quickly shifting a small range (2 keys) from the left to the right
- no action, turn off automation, random if activated
- gradually pick up speed (speed page)
- record automation: alternate between wide and small ranges in several rows at the same time -> play back automation. differentiate between various 'ball actions'
- record automation: alternate between wide and small ranges in several rows at the same time (use different approach than first time) -> play back automation
- stop automation, activate randomiser, gradually slow down (speed page), differentiate between various 'ball actions'
- stop randomiser, slowly go to wide ranges only, gradually decrease number of active rows until all movement stops

CCs (256 bottom half)

- gradually open volume on *corpus 1,2 and 3* -> one channel after the other
- activate *Blip Trigger Device*
- gradually open *feedback networks* volume
- gradually lower pitch on corpus 1,2 and 3 (*grain delay devices),* sporadically activate/deactivate the beat repeat effects
- gradually lower frequency on corpus 1,2 and 3 (*grain delay devices)*, gradually open volume on *glitch* and *sub* channels, activate/deactivate the beat repeat effects more often, activate *glitch*
- gradually bring up pitch and frequency on corpus 1,2 and 3 (*grain delay devices)* to initial level, gradually close volume on *feedback networks, glitch* and *sub* channels
- deactivate *glitch*, gradually close volume on corpus 1,2 and 3 -> all channels at the same time