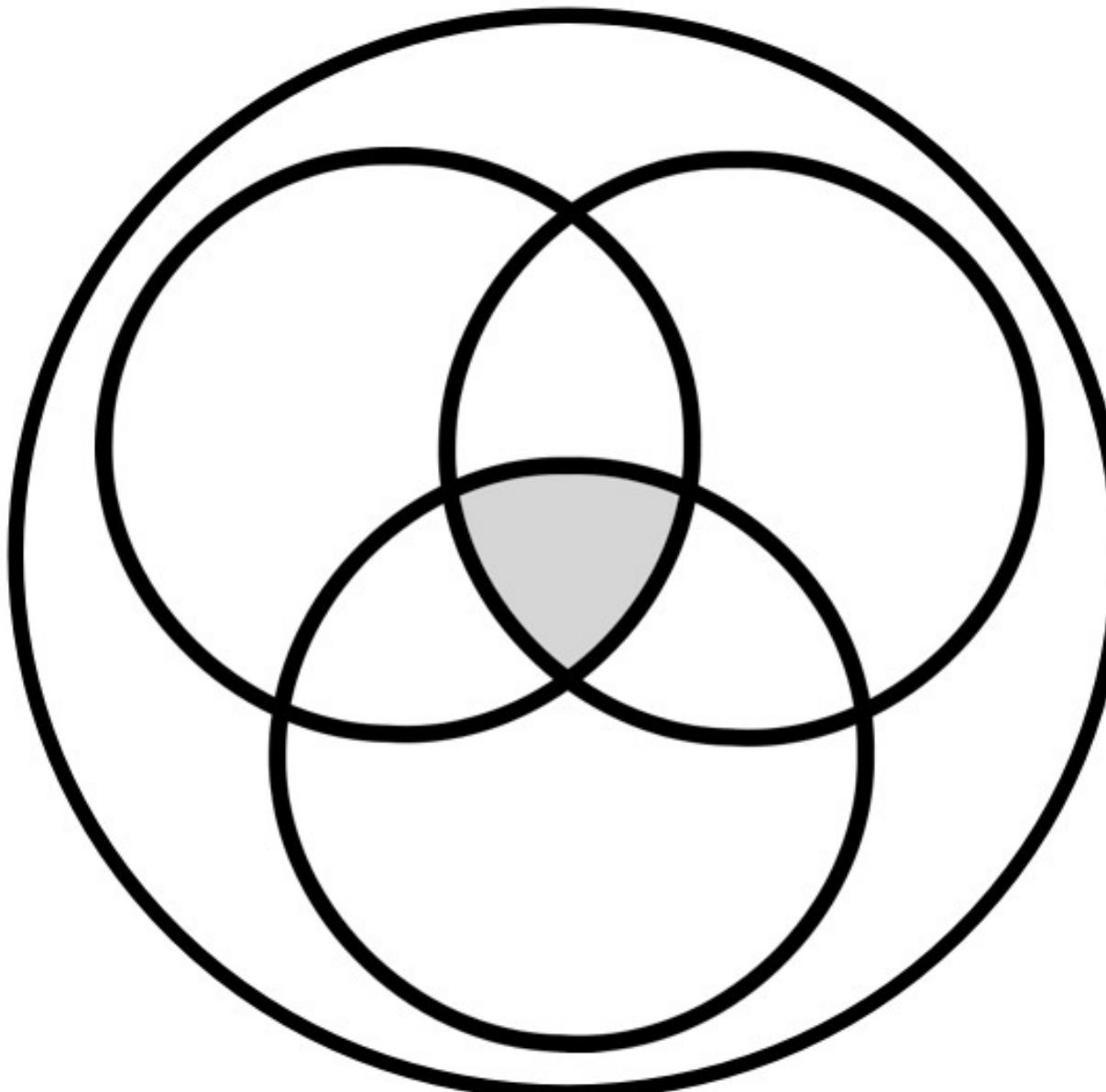


Coalesce [2]

for 2 pianos & electronics

Benjamin Van Esser

2013



Coalesce [2] was commissioned by **TRANSIT Festival**

First performance by **ChampdAction PianoDuo** at TRANSIT Festival 2013, STUK Leuven

Duration ≈ 12'

Setup & Performance Notes :

SETUP

- 2 pianos are to be placed in an interlocked position.
- Audio (per piano) : . 3 condenser microphones → 2 to create stereo image → to mixing desk
→ 1 as input source for the electronics → to electronics setup → to mixing desk
 - . 1 monitor (feedback electronics for pianist)
 - . 1 pair of in-ears (click track/performance instructions for pianist)
- 2 speakers (stereo) : *front of house or behind the pianos (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 Coalesce02_PerformanceSet_Live0x.als to initialize all parameter values
 - . setup audio interface under Preferences/Audio and edit I/O settings for tracks *Pno01Live* and *Pno02Live* in session view
 - . configure click track
 - . set buffer size to 128 (or less) samples (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*
- All electronics (including tape) are fully automated.
- In order to avoid artefacts, the system used to perform the electronics should incorporate no less than a 2.6 GHz quad core processor. 4GB RAM or more is advised.
- Use Ableton 8.4.1 or higher (both Live 8 and Live 9 session files are available from the composer).
- Since all electronics are automated it is desirable to rehearse the whole piece in the hall of the performance (editing the electronic's output levels might be necessary).
- The sound engineer should provide the audience with an optimal mix of both live and electronic output. A TouchOSC and 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 hexler.net and/or liine.net. Alternatively, any other control interface can be configured according to the included MIDI mapping chart.

SCORE

- A to F : both pianists are to improvise on each given set of notes, taking into account the specified note value, dynamic, articulation and density (5=high ; 1=low) of each cell.
- C to F : accentuate notes at random. notes provided with a specific type of articulation must be performed as indicated in the score.
- D : the boxed motive should be repeated throughout this section. All other improvisation should be based on this motive.
- I : gradually start accentuating notes inside the tremolo figure.
- J : diamond shaped noteheads provide a rhythm to which random notes from the tremolo note sets should be improvised;
- K : rapid upward/downward motion should be comprised of random notes.
- L to M : gradually increase note duration on D4 (hold D4 while playing the other notes)
- N to O : gradually decrease note duration on D4
- Last bar : pianists should keep the tension until the reverb has faded away.
- Electronics and tape parts only display significant electronic events. They serve as guidelines for the sound engineer and provide the pianists with 'repair points'. A color coded score , in which colored passages serve as guidelines for mixing the electronics and tape, is also provided. A full graphical score on electronics and tape can be derived from the accompanying Ableton Live set.

CONTACT INFO

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

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Piano 1

Piano 2

Electronics 1

Electronics 2

Tape

27

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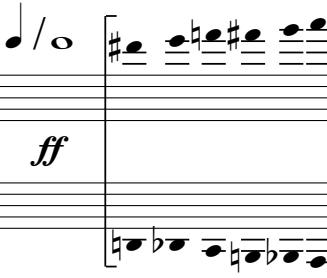
D  x 19 density 3

E  x 15 density 3

F  x 13 density 2

 x 19 density 3

 x 15 density 3

 x 13 density 2

beat repeat chance : 20%
pitch decay : 0%

looper01 play

looper02 record

rev04.wav play

looper02 play

looper01 record

rev05.wav play

looper01 play

looper02 record

rev06.wav play

beat repeat chance : 0%

This image shows a complex musical score and its corresponding control tracks. The top section displays two staves of musical notation with various dynamics (e.g., fff, ppp, mf, mp) and performance instructions (e.g., clusters, density 2, density 1, x 11, x 10, pedal throughout). The bottom section contains three parallel tracks for audio processing:

- Volume Fader:** A track showing a volume envelope starting at 0% and rising to 65%.
- Looper 01:** A track with four states: play, record, play reversed, and play 1/2 sp. It includes volume and speed controls labeled "vol grain freeze" and "looper01 volume + speed".
- Looper 02:** A track with a "play" state.

238

249

K

fff sub

l.v.

8va

8vb

grainfreeze pingpong delay delay time : 430 ms
unfreeze +device off on

looper01 stop

glitch.wav stop

This figure displays a musical score for orchestra and digital instruments. The score is divided into two main sections: measures 258-264 and 265-271.

Measures 258-264:

- Orchestra:** Two staves of violins play eighth-note patterns. The first violin has dynamics **p**, and the second violin has **l.v.**
- Drums:** Four staves of drums play eighth-note patterns.
- Digital Instruments:** A staff for "looper01" shows a "record" action.

Measures 265-271:

- Orchestra:** Two staves of violins play sixteenth-note patterns. The first violin has dynamics **ff** and **f sub**, and the second violin has **ff** and **f sub**. The first violin also includes markings **L**, **marcato**, and **8vb**.
- Drums:** Four staves of drums play sixteenth-note patterns. The first drum has **8vb** and **8va** markings.
- Digital Instruments:** A staff for "looper01" shows "play reversed" and "pingpong delay off". Another staff shows "beat repeat" and "buffer shuffler on". A third staff shows "chance 0%" and "buffer shuffler dice : 100%".

271

8vb 8va 8va 8va 8vb

275

8vb 8va 8va 8va 8vb

278

M

martellato

piu f

8va

8vb

martellato

piu f

70%

0%

281

12/8

18/8

12/8

18/8

12/8

18/8

12/8

18/8

12/8

18/8

12/8

18/8

284 N

H 18

18

18

288 O

reverb pno 1
20%

freeze

292

P

292

P

8va

freeze

reverb pno 2
20%

freeze

297

Q

297

ff

ff b

8vb

random speed : 1000 ms

microlooper
on cresc al fine

audbeat.wav
play

Musical score for orchestra and piano, page 11, measures 316-317. The score consists of five staves. The top two staves are for the piano (treble and bass clef), followed by three staves for the orchestra: first violin, second violin, and cello. Measure 316 starts with a forte dynamic in G major. Measure 317 begins with a piano dynamic in E major. Various dynamics (forte, piano, sforzando) and articulations (staccato dots, accents) are used throughout the measures. Measure 317 concludes with a dynamic marking of $\frac{8}{8}$ va.

324

10

332

11

340

This page contains eight staves of musical notation. The top two staves are treble clef, and the bottom two are bass clef. Measures 1 through 8 show various note heads and stems, mostly eighth notes, with some sixteenth-note patterns. Measure 8 includes dynamic markings: *ff*, *v.*, and *8va*. Measure 8 ends with a repeat sign and a double bar line.

This page continues the musical score from measure 8. It consists of eight staves, with the top two being treble clef and the bottom two bass clef. Measures 9 through 16 show a continuation of the rhythmic patterns established in the previous measures, with various note heads and stems. Measure 16 ends with a double bar line.

This page continues the musical score from measure 16. It consists of eight staves, with the top two being treble clef and the bottom two bass clef. Measures 17 through 24 show a continuation of the rhythmic patterns established in the previous measures, with various note heads and stems. Measure 24 ends with a double bar line.

346

R

ff

v.

8va

8vb

This page begins with a repeat sign and a dynamic marking *ff*. It consists of eight staves, with the top two being treble clef and the bottom two bass clef. Measures 1 through 8 show a continuation of the rhythmic patterns established in the previous measures, with various note heads and stems. Measure 8 ends with a repeat sign and a double bar line.

ff

v.

8va

8vb

This page continues the musical score from measure 8. It consists of eight staves, with the top two being treble clef and the bottom two bass clef. Measures 9 through 16 show a continuation of the rhythmic patterns established in the previous measures, with various note heads and stems. Measure 16 ends with a double bar line.

This page continues the musical score from measure 16. It consists of eight staves, with the top two being treble clef and the bottom two bass clef. Measures 17 through 24 show a continuation of the rhythmic patterns established in the previous measures, with various note heads and stems. Measure 24 ends with a double bar line.

2

Musical score for orchestra, page 358, measures 1-10. The score consists of two staves. The top staff features woodwind instruments (Flute, Oboe, Clarinet, Bassoon) and the bottom staff features brass instruments (Trombone, Horn). The key signature is A major (three sharps). Measure 1: Flute and Oboe play eighth-note chords in octaves above the bassoon. Measure 2: Trombone and Horn play eighth-note chords in octaves below the bassoon. Measures 3-4: Trombone and Horn play eighth-note chords in octaves below the bassoon. Measures 5-6: Trombone and Horn play eighth-note chords in octaves below the bassoon. Measures 7-8: Trombone and Horn play eighth-note chords in octaves below the bassoon. Measures 9-10: Trombone and Horn play eighth-note chords in octaves below the bassoon.

