for bassoon and live electronics

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Approximate Duration: 5:30

Performance Setup:

The bassoonist is to play into two microphone, one over the bell and one in front of the left-hand keys, throughout the duration of the piece. The output of the microphones will run into a computer for live sound processing. Ableton Live is the suggested program for live processing, however it is not mandatory that this be the software used. The output of the computer will run into a mixer that will control four speakers which are to be placed at each corner of the audience seating area. Two speakers of the four may be placed on the stage, facing the audience from the front. These two speakers may also be used in this position for a two-channel stereo version of the piece.

Effects To Be Used (Suggestions within Ableton Live):

- Auto Pan
- Grain Delay
- Reverb
- Frequency Shifter

Performance Notes:

General:

- The notation is written in spacial notation in which the tick marks represent one click of a metronome at 60bpm.
- Eighth note grace figures (those with a single beam) are to be played ad libitum. The Rhythm of the figures is left to the performer's discretion.
- Sixteenth note grace figures (those with two beams) are to be played as fast as possible.

Electronics:

- The live electronics part ("Live Processing") is improvised throughout the piece.
- The dotted lines indicate which effect is to be running when, but do not indicate levels or any specific parameters of those effects: These are improvised by the electronics performer.

Bassoon:

- Thick lines after a notehead, with no stem, indicate that is note is to be sustained for the duration of the line.
- Improvisatory passages are indicated with boxes. The pitches and the duration of the passage are indicated.
- Diamond noteheads indicate notes to be blown without pitch (without engaging the reed).
- X noteheads indicate a key slap in conjunction with a tongue slap.

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