L2Ork Tweeter "Territorio Prismático"
Score
Composed for the version 0.80
Premiered on December 5, 2023
https://www.youtube.com/user/VTDISIS
https://youtu.be/6oVbAWTlp-E?si=RaCd6dsWSSvuSxdF
http://facebook.com/L2Ork
Loop length 11429 ms

General Setup: Conductor should load Territorio-Prismatico.pd. All patches are located in the Patches subfolder.

- ➔ **Prep**
  - ◆ Part 1
    - ● Make sure you are muted
    - ● Load loop 2 and preset 2
  - ◆ Part 2/Part 2 2024
    - ● Make sure that you are muted
    - ● Load **Preset 1 and Loop 1** and stay muted
    - ● **Refer to Part 6**
  - ◆ Part 3
    - ● Preset 1 and Loop 1 (electrikick)
    - ● Start muted
  - ◆ Part 4
    - ● Preset 1, Loop 1 – start muted
  - ◆ Part 5
    - ● …
  - ◆ Part 6
    - ● Load up **Preset 1** (shift+z) and **Loop 1** (shift+q).
    - ● Start muted, while making sure you can pull up your overdrive level when it's your time to come in.
  - ◆ Part 7
    - ● …
  - ◆ Part 8
    - ● …
  - ◆ Part 9
    - ● …
  - ◆ Part 10
    - ● Start muted with **Preset 1 and Loop 1**
  - ◆ Part 11
    - ● Make sure that you are muted.
    - ● Load **Preset 1 and Loop 1 Shift + Q and Shift + Z)**- Cosmic Whistle.

- Everyone will be playing before you. Listen for the bass. (Parts 12 and 10)
- Also, listen/look for Parts 6, 2, and 3.
  - ◆ Part 12
    - Load the first session (canada-start), using the **leftmost session load button** in the **Territorio-Prismatico.pd** conductor patch, and **sync everyone**.
    - Make sure everyone is ready.
- ➔ **Opening** (approx. 2-3 minutes)
  - ◆ Part 1
    - Wait until most parts are in
    - Slowly fade in loop and preset 2
    - Start at -96 and start dropping pitch using the arrow until -196
    - Then back up to -96 again (slowly)
    - Use shift+mouse to drop slowly mod amp and start fading out
    - Prepare to change preset and loop to n°7
  - ◆ Part 2
    - About half way through the first section gradually raise your volume to a desired amount but still on the lower end and stay unmuted until about Part 8 transitions to their melody they play in section 2. At this point, fade out.
  - ◆ Part 3
    - Wait a couple of bass patterns to Unmute yourself with "single quote" and start the drumloop (you should unmute yourself at the end of your loop, so you make like a little drumm fill)
    - Notice that the higher notes on this presets work as a drum snare, and lower notes as kicks. Play moving the snares from left to right on the loop so you add a little more groove.
    - Also play muting yourself before the fill at the end of the loop
    - Add some kicks just before some of the snares to creat a groovier feeling
    - Change to LOOP 2. It's a drumloop that works as a transition from LOOP 1 to LOOP 3. (Loop 3 is half speed as loop 1)
    - Play with the pitch, if you go an octave higher for a little moment that makes the snare brighter, but less punchy
    - Change to LOOP3
    -
  - ◆ Part 4
    - Unmute w/ part 11 (you're both melodies) (most parts come in earlier)
      - ○ Optional: when you do unmute, only play the end of the pattern, then later add in the start, too
    - Mute towards the end of this section, when things get funkier
  - ◆ Part 5
    - …

- ◆ Part 6
  - ● **Preset 1** (shift+z) and **Loop 1** (shift+q)
  - ● Come in when cued.
  - ● Be very conservative with changing this part during this section. The only changes that should be made are to panning using the left and right arrow keys and briefly jumping up an octave using the up and down arrow keys.
  - ● Listen to when everyone else begins to transition into the next section and quickly fade out.
  - ● **Delete your loop pattern** using backspace once you've faded out.
- ◆ Part 7
  - ● …
- ◆ Part 8
  - ● Make sure you have **loop 2** and **preset 1** loaded.
  - ● After some time start raising the volume and alternating **loop 2** and **loop 3** alongside parts 10 and 12.
- ◆ Part 9
  - ● …
- ◆ Part 10
  - ● Start muted with **Preset 1 and Loop 1** and begin fading in until reach mid OVR-LVL
  - ● Every bar change between **Loop 1 and Loop 2** (in sync with parts 8 and 12)
  - ● After 10-15 seconds bring up the **Mod level** from 300 to no more than 600 and wait until the other parts start playing
  - ● Keep alternating **Loop 1 and Loop 2** and change the to **Preset 2** (depending on the other parts adjust mod lvl)
  - ● Keep alternating **Loop 1 and Loop 2** and change the to **Preset 3** (depending on the other parts adjust mod lvl)
  - ● When cued, start to fade out in no more than 5 seconds
- ◆ Part 11
  - ● Load **Preset 1 and Loop 1 (Shift + Q and Shift + Z)** - Cosmic Whistle.
  - ● Everyone will be playing before you. Listen for the bass. (Parts 12 and 10)
  - ● Also, listen/look for Parts 6, 2, and 3.
  - ● Start at the end of the section, use the single quote to mute yourself and increase yourself.
    - ○ You are the binding between the 1st and 2nd Sections in part, so make sure you utilize muting and panning when you can. Make sure to keep the loop as fresh as you can.
- ◆ Part 12
  - ● Fade in and coordinate with **part 10**.
  - ● As the **part 10** establishes its presence, transition to **preset and loop 2** (**Shift+W Shift+X**).

- Play with **subtle panning** and some **transposition**. Explore **mod amp** between 100 and 250.
- Cue beat, then other parts until everyone has joined. As soon as everyone is in, within 2 repetitions, cue others to start fading out, except for beat parts **1, 3, and 6**.
- Instruct part 10 to fade itself out at the end of the loop and transition to **preset and loop 3** (**Shift+E Shift+C**).
- After couple of repeats, move to **preset and loop 4** (**Shift+R Shift+V**).
- After couple of repeats, move to **preset and loop 5** (**Shift+T Shift+B**), then **cue part 10** to start its middle section bass line.

➔ **Middle** (approx. 3-4 minutes)
  ◆ Part 1
    - **Load loop 7 and preset 7**
    - Work with pitch and delay
    - Use feedback: to the top and softly down.
    - Switch to **loop 9 and preset 9** and change time length to half using sync controls.
    - Then play with panning, attack of 2nd envelope, delay, wave shapes.
    - When getting closer to transition, get the pitch down to 0.
    - **Prepare to load loop 10 and preset 10**
  ◆ Part 2
    - Load **Preset 3 and Loop 3**. In this section you will have to alternate between **Loop 3 and Loop 4** every time you finish a loop. Do this in sync with Part 8 until the end of the second section. At the end of the section, fade out.
  ◆ Part 3
    - …
  ◆ Part 4
    - Start out muted!
    - Load preset/loop 2
    - Unmute after a while, when the character changes to be more melodic.
    - Eventually take it up an octave. Play w/ the panning.
  ◆ Part 5
    - …
  ◆ Part 6
    - Make sure your loop pattern is empty.
    - Load **Preset 2** (shift+x), then pull down the overdrive level.
    - (Optional) pull the echo FB slider all the way to the left as well, for a cleaner entrance.
    - Load **Loop 2** (shift+w).
    - Pull up your overdrive level to just above the R.
    - Play with panning (left and right arrow keys), transposition (up and down arrow keys), and (optionally) echo FB.

- When it's time to transition to the last section, pull down your overdrive level (and echo FB if you have it engaged), and **delete your pattern**.
- Part 7
  - …
- Part 8
  - Eventually change to **preset 2** and start alternating **loops 2 and 3** again with part 2.
  - After a while strat fading out.
- Part 9
  - …
- Part 10
  - While muted load **Preset 4 and Loop 4**
  - Wait for cue and unmute (mid OVR-LVL)
  - Adjust levels and parameters accordingly to the other parts (keep OVR-LVL in mind)
  - Alternate freely Loop 4 and Loop 5
  - Keep on adding reverb slowly
  - Change to Preset 5 and adjust levels
  - Bring down the dry level and make sure to end this part with little to no dry and a lots of reverb
  - When cued, start to fade out in no more than 5 seconds

- Part 11
  - Load **Preset 4 and Loop 4 (Shift + R and Shift + V)** - Acoustikick Reloaded.
    - Make sure to do this while muted from before.
    - Maybe fade in slowly, if not, maybe jump to the top OVR LVL.
  - Make sure to work with pitch, likely upward.
  - If anything, sync with Parts 10 or 12.
    - You won't do this for long before the last section.
- Part 12
  - **Fade out and mute**. Load **preset and loop 6** (**Shift+Y Shift+N**). Jump in to provide rhythm throughout this section as soon as other parts have been established.
  - Consider improvising with the ending part of the pattern using **hover mode** and **adding 'q' notes** on the last 4 beats of the loop.
  - Use **' key** to selectively mute the rhythm. **Transpose** selectively. **Increase echo** and eventually **reverb**. Diminish the **dry output** and end with a fully reverberant **end of the loop** ('qqqq').
  - Load **preset and loop 8** and play play only the first half (muting the rest using **' key**). Wait for **part 10** to fade out.
  - Play the entire loop (both halves) 2 times, then mute for 1 loop. Make sure to have **part 11** fade in during this time with its 3rd section melodic material. **Cue part 10** using the conductor patch.

- ➜ **Last Section and Ending** (approx. 3-4 minutes)
    - ◆ Part 1
        - ● Load loop 10 and preset 10, slowly fade in, volume shouldn't be higher than the middle bar.
        - ● Play with delay and pitch
        - ● Slowly take down mode amp score
        - ● Use a saw wave shape if you're feeling it, if not, just fade out.
    - ◆ Part 2
        - ● Immediately load **Preset 2 and Loop 2**. You should still be muted at this point but right after loading, gradually fade in. Let this part continue looping until everyone begins fading out at the end. Feel free to gradually pan from left to right and back as the section continues on. Once everyone begins fading out however, you will fade out with them.
    - ◆ Part 3
        - ● …
    - ◆ Part 4
        - ● Open Sync controls
        - ● Load preset/loop 3
        - ● Change tempo to match Part 3 (11429/2=5714.5)
        - ● Unmute no more than once per phrase, at the start, to echo Part 3.
    - ◆ Part 5
        - ● …
    - ◆ Part 6
        - ● Make sure your loop pattern is empty.
        - ● Load **Preset 4** (shift+v) and pull down the overdrive and echo FB levels.
        - ● Load **Loop 4** (shift+r).
        - ● Pull up overdrive when conductor cues or after part 3 has played their part for a little while.
        - ● After a bit, turn the echo FB slider *almost* all the way up (all the way up will cause a feedback loop), and begin playing with panning (left and right arrow keys) and transposition (up and down arrow keys).
        - ● You can also use the ' and Enter keys to drop in and out of the mix intermittently, leaving only the echo to play.
        - ● Fade out the overdrive level and THEN the echo FB slider when the piece ends.
    - ◆ Part 7
        - ● …
    - ◆ Part 8
        - ● After a while, shift to **loop 4** and **preset 3,** make sure to always pan, and play with the mod amp, eco and reverb to keep it interesting.
        - ● Play with the volumes as well, silencing parts of the loop/
    - ◆ Part 9
        - ● …

- ◆ Part 10
  - ● While muted load **Preset 6 and Loop 6**
  - ● Wait for cue and unmute (mid OVR-LVL)
  - ● Adjust levels and parameters accordingly to the other parts (keep OVR-LVL in mind)
  - ● Alternate freely **Loop 6, Loop 7 and Loop 8** (when on **Loop 7** try to bring down the octave)
  - ● Keep on adding reverb slowly
  - ● Change to **Preset 7** and adjust levels to match the rest
  - ● Bring down the dry level and maybe change waveform sine to tri
  - ● After a while load **Preset 8** (which is almost only reverb) and stay there
  - ● When other start to fade out change back to **Preset 7** and reduce de amount of dry until it combines well with part 3
  - ● When cued, mute everything before it reaches the last note

- ◆ Part 11
  - ● Come in very early to start the section.
  - ● Cue **Preset 7 and Loop 7 (Shift + U and Shift + M)** - Wii Sounds to start the third section.
    - ○ Slowly bring the OVR LVL to the middle point, potentially higher.
  - ● Watch for panning with Part 12.
  - ● You can transpose up and down; look at -16 or 44.

- ◆ Part 12
  - ● Mute your part using **' key** as soon as the **part 10** enters.
  - ● Load **preset and loop 9** (**Shift+O Shift+.**).
  - ● Fade in, coordinating with **part 11**. Improvise using **transposition, panning,** and eventually **echo**. Allow for all other parts to go through their material and to build-up the texture. Coordinate panning with **part 11**.
  - ● Saturate **echo** using higher transposition and fade loop out, leaving only the slowly dissipating echo.
  - ● Cue other parts to start fading out, except for **parts 1, 3, and 10**. Cue part 1 to fade out.
  - ● Once the texture has thinned out, leaving only **parts 3 and 10**, inform all performers of the ending and **cue muting of the part 10** (before beat 40) and immediately afterwards also cue **part 3 muting at the end of the part 10 loop** (beat 63, part 3 will be on its second repetition due to its loop length being twice as short as part 10) **using the conductor patch**.