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FLEURIE

For 1 to 4 Acoustic Instrumentalists
and Generative or Live Electronics

2022 (revision 2025)

About Fleurie

Fleurie is a versatile open musical software environment that invites and enables performers to explore and create an electroacoustic piece of music in real-time. Up to 4 acoustic instrumentalists can join in a session of Fleurie, either accompanied by generative electronics or by up to 2 live electronics performers, that can also take the guise of conductor, by guiding their acoustic colleagues into the next musical direction.

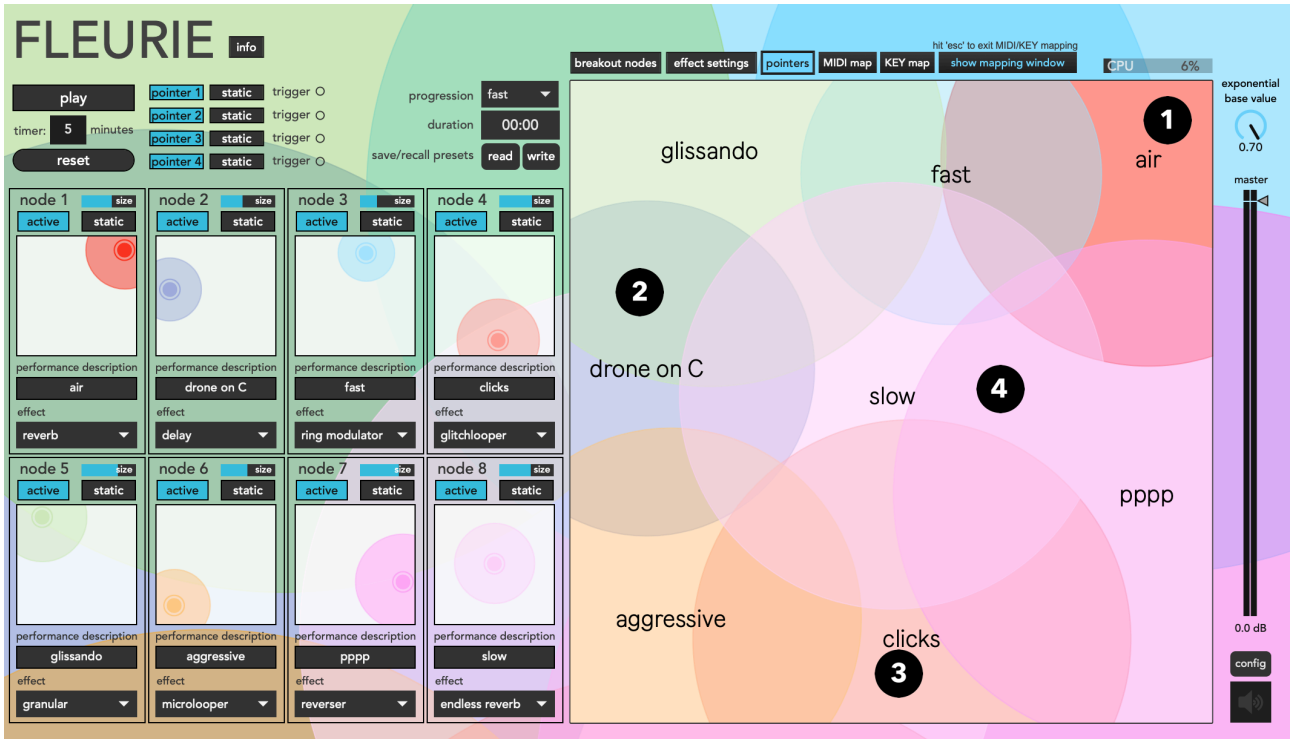


Fig. 1: Fleurie's main interface

The Nodes

The 'score' of Fleurie lives on a shared screen and consists of a **playing field** filled with nodes. These nodes (see left side of Fig. 1) can be set up by the players to represent any playing instruction imaginable (think specific playing techniques, applicable dynamics, proposed pitches, note density levels, inspirational comments, etc). Furthermore, a sound effect can be assigned to the aforementioned nodes. These effects will activate randomly or can be applied by a live electronics performer. Apart from configuring playing instructions and audio effects, it is also possible to size the nodes and move them to a desired location in the playing field. Nodes are static by default (fixed within the playing field) but can be set up to be dynamic (move through the playing field).

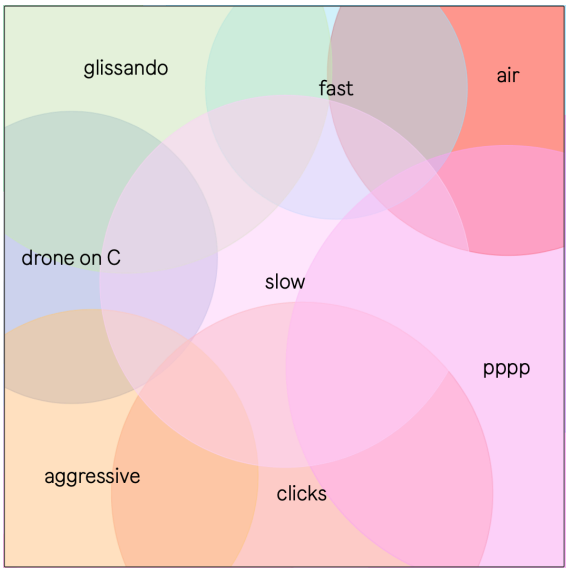


Fig. 2: Fleurie's playing field

The Pointers

Fig. 3: Fleurie's pointer settings

Fleurie provides up to **4 pointers** that should be assigned to the acoustic performers. These pointers can be configured to be dynamic (moving throughout the playing field) or static (fixed within the playing field). It is up to the performers to decide which configuration of these settings is best suited for their musical expedition. When the pointers are configured to be 'dynamic', the pointers change position at a fast, medium or slow pace, depending on Fleurie's 'progression' setting. Players can intervene the automated process by triggering a pointer move manually. While moving through the playing field, the corresponding performer is to interpret the playing instruction (node) on which his/her pointer currently resides. In 'static' pointer mode the opposite becomes the modus operandi, namely following the instructions that move into the player's direction. In case a pointer falls between the nodes, the performer doesn't play.

The effects

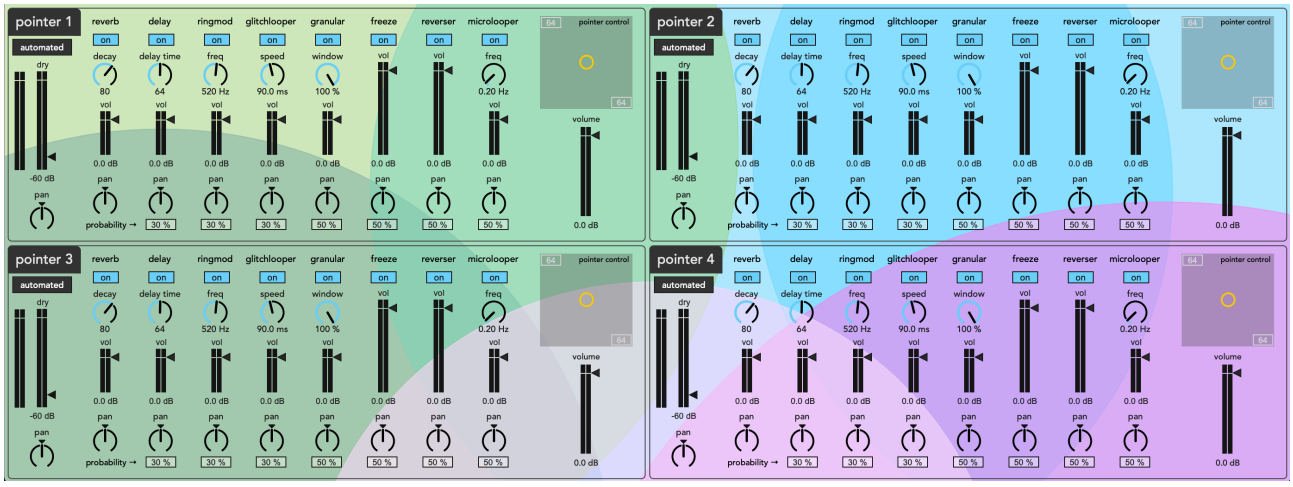


Fig. 4: Fleurie's effect settings

As mentioned in the introduction, **audio effects can be generated or performed live** by electronics performers. For these settings we move over to the 'effect settings' pane. Here we find overall parameter controls for a.o. input volume, effect volume and panning levels, specific effect settings, etc. When the effects are automated, the performers can specify a degree of probability for an effect to trigger. When in 'Live' mode, this probability factor is bypassed; controlling effect settings now becomes a task for the electronics performers. The proximity of the pointer to the center of the node affects the loudness of the coupled audio effect. When moving from one node to

another, the effect automatically switches or combines multiple effects. Effect parameters can be mapped to any control interface. For easy setup, a custom Lemur interface (pre 2024 version) is provided (see folder ‘Lemur interface’).

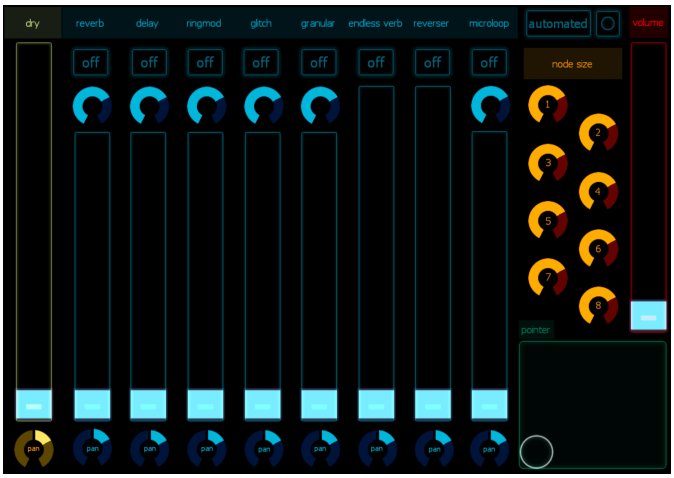


Fig. 5: Fleurie’s Lemur interface

The Performance

Rehearsals for this piece mainly consist of making decisions on the eventual configuration of Fleurie and the resulting rules of performance. Which playing instructions are made available to the instrumentalists? Which effects will be linked to which instruction? How will the interface behave? Answers to these questions have a great impact on the possibility of musical end results. It is encouraged that this process is a **team effort**, involving every player in the composed ensemble to collaborate and create his/her obstacles and accompanists on a common path throughout this musical exploration.

Steps to take before performance: enable audio, configure Fleurie’s timer (1 to 30 minutes), configure node properties, set up the desired pointer behaviour, specify the progression speed, hit ‘Play’. Fleurie will automatically stop all processes when the time is up. A reset button is provided for quickly returning to the initial settings while rehearsing (recalls last saved preset).

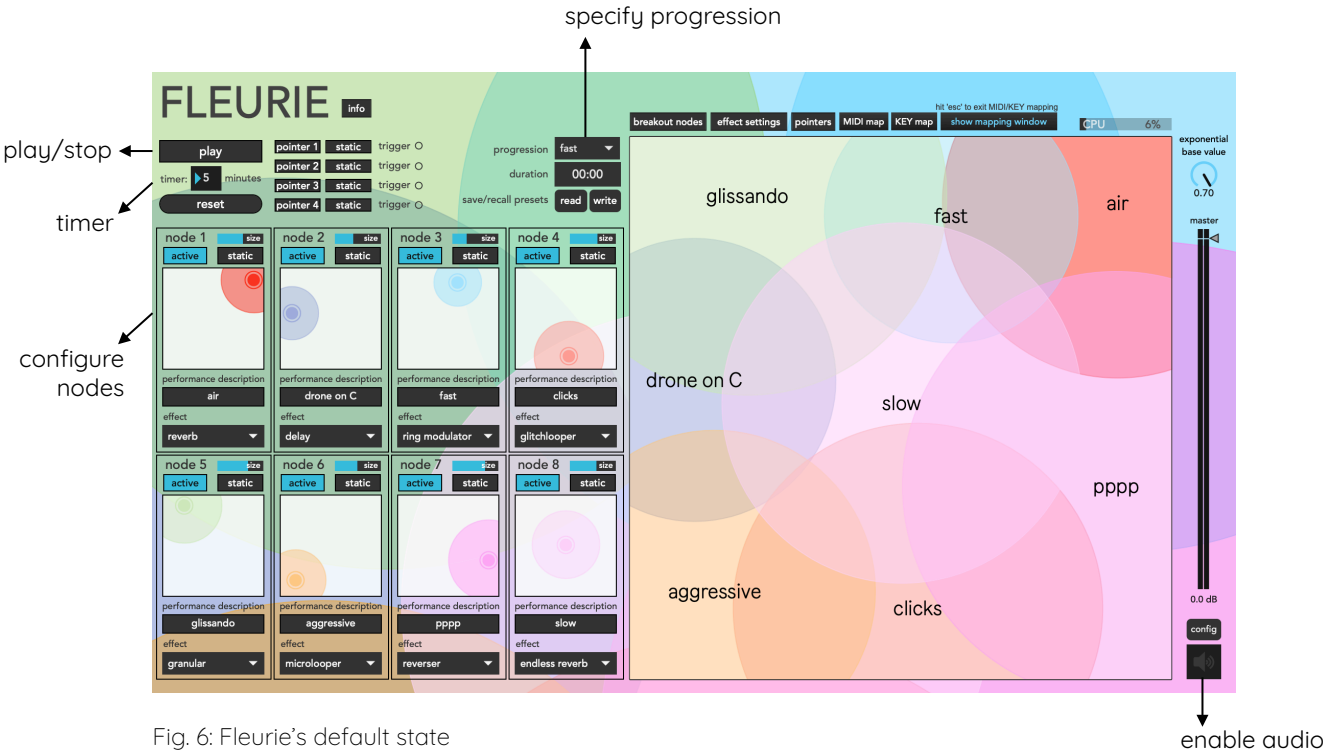


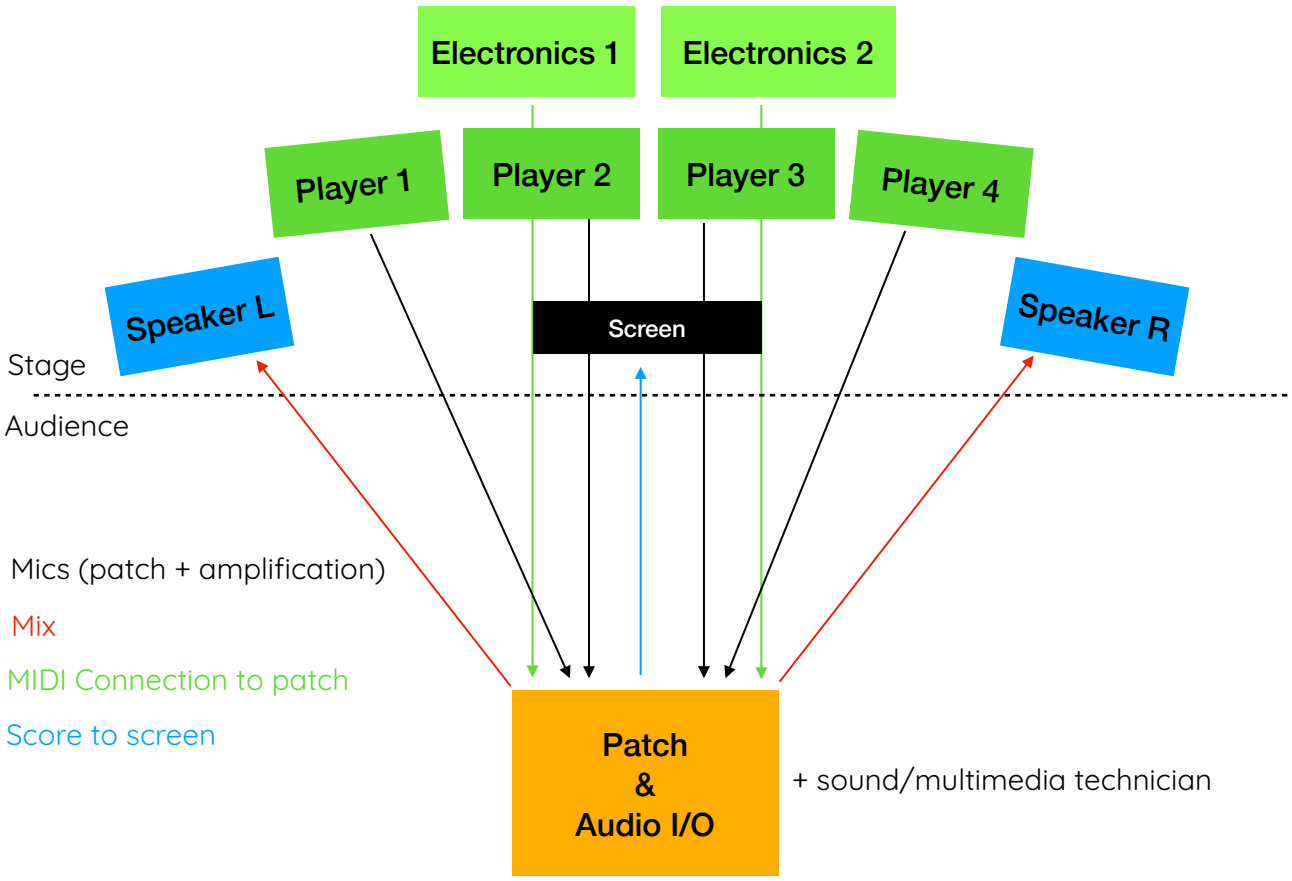
Fig. 6: Fleurie’s default state

During performance, the acoustic instrumentalists should be provided with a large screen that holds Fleurie's playing field. This will function as their live score. A separate playing field pane with full screen option can be found under the 'breakout nodes' tab on top of the main window. This pane also visualises the current playing time.

Fleurie attempts to redraw the boundaries of composition by questioning the origin and nature of the creative endeavour. The combination of Fleurie's open-ended playing instructions, its flexible node and pointer operations, its generative and configurable sound effects and an option for live electronics intervention and structure and content control makes of Fleurie a powerful, versatile, creative musical system that allows for virtually infinite possibilities in regard to musical outcome. As such, Fleurie's upshot lies not in notated predestination but rather in the creativity it sparks, the collective imagination it requires and the teamwork it demands to come to life.

Stageplan

The situation below is for maximum line-up in a large hall. Different situations will occur depending on line-up and hall size. If f.i. no live electronics performers are included and the performance takes place in a small hall, the sound technician can control the generated electronics and connect the master interface to the stage screen.



Technical Requirements

- Decent up-to-date computer

→ Use Max 9.0.7 or higher for performance. Information on audio and MIDI connections can be found in the info pane, top of the patch

- Decently sized screen (score for performers)
- Audio interface with at least 4 preamps

→ use correct type of mic for participating instruments

- A sound technician has to be present for optimal mix from the hall
- MIDI controllers if applicable (iPads when running Lemur interfaces; create custom WiFi network when working wirelessly to avoid interference)

Media

- An mp3 of an early stage recording is provided (vln, vlc, pno, generative electronics).
- A short video clip is provided to showcase Fleurie's node and pointer operation for 3 players (dynamic pointers, 1 dynamic node, 7 static nodes.

Contact

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