Field of Bokeh

for percussion ensemble and live electronics

Music and Electronics by Christopher Poovey

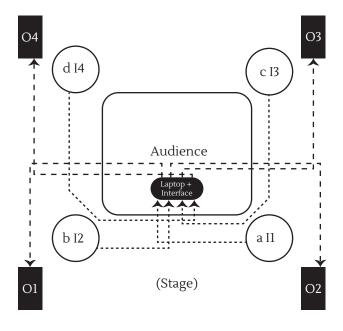
Field of Bokeh

Stage and Technical Setup

Percussion players and speakers should surround the audience is a recangular configuration. It is important that each input channel from a percussion player coorisponds with the output connected to the speaker nearest to them. Percussion players will likely need to mic their bells with a dynanamic microphone such as a SM57.

The placement of the laptop and audio interface do not matter and could be run by one of the percussion players or by a sound engeneer at the front of house.

If more speakers are avalible, the sound should be diffused amongst them so that the quadraphonic image is present.



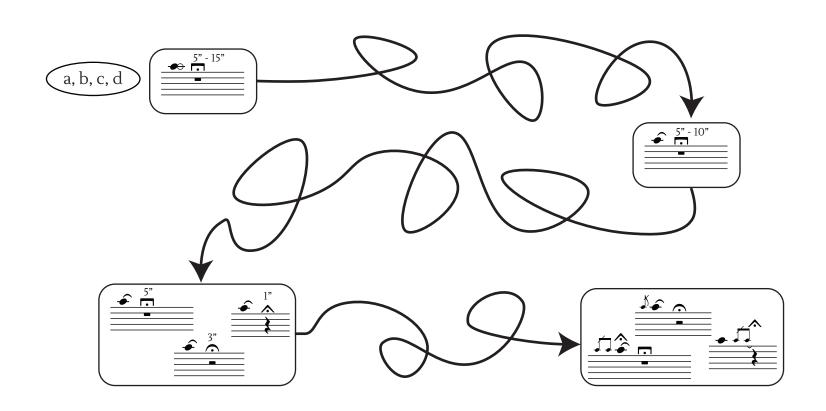
$Field\ of\ Bokeh\ \ {\rm for\ percussion\ ensemble\ and\ live\ electronics}$

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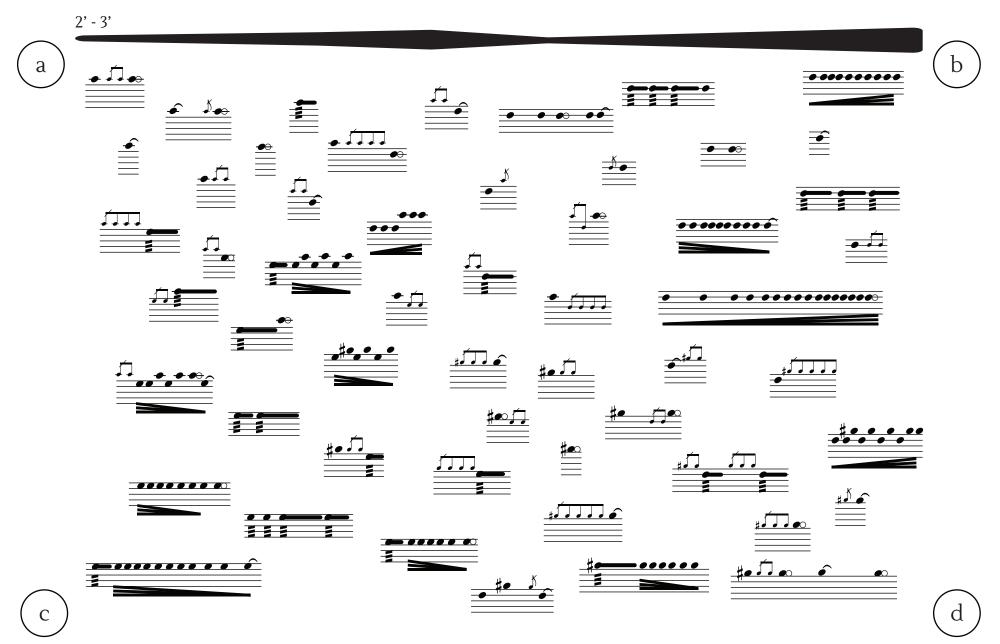
Phase 1

With varying density, play any single A. Begin by striking the A bell occasionally with a dead stroke and slowly fade into letting each bell vibrate after each hit. After all its are l.v., begin increasing the density of attacks until you reach the final box. The intensity of the attacks should follow the swelling line below. At the start of the section, performers should avoid playing simultaneously, but as the texture becomes denser, players should overlap.

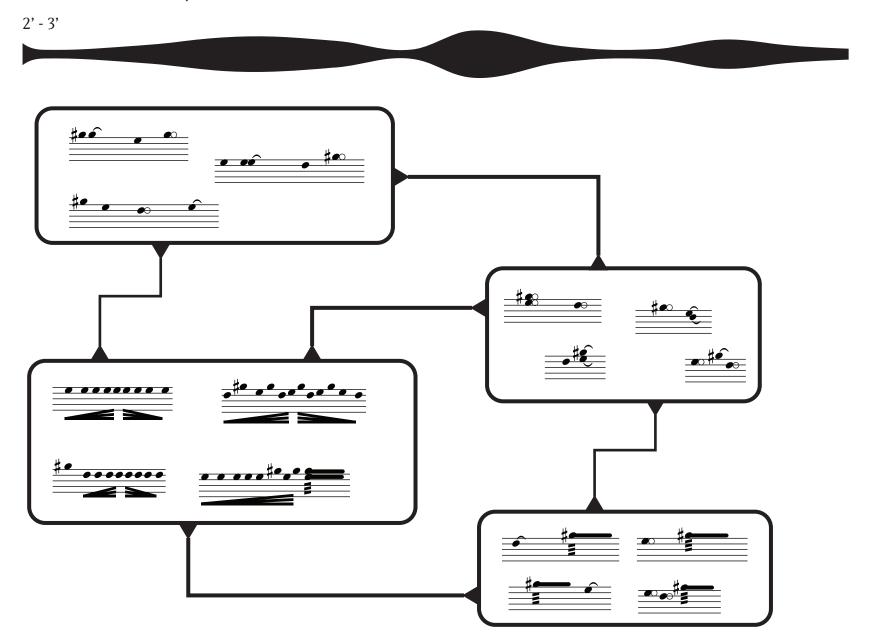
1'-2'



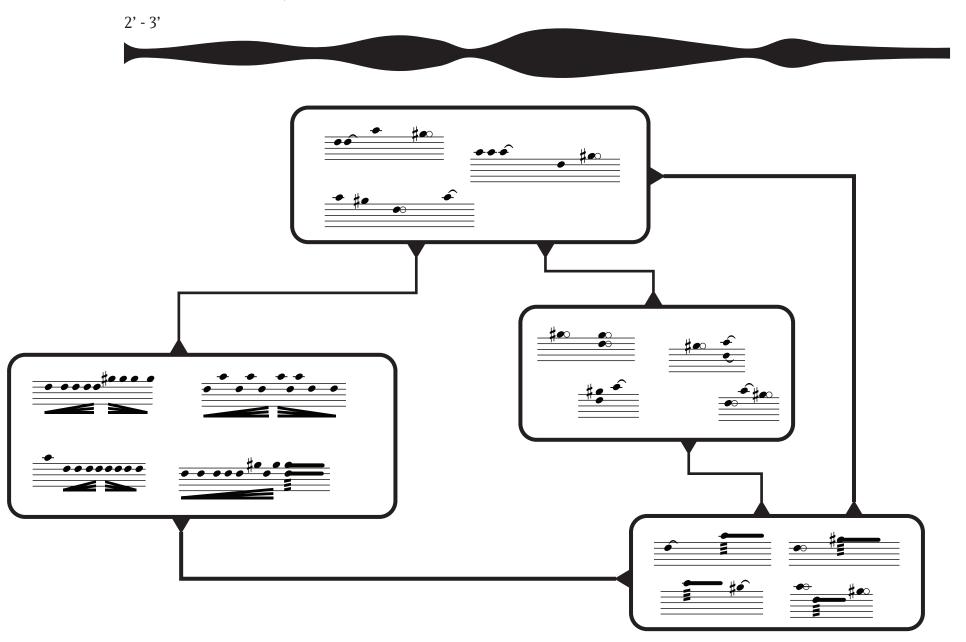
Each player will start in a unique corner of the materials. Traverse the score by playing cells that are adjacent to the cell you last played. Cells may be may be revisited. Do not wrap around the edges. Pitches may be played in any octave. Rests should be added between cells and can last anywhere between a breath and 5 seconds, but generally should be spaced in terms of the intensity of the section. Feel free to improvise based on the cells in a given region. Play with density and intensity relative to the line below.



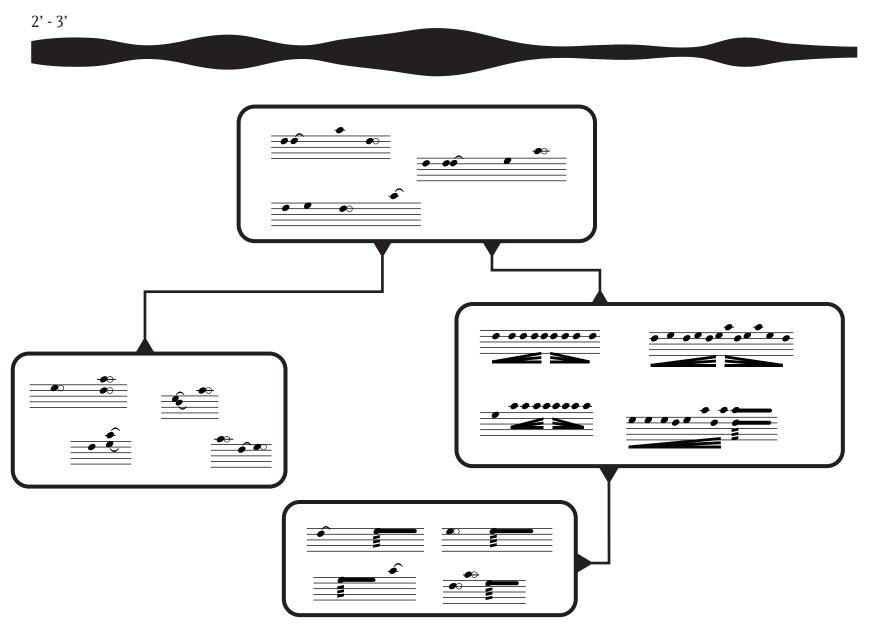




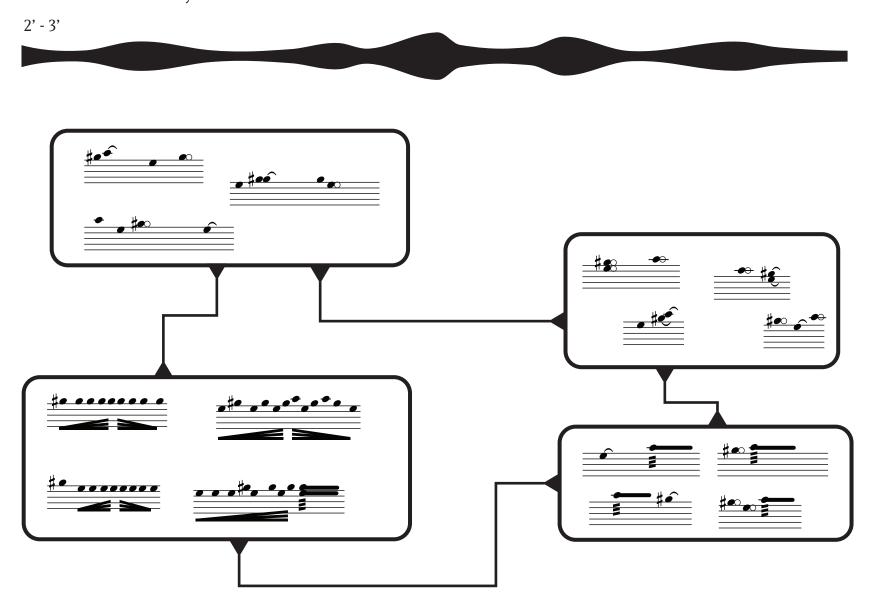












Follow the diagram that corresponds to your assigned letter. This section is a fade out in both the intensity as well as the amount of material performed. This section is in essence a more straight-forward retrograde of the material in Phase 1.

