

Sonorous Noise

for SynthBeats

by Oliver Hickman
2018

Concepts:

Sonorous Noise is based around the idea that tones can be filtered out of noise. In the piece, two kinds of noise is utilized: white noise realized by blowing air into a computer microphone and acoustic feedback often considered a kind of noise in most audio reinforcement circumstances.

Performance:

Players should be split into two groups and follow the “score” on the following page. After loading their respective preset, all notes will be prepared. They will need to coordinate the starting of the timer at the bottom of the patch and follow the instructions indicated on the bottom line of the score.

There are a few effects built into the patch: delay, a Leslie speaker emulator, and an overtone generator based on several bands of the resonator. Holding the spacebar engages the Leslie; holding the up-arrow key brings in the overtones. Hacking is encouraged! If a player wants to add effect or utility, they are more than welcome to integrate their own.

Sonorous Noise

Oliver Hickman

20"

Group 1

Group 2

Gently blow into microphone;
quiet, controlled, sparse

Begin to bring in overtones;
a little fuller, but still sparse

0:20 0:40 1:00 1:20 1:40

Grp. 1

Grp. 2

Frequent overtones, begin Leslie use, occasional feedback;
full sound, getting louder

Create feedback by any means necessary, everything you got!
comfortably out of control

2:00 2:20 2:40 3:00 3:20 3:40

Grp. 1

Grp. 2

Feedback and effects lessen, transition back to blowing;
regain control, return to original sparseness

4:00 4:20 4:40 5:00 5:20 5:40

The musical score is written for two groups of instruments, Group 1 and Group 2, each consisting of a treble and bass clef staff. The music is composed of sustained notes, often beamed together in groups of four or six, creating a dense, textured sound. The score is divided into three main sections, each with specific performance instructions. The first section (0:20 to 1:40) is marked 'Gently blow into microphone; quiet, controlled, sparse' and 'Begin to bring in overtones; a little fuller, but still sparse'. The second section (2:00 to 3:40) is marked 'Frequent overtones, begin Leslie use, occasional feedback; full sound, getting louder' and 'Create feedback by any means necessary, everything you got! comfortably out of control'. The third section (4:00 to 5:40) is marked 'Feedback and effects lessen, transition back to blowing; regain control, return to original sparseness'. The score includes a 20-inch measurement at the top and a timeline at the bottom with time markers every 20 seconds.

Presets:

Presets are stored in JSON files and are organized by cumulative second. Should changes be desired, the structure is:

```
"cumulativeSecond" : {  
  "bankNumber" : {  
    "amp" :  
      "startStop: [starting amplitude value , stopping value],  
      "rampTime": time from startAmp to stopAmp in milliseconds  
    },  
    "freq": frequency in Hz,  
    "band": bandwidth  
  }  
}
```

A visual representation of the data stored in the JSON is on the following page.

Group 1

0	15	35	55	75	95	115	135	155	175	195	215	235	255	275	295	315	335	345	355	375
0:00	0:15	0:35	0:55	1:15	1:35	1:55	2:15	2:35	2:55	3:15	3:35	3:55	4:15	4:35	4:55	5:15	5:35	5:45	5:55	6:00
Bank1	Amp							0.06964						0.25944						
	Freq	123.471						123.47						110						
	Band	4.28						4.09						2.58						
Bank2	Amp			0.20596							0.06864				0.25944				0	
	Freq			116.541							116.541				97.999					
	Band			4.09							4.09				2.58				2.58	
Bank3	Amp	0.09525									0.10026			0.06476						
	Freq	195.998									155.564			220						
	Band	1.5	2.13								3.07			3.07						
Bank4	Amp							0.10026				0.04752			0.06476				0	
	Freq							174.614				233.082			195.998					
	Band							3.07				3.07			3.07				3.07	
Bank5	Amp	0.04752						0.03124						0.04752						
	Freq	493.883						493.883						440						
	Band	1.5	2.26					4.21						2.57						
Bank6	Amp										0.07687				0.04752				0	
	Freq										466.164				493.883					
	Band										4.21				2.57				2.57	
Bank7	Amp	0.03365						0.01072						0.04159						
	Freq	783.991						622.254						587.33						
	Band	3.81						4.31						2.05						
Bank8	Amp	0.02278								0.03124					0.04159				0	
	Freq	698.457								554.365					783.991					
	Band	3.81								3.18					2.05				2.05	
Bank9	Amp	0.01254								0.01254				0.01419						
	Freq	1046.502								1108.731				1174.659						
	Band	4.66								3.09				3.09	0.02473					
Bank10	Amp							0.00718		0.01254					0.01973				0	
	Freq							1174.659		1244.508					987.767					
	Band							2.08	2.08	3.09					3.09				3.09	

Group 2

[illegible]