

Dialóg

Richard Hughes

[Electronics]

Performance notes

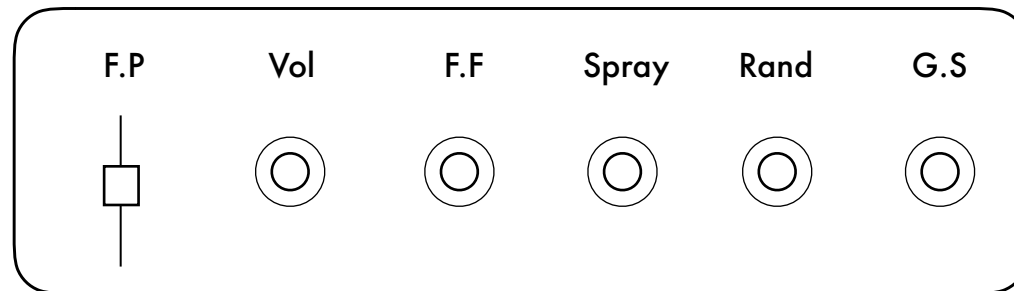
Granulator

A granulator with the following six MIDI parameters is to be used. Any granulator can be used once the parameters can be controlled and a live sample can be fed into it. The sample is a live recording of the opening bar, played on double bass. Therefore half the sample is the six note motif and the other is silence. *Granulator II* created by Robert Henke is a recommended granulator to use but not requisite. If using a modulating enabled granulator, play the sample at pitch for the duration of performance.

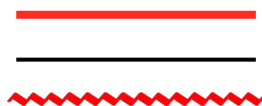
Grain Size	This core parameter defines how many crossfading sample chunks are played back per second. The higher the frequency, the more chunks with shorter duration are created. This parameter is logarithmically scaled. Unit: Hertz (Hz). Min / Max: 0.25 / 150.
Random	This parameter defines the regularity of time between grains. The more random, the more irregular the spacing between grains are. Unit: Percentage (%). Min / Max: 0 / 100.
Spray	This parameter adds a random variation to the readout position of each single grain. It defines the maximum possible deviation from the fixed file position. The spray should be symmetrical about the file position. Unit: Millisecond (ms). Min / Max: 0 / 20,000.
Frequency of Filter	A 12dB lowpass filter with a slightly below median bandwidth (Q / resonance filter) is to be applied to the granulator. The performer controls the cut-off frequency of the lowpass filter. This parameter is logarithmically scaled. Unit: Hertz (Hz). Min / Max: 20 / 20,000

Volume	This parameter controls the main output volume for the granulator. It is used mainly for fade-ins and fade-outs. This parameter is logarithmically scaled. Unit: Decibel (dB). Min / Max: $-\infty$ / 0
File Position	This parameter defines the readout position for each grain, 0% being the start of the sample and 100% being the end. The spray parameter affects the randomisation of the readout position whilst based about the file position. Unit: Percentage (%). Min / Max: 0 / 100

Recommended setup Grain Size, Random, Spray, Frequency of Filter and Volume parameters can be MIDI mapped to knobs.
File Position can be MIDI mapped to a slider.



Notation



All parameters are notated in their own staves.
A specific preset is indicated but all other indications are relatively arbitrary.
A red line denotes a parameter is moving.
A black line denotes a parameter is static.
The vibrato line indicates to shake the parameter in a vibrato like manner. The range of the vibrato is indicated by the thickness of the vibrato line.

Live Audio From Double Bass

Live recording of the double bass should happen throughout the performance.

Monitoring can be active throughout the performance if the double bass needed amplification.

A 12dB frequency filter is to be applied to the live audio of the double bass (b. 19 - 24). Monitoring must be active for these measures.

The bow of the double bass is to be attached to a 2-axis MIDI controller, e.g string attached from bow to joystick, *Gametrak*.

The X direction of the controller parametrises the cut-off frequency.

The Y direction of the controller parametrises the bandwidth (Q / resonance filter).

The electronics performer is to turn on and off the filter and fade in and out.

Miscellaneous

The Instructions & Cues stave is intended as a space for relevant cues and notes written by the performer as each individual setup may entail unique instructions and cues.

While volume output from the granulator is set to 0dB mostly, further mixing can be done to achieve a more balanced sound. Particular mixing is not indicated as it is dependant on the location of performance.

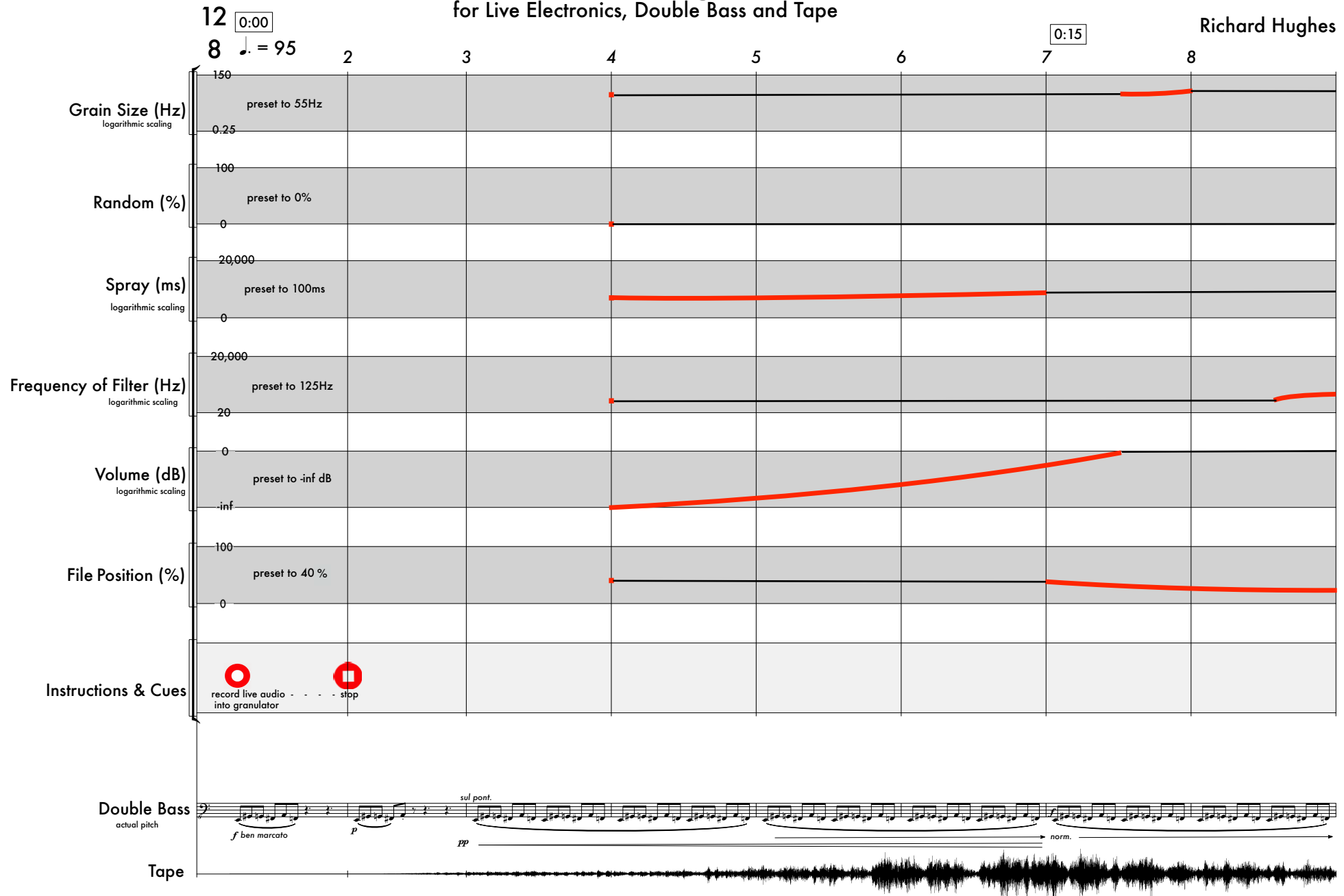
Live electronics, audio from double bass and the pre-recorded tape should be mixed accordingly.

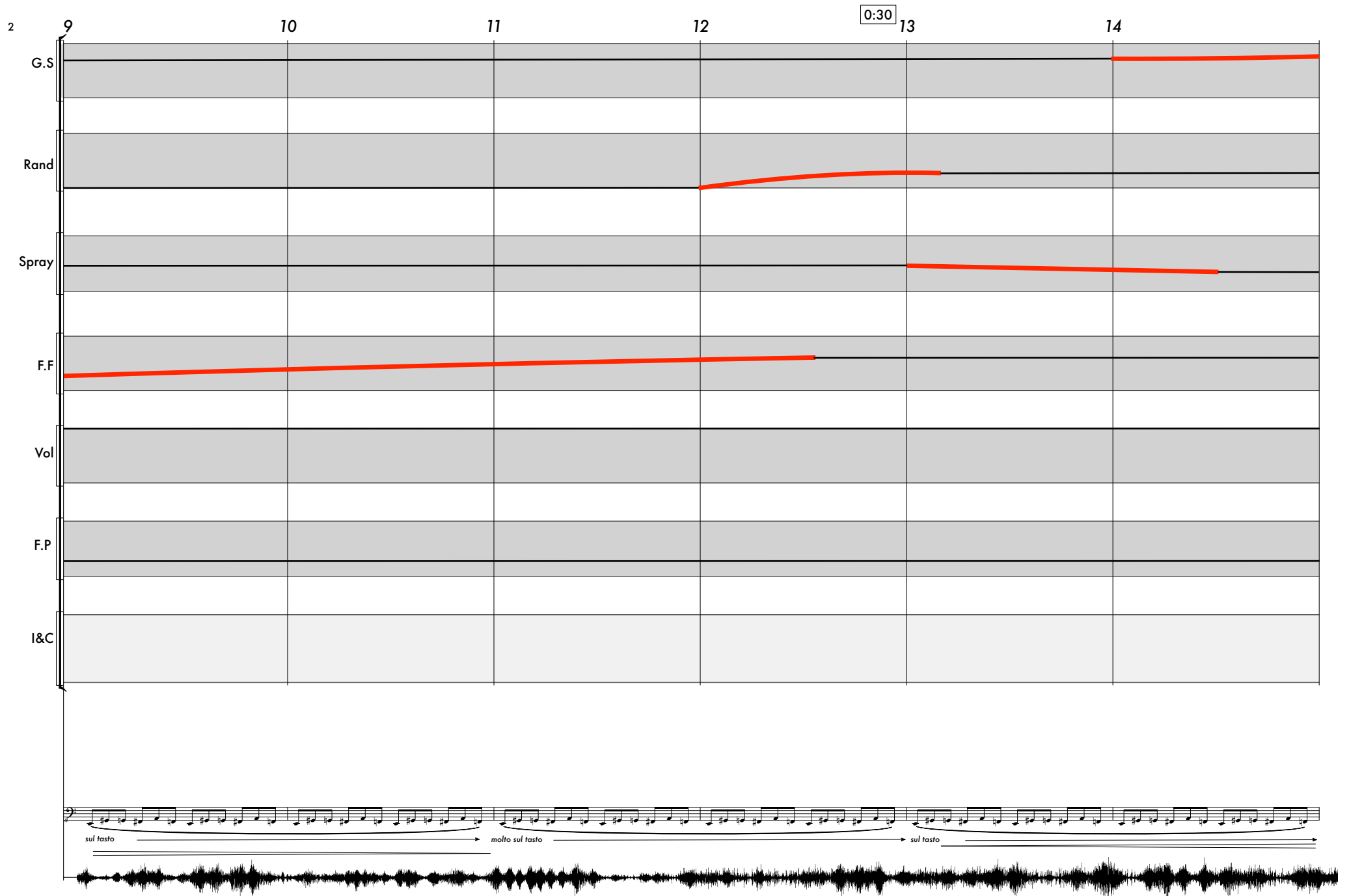
Please find the visual (and audio) click track attached with performance equipment.

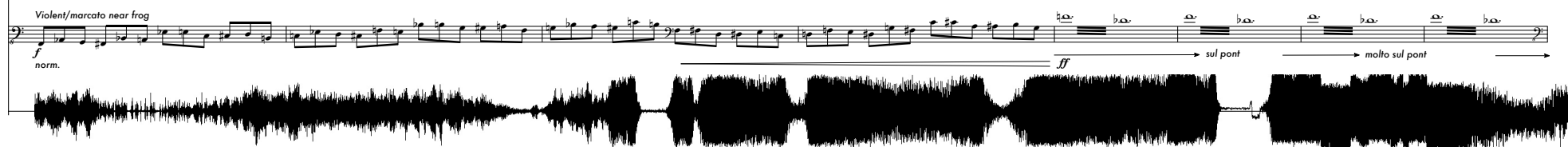
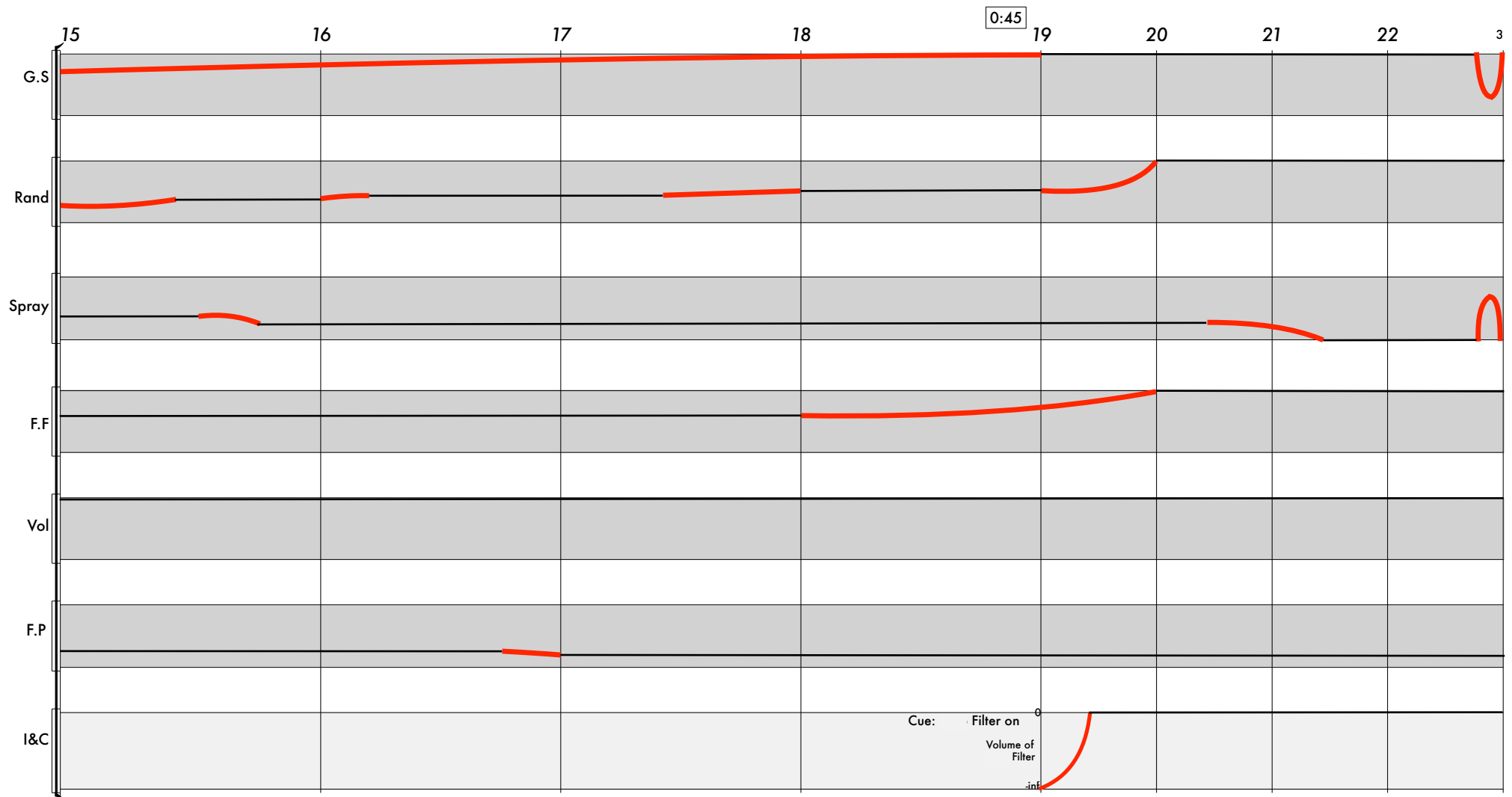
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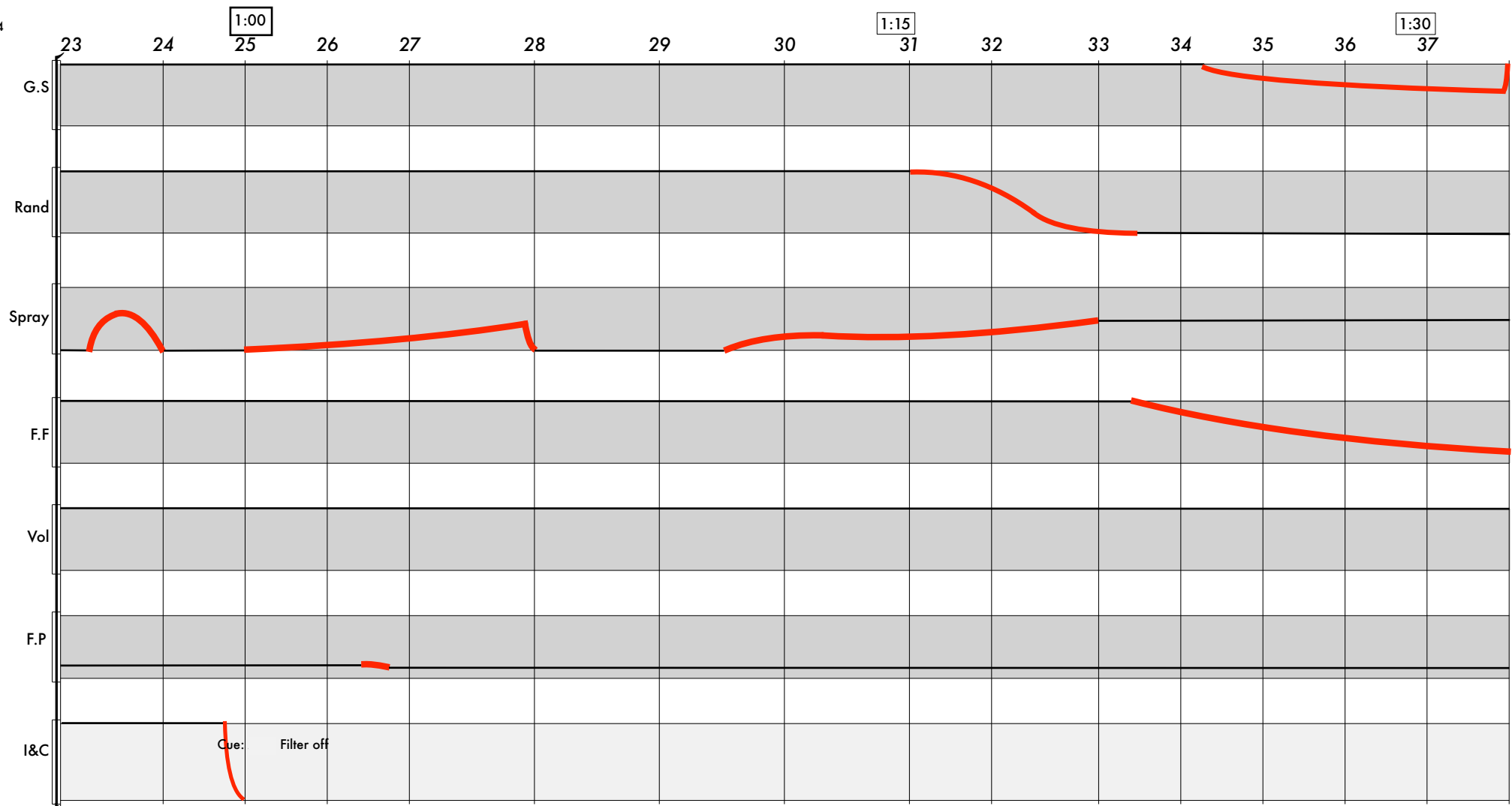
for Live Electronics, Double Bass and Tape

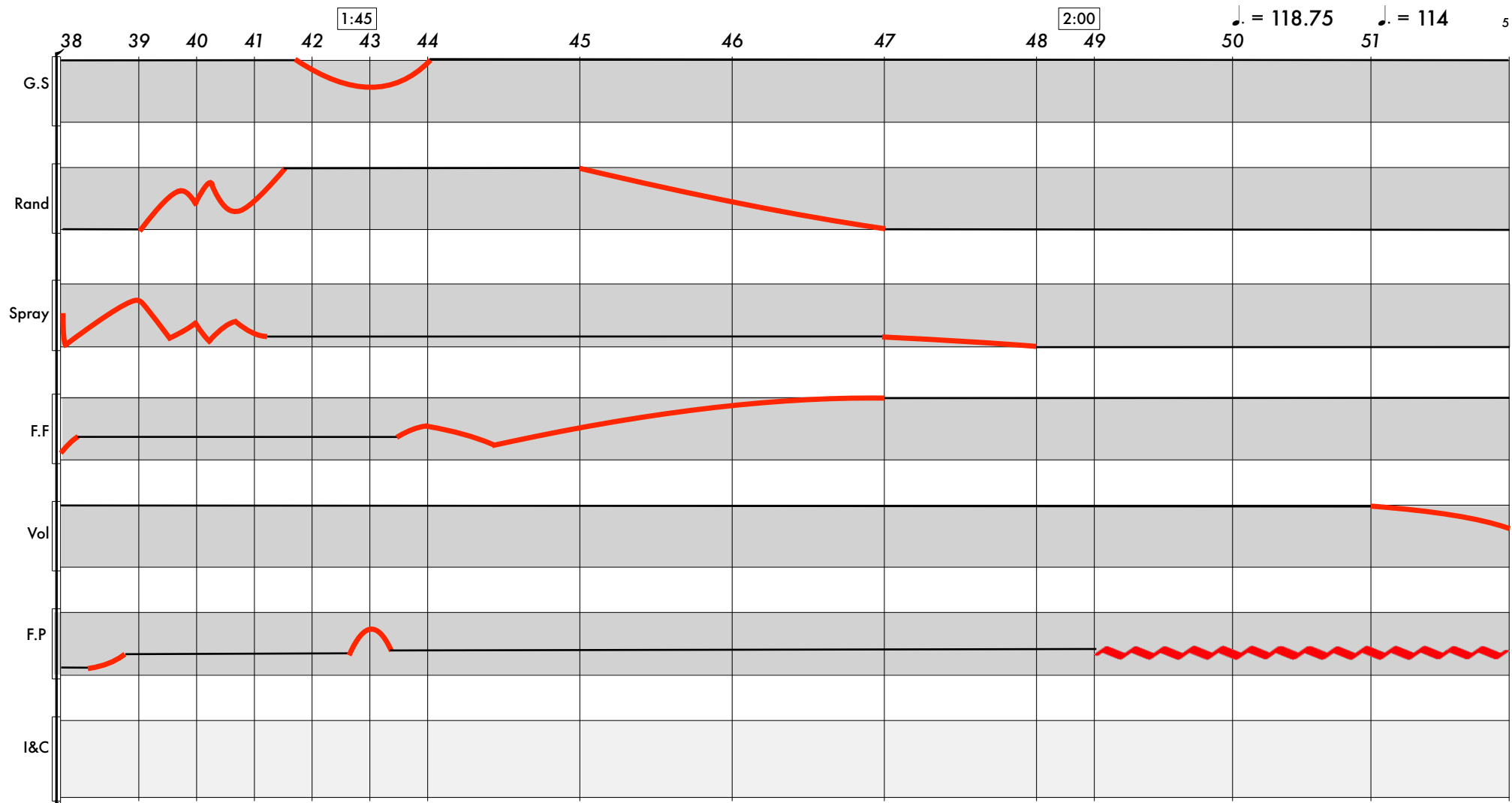
Richard Hughes

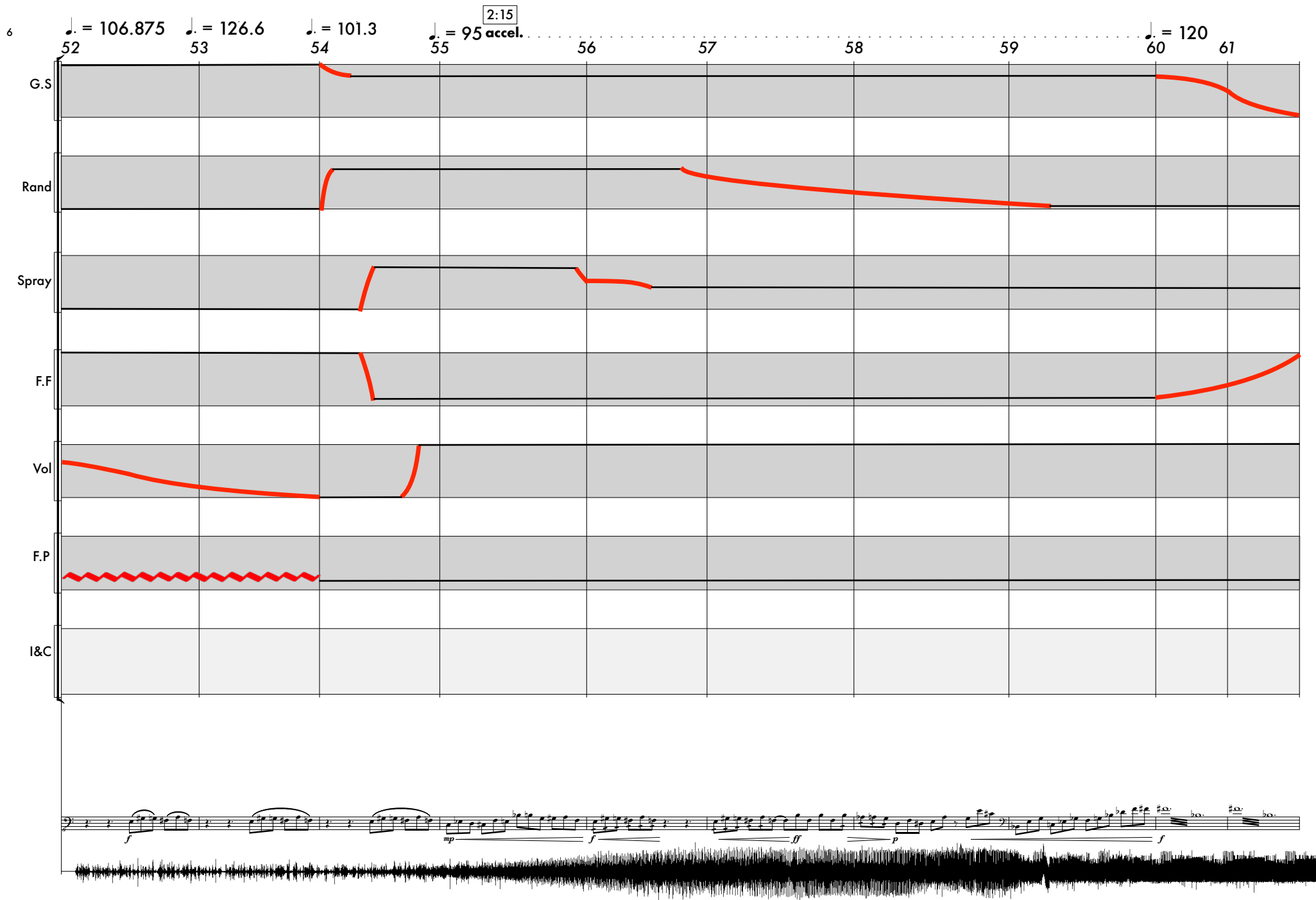


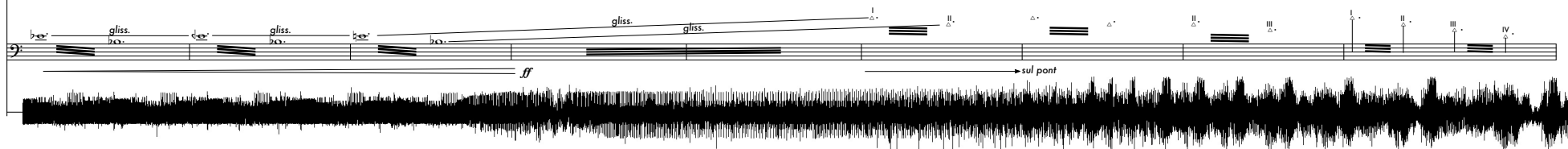
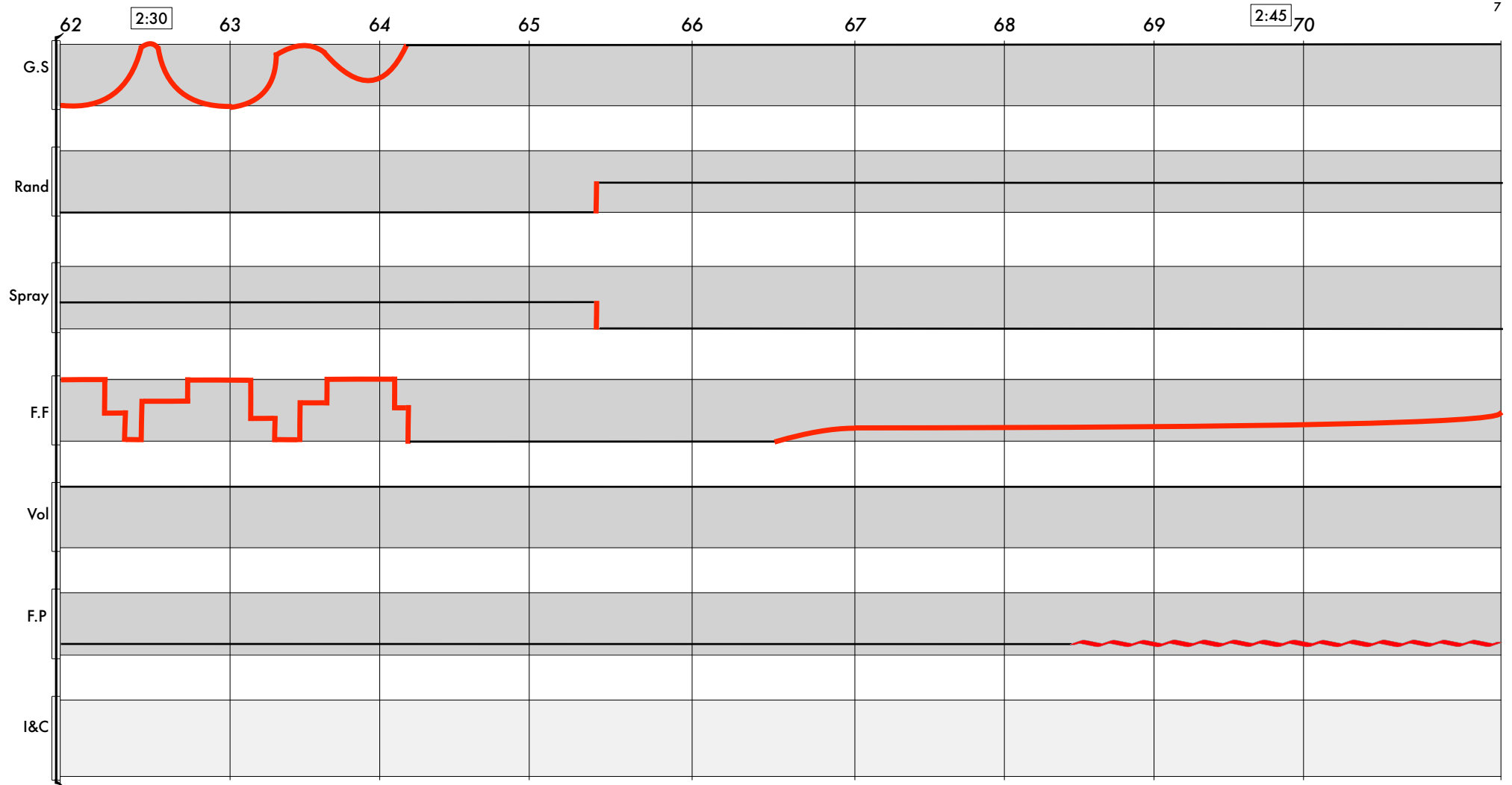


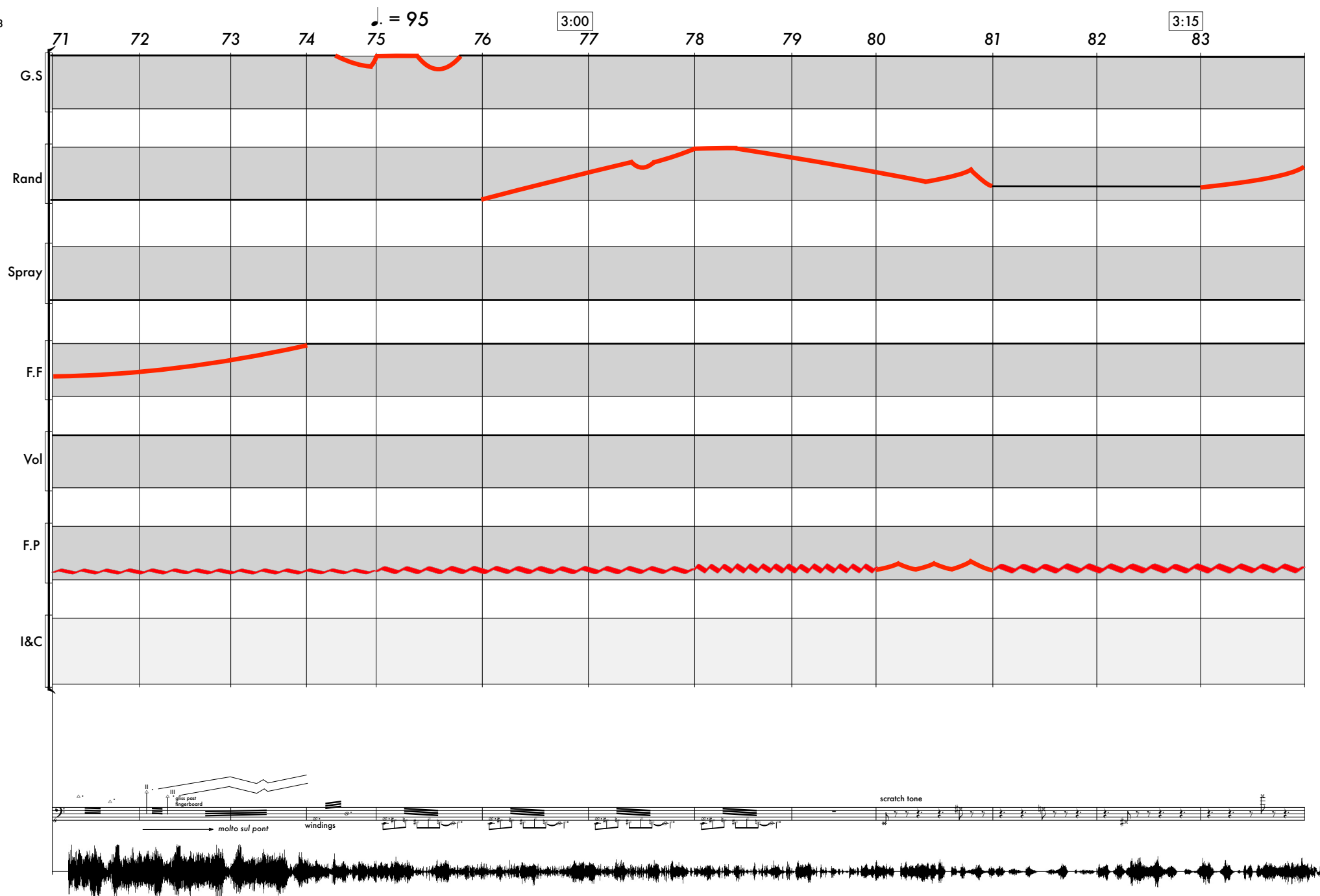


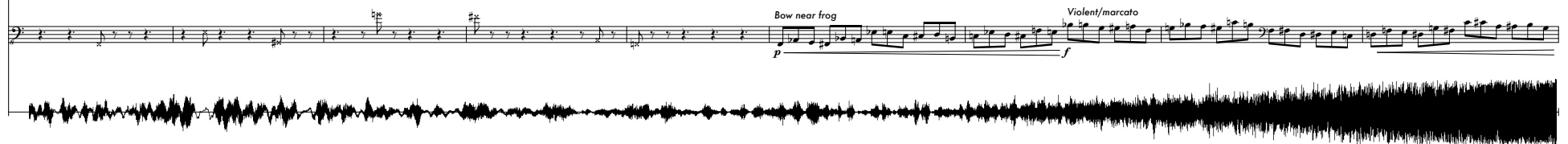
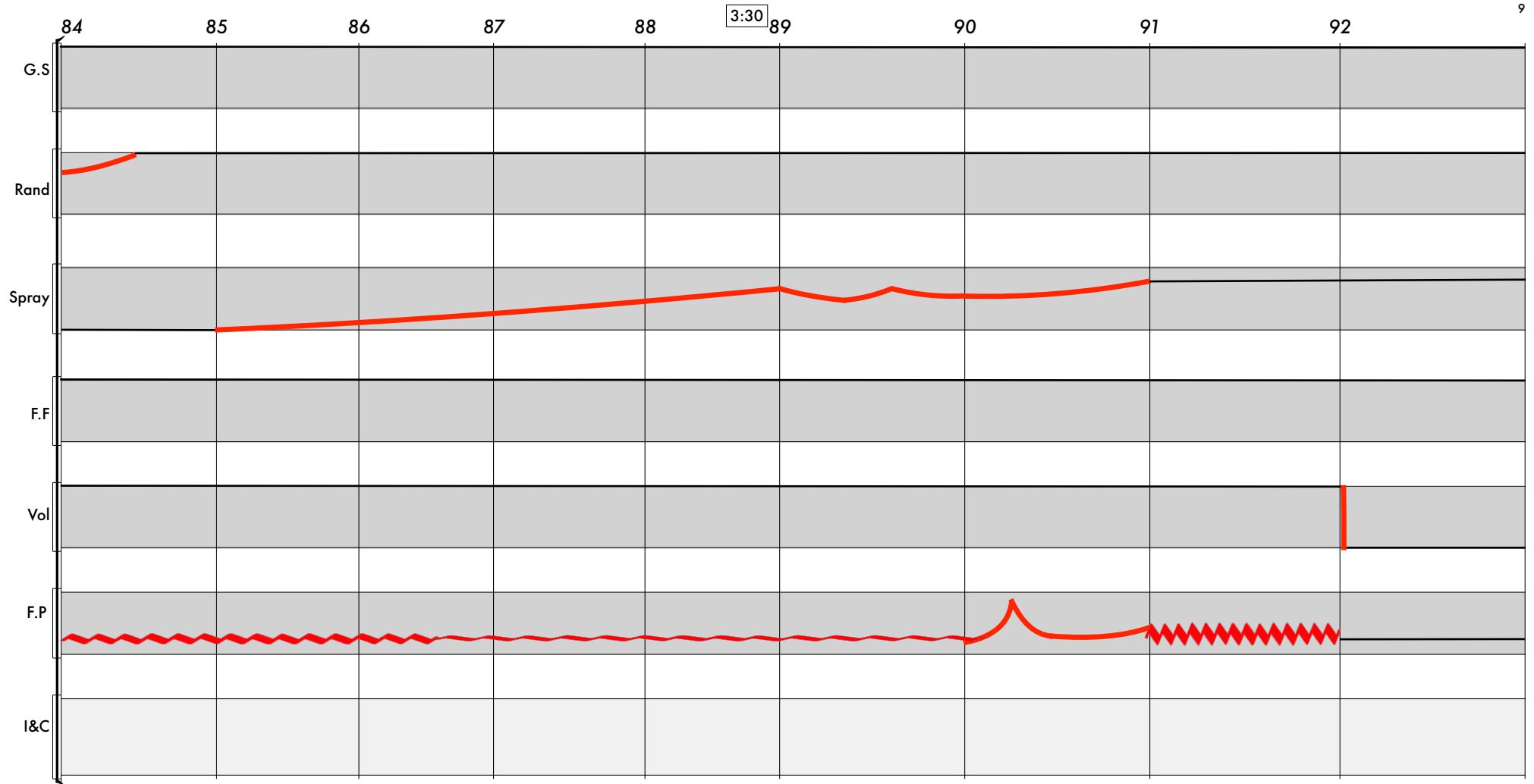


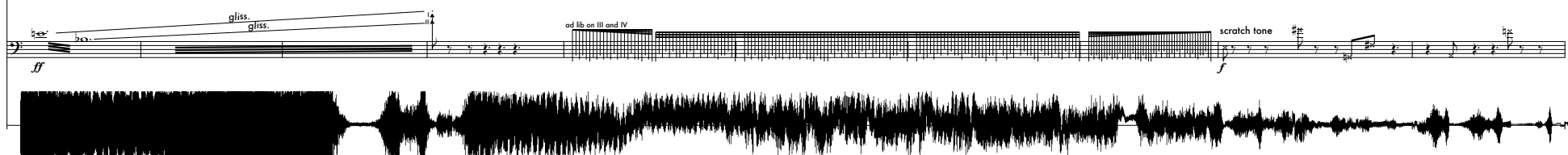
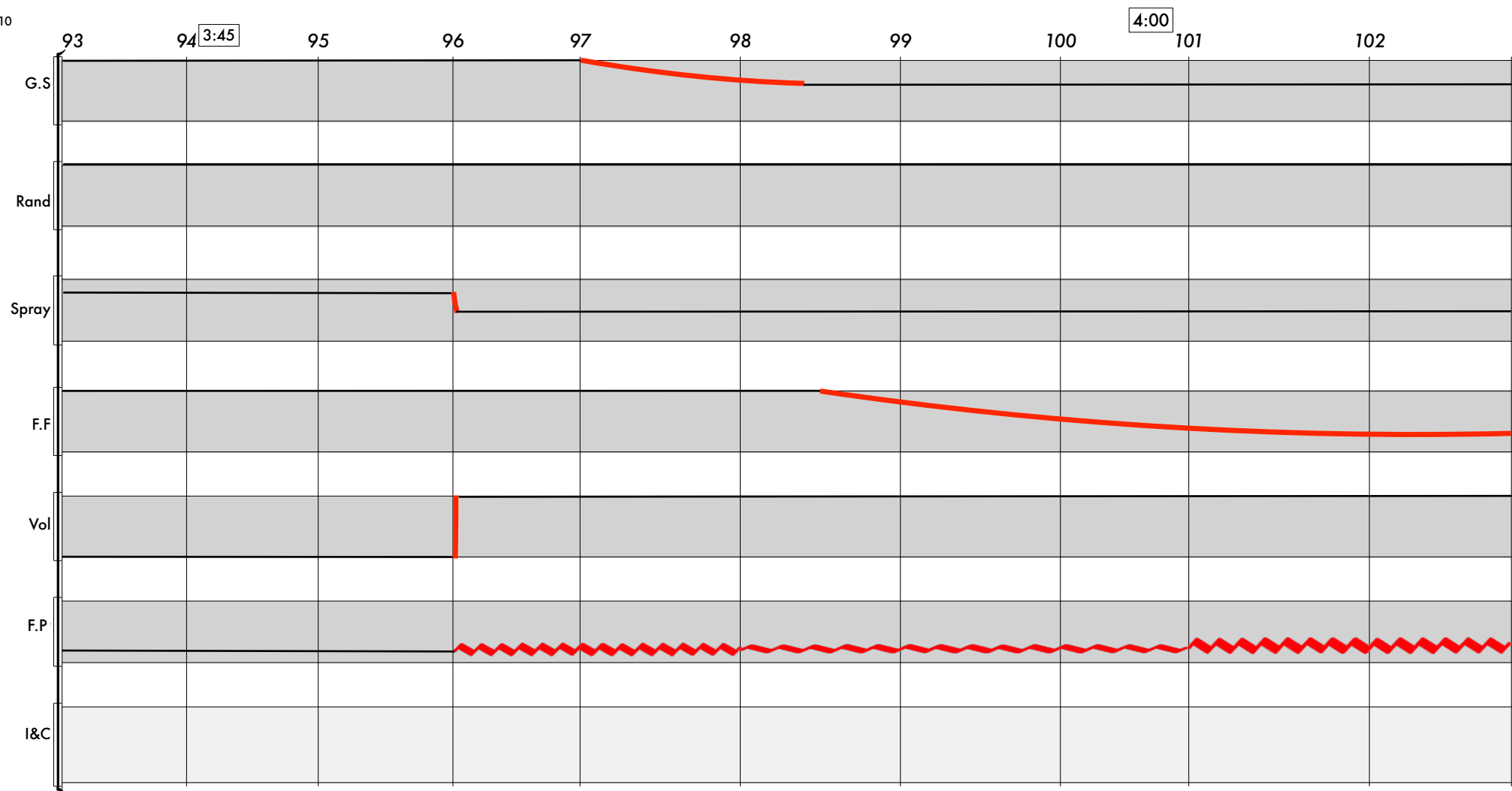


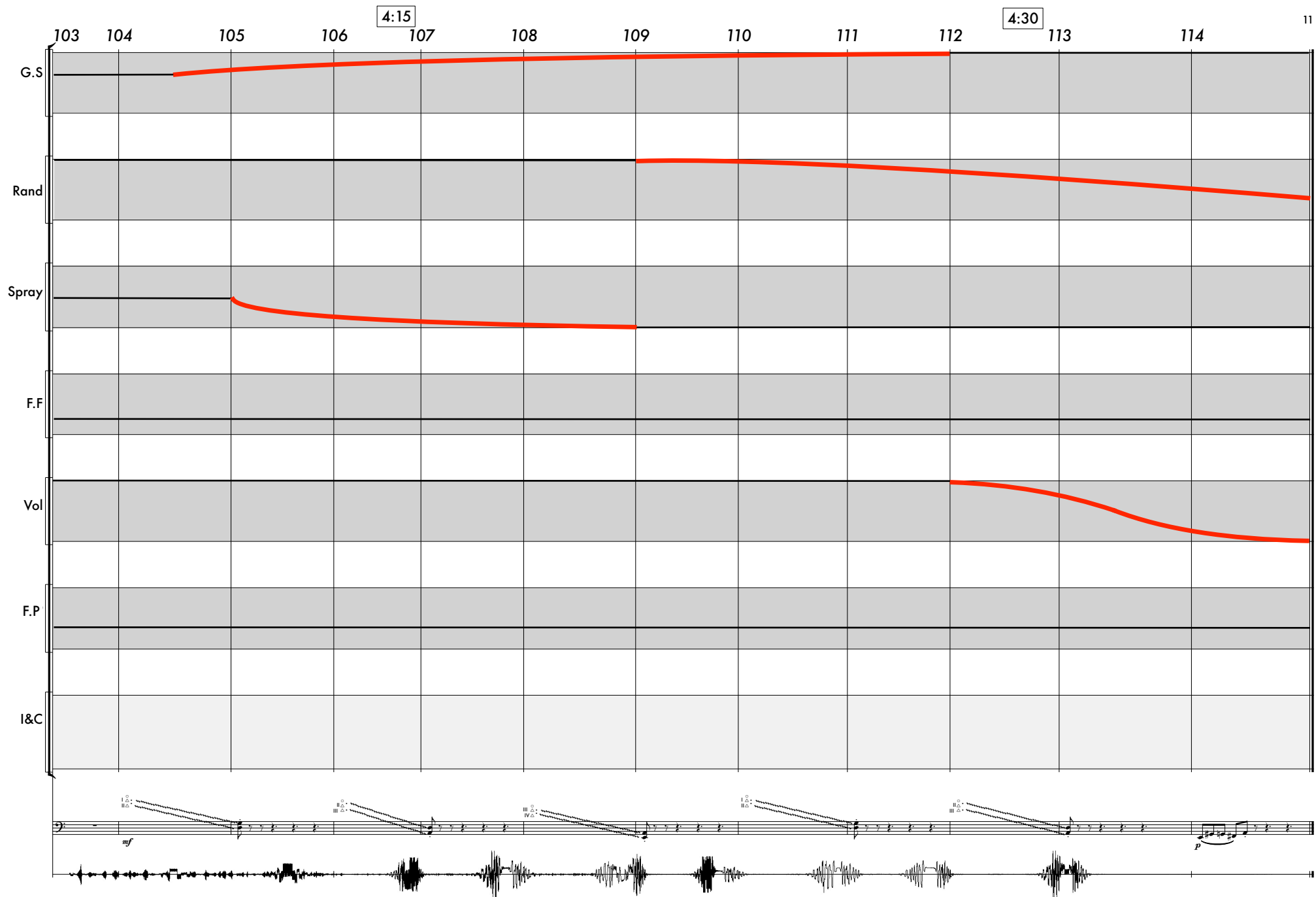












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[Double Bass]

Performance notes

Notated at actual pitch.



X noteheads indicate bowing across the bridge on the string notated.



Slashed noteheads indicate plucking with the left hand.



Ping noteheads indicate hammer-ons.



Cross noteheads indicate to produce a scratch tone

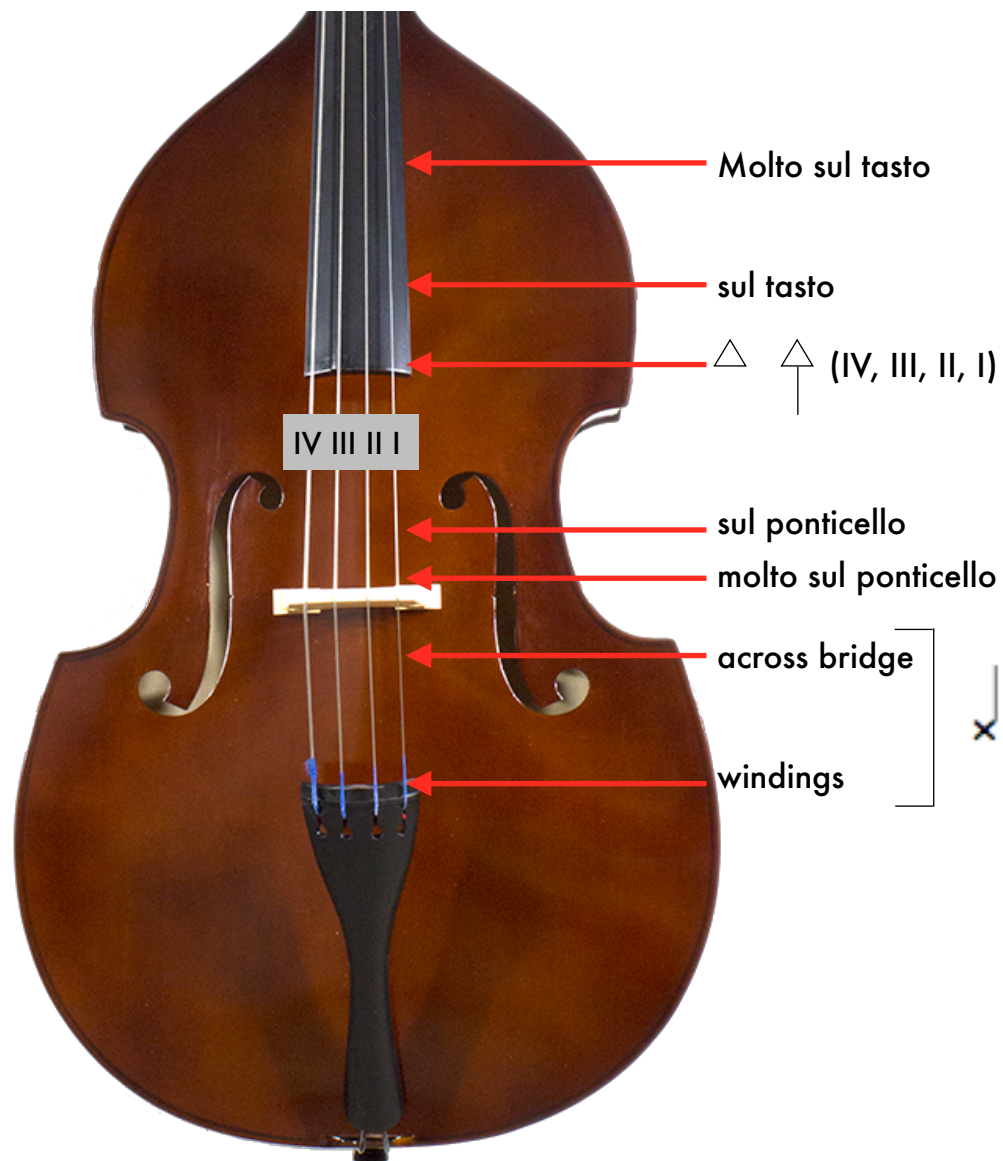


Triangle noteheads indicate to play as high up as possible on the fingerboard on the string indicated. (I, II, III, IV for the respective strings).



Harmonic glissando from pitch notated to open string.

A 2-axis MIDI controller is to be connected to the bow for bars 19 - 24. Possible setups are discussed in the electronics performance notes.



Double Bass

Dialóg

for Live Electronics, Double Bass & Tape

Richard Hughes

♩. = 95

0:00

8

f ben marcato *p* sul pont. *pp*

5

0:15

norm. *f*

9

0:30

sul tasto molto sul tasto

13

Violent/marcato near frog

sul tasto norm. *f*

2

Filter
turned onFilter
turned off

18

0:45

1:00



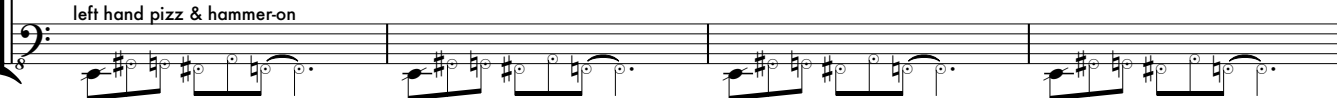
ff → *sul pont* → *molto sul pont* → *across bridge* → *windings*

27

1:15

*across bridge*

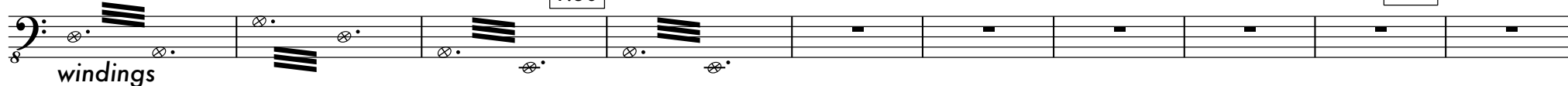
left hand pizz & hammer-on



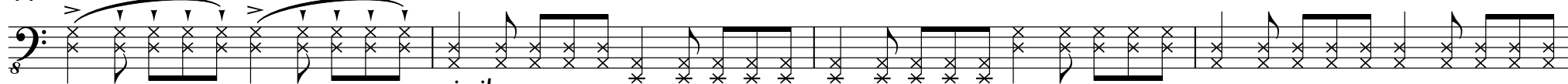
34

1:30

1:45

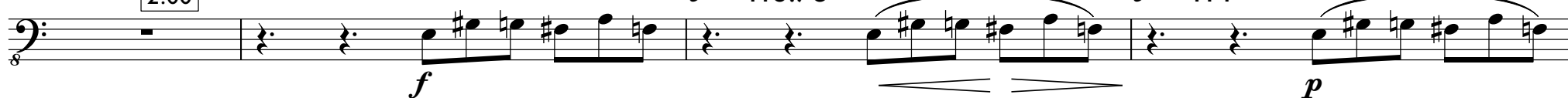
*windings*

44

*windings**simile**ff*bounce bow
off the strings

48

2:00

 $\text{♩} = 118.75$ $\text{♩} = 114$ *f**p*52 $\text{♩} = 106.875$ $\text{♩} = 126.6$ $\text{♩} = 101.3$ *f*

55 $\text{♩} = 95$ **accel.** 2:15

mp *f* *ff* *p*

60 $\text{♩} = 120$ 2:30

f *ff* *sul pont*

gliss. gliss. gliss. gliss.

70 $\text{♩} = 95$ 3:00

molto sul pont *windings*

gliss past fingerboard

left hand pizz & hammer-on

77 **scratch tone** 3:15

83 3:30

89 Bow near frog

Violent/marcato



93

gliss.

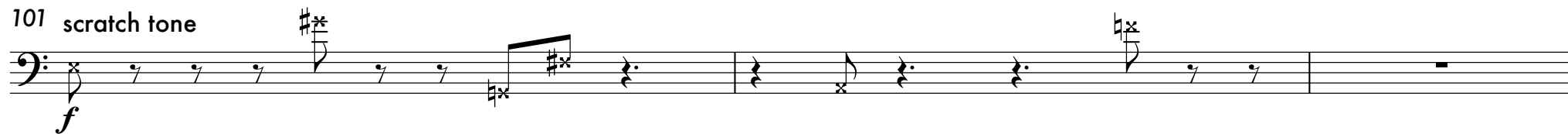
gliss.



97 ad lib on III and IV



101 scratch tone



104

