A Conversation

Richard Hughes

This is a highly improvised piece which incorporates live electronics and performance art. Certain parameters are defined strictly and arbitrarily, the performers are to interpret it as they see fit.

Performance notes

The vocalist and electronics performer are not to interact visually or physically but just aurally. The vocalist should be centre stage with the electronics performer off to the side or out of view.

Vocals (spoken word)

The vocalist has seven words and twelve emotions to interpret and repeat over the duration of the piece. The score indicates the rate of change of emotions and use of words. The performer should adhere to the overall crescendo of intensity and follow the ending cue of the rapid fade out of the live electronics

The vocalist is to also control laptop sounds. Any sounds that a personal computer or laptop emit are allowed (e.g volume, error, notification sounds etc.).

Props are recommended such as a phone and computer keyboard. Further decoration is encouraged.

Live Electronics

A delay channel is to be set up which takes in the audio of the vocalist and the computer sounds. The amount of feedback is notated but volume and wetness should be decided depending on the unique setup.

A granulator is to grab live audio from the delay channel. A low-pass frequency filter (FF) is attached to the granulator. The score indicates for the minimum frequency of the filter. The parameters to be controlled within the granulator are left up to the performer depending on the type of granulator used.

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Words:

uh-huh   *yeah*

mhm   *oh*

mm   *okay*

yuh-huh

Emotions:

happy   unengaged

pleasantly surprised

passive   ecstatic

enthusiastic   humourous

curious   disinterested

tired   insistent

shocked

Intensity level

0'   8'

	0"	30"		1'30"		2'30"

Vocals

subtle (little emotional change)
Hello?...   use few words
increase contrasting emotional changes
add in more words
computer sounds (occasionally)

Electronics

Phone rings   Delay channel on
fade in < 20% feedback   rise to < 80% feedback
Granulator on (fade in)
Take in live sample
FF < 300Hz

		8'	

4

V

use all words, build to climax
occasionally use computer sounds

Cue rapid fade out:
Finish conversation   *Bye!...*   Hang up. Exit.

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FF < 2kHz - - - - - < 20kHz
Delay < 95% feedback

Granulator off (rapid fade out)
Delay channel off