

tempo libero I:
after lives (2020)
for flute and real-time audiovisual system

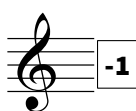
josé henrique padovani

tempo libero I:

after lives (2020)

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ao Gabriel Rimoldi



reset state:
- pd dsp 0
- reload events
- levels to 0



ready state:
- pd dsp 1
- open levels
- alloc buffers
- connect to video CPU and setup



central tile (12) pops up [scale = 3]

1

+/- 5"

1. stay still in front of camera
("concentration" pose)

<

1. pick instrument
2. prepare to play

2

+/- 5"

hold on

breath
to begin

3

tile 12 scales to 1
tiles 6, 7, 8, 11, 13, 16, 17, 18 appear

1. stop, with instrument in position
holding instrument in position, bewildered, hesitating to play

4

tiles 6, 7, 8, 11, 13, 16, 17, 18: freeze + alphas go to 0.6

n.vib

U

M.vib

tempo libero

pp

mp

f

U

aeol

ord

n.vib

jet whistle

f

mp

mf

ff sfz

mf sfz

mf

ppp

5

tiles 6, 7, 8, 11, 13, 16, 17, 18: alphas go to 0.6 in [3s-7.5s]

U

6

pvoc 0: goes to 4 (1x dur [3-4]), then comes back to present (2.5x dur[3,4]);
video: unfreeze and set delay to past moments (video delay)
resting tiles appear (frozen)
their alpha increases to 0.9 [1s-9s after]

aeol. frull.

aeol

ord

n.vib

f p

ff

mf sfz

pp

p

7

pvocs 1, 2:
start from 4 and gradually to present (2x and 3.8x dur [4-7])
video: unfreeze/delay newer tiles

8

9

player/real-time video changes to n.16 in 10s
(tile 12 becomes delayed)

U

t. ram

mf

ff

mf

f

10



1. use previous gestures, pitches, and techniques as a reference to improvise
2. listen carefully to the sounds around: when phase vocoder 0, 1 and 2 end (the past sounds "reach the present"), continue to next system.

11

tiles synchronize in 10s

12

U → C

n.vib → M.vib → n.vib

wait tiles to be in sync to go forward

pp *mf sfz* *pp* *f* *pp*

13

1. live flute pans in space;
2. pvocs 3 4 5 start subtly
3. tile 16 brighter (other 0.6)

vib *ad lib.*

from *pp* to *mf*

U → C

14

1. bufgrain 0 starts (grains from 13 to bef. 14)
2. other tiles become brighter and desynced

15

1. bufgrain 0 expands (grains from 13 to bef. 15)

U → C

U → C

from *pp* to *mf*

alternate pitch *ad lib.* (↗↔↘)

16

1. bufgrain 0 expands (grains from 13 to bef. 16)
2. gradual release pvocs 3,4,5

U → C

gradual release pvocs 3,4,5

17

1. player/real-time video changes to n.13 in 12s (tile 16 becomes delayed)
2. all alphas go to 0.85



1. use gestures, pitches and techniques employed from n° 10 to 15 as a reference to improvise
- regarding pitches: notes can be played in any octave;
- alternate moments with and without lip glissandos to create microtones.
- (try to blend as much as possible with the sound texture and with the visuals of the past)

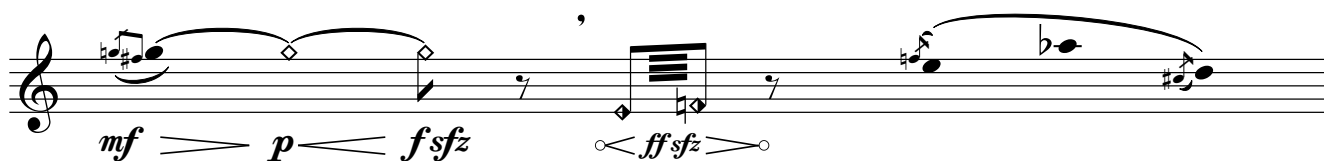
sustain *ad lib.*

18

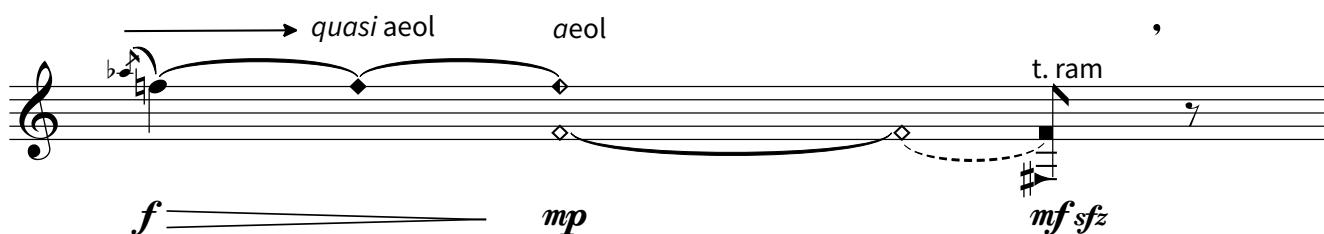
bufgrains fadeout in 10s
live spat stops: flute centralizes
alpha 13 goes to 1

19

20



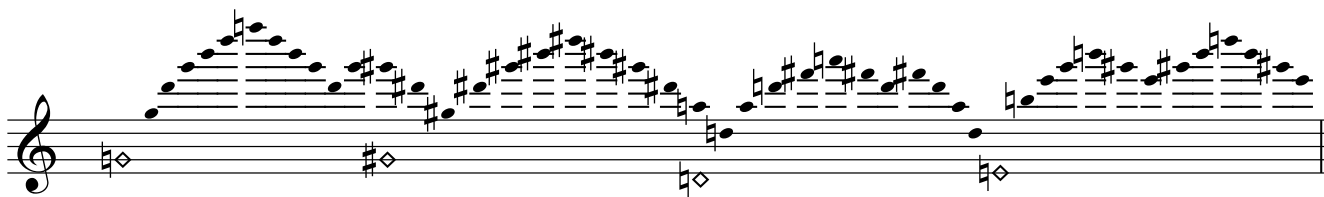
21



22

bufgrain 0 (grains from the entire buffer)
tiles alpha to 1 in up to 9s
tiles times from --60s to -2s (except tile 12, that comes to present in 12s;

whistle upper harmonics alternating freely between the given fundamental pitches
(as delicate and light as possible)



23

bufgrain 0
(grains from 22 to bef. 23)
tiles, with exception of tile 12, go to alpha 0.65

24

processes go to amp 0
tiles fade out suddenly

25



sustain *ad lib*
continue with whistle tones

