Confines Sonoros

For Double Bass, Basson and Modified Instrument.

Jorge Zurita

2013

(Espacio A)

SALA DE PROYECCIÓN
(Espacio B)

Proyector

Estrado

Mezcladora Digital o
Interfase de Audio

Computadora
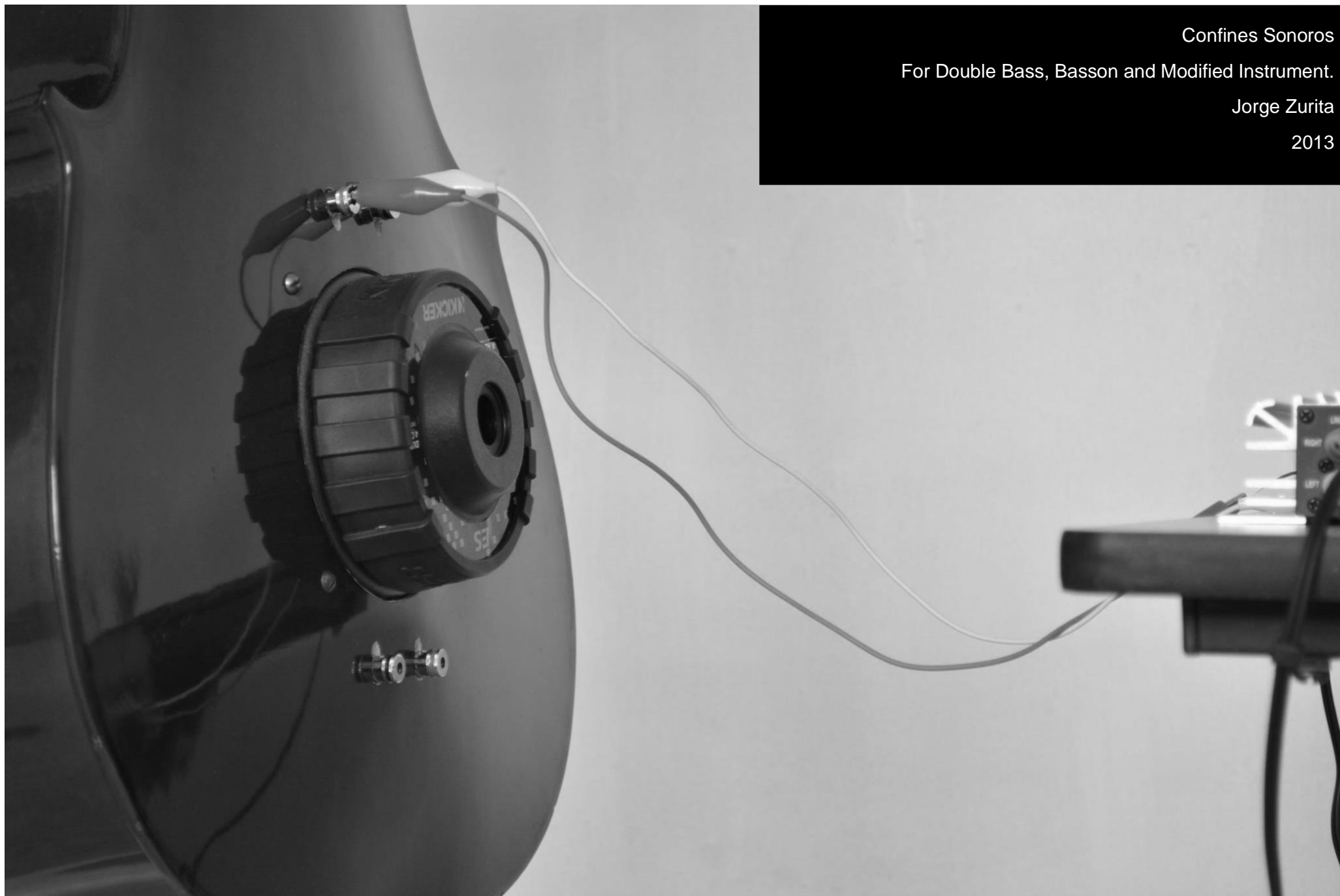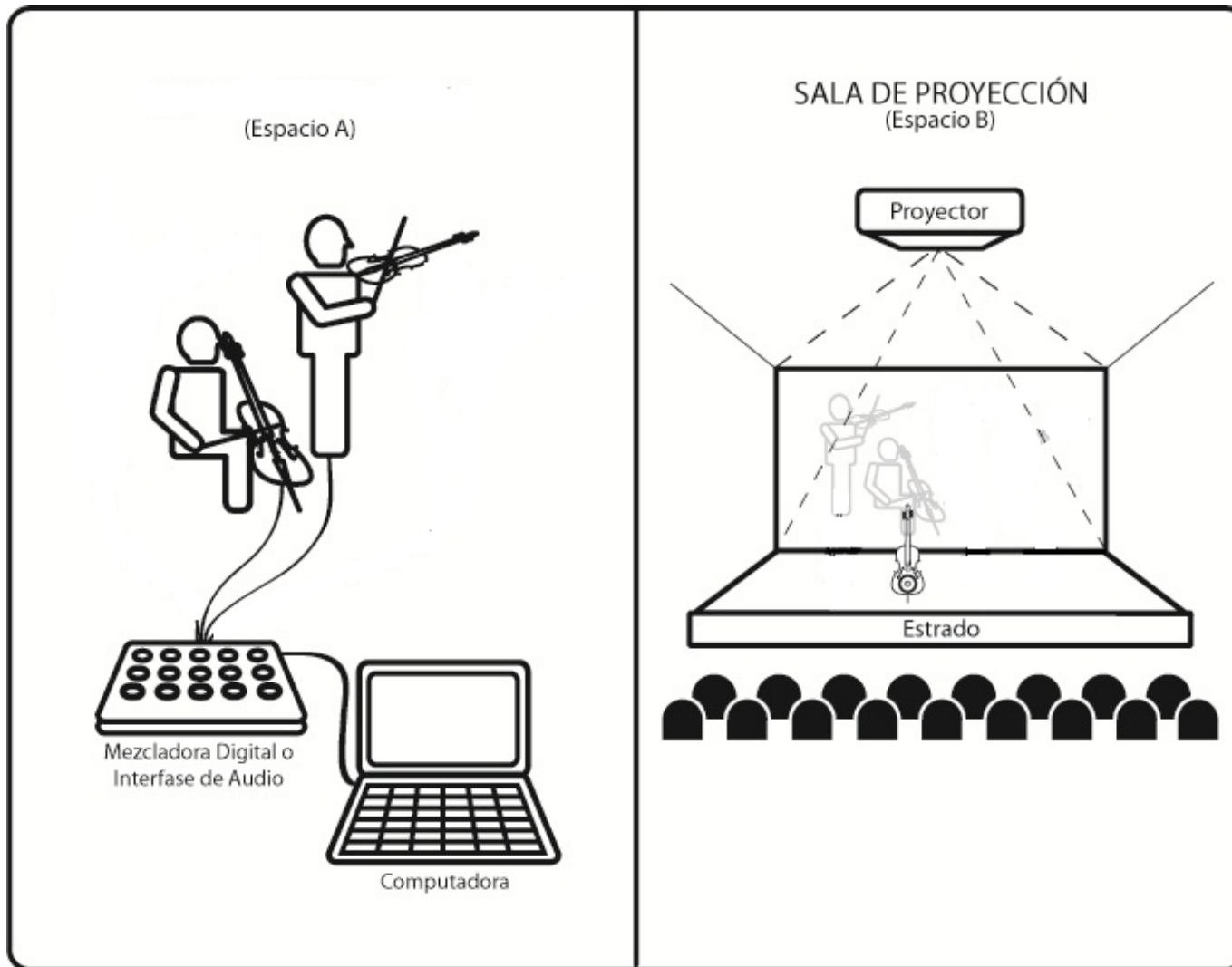
Instructions

Sound Confines is a piece designed to be performed in two different spaces.
- Space A: A previously intervened cello is placed to be artificially activated with random routines made in Supercollider.
- Space B: 2 performers will be video-recorded and this signal will be transmitted via live streaming to space A. In this space, the audio signal will also be reproduced in real time to Space A and vice versa.
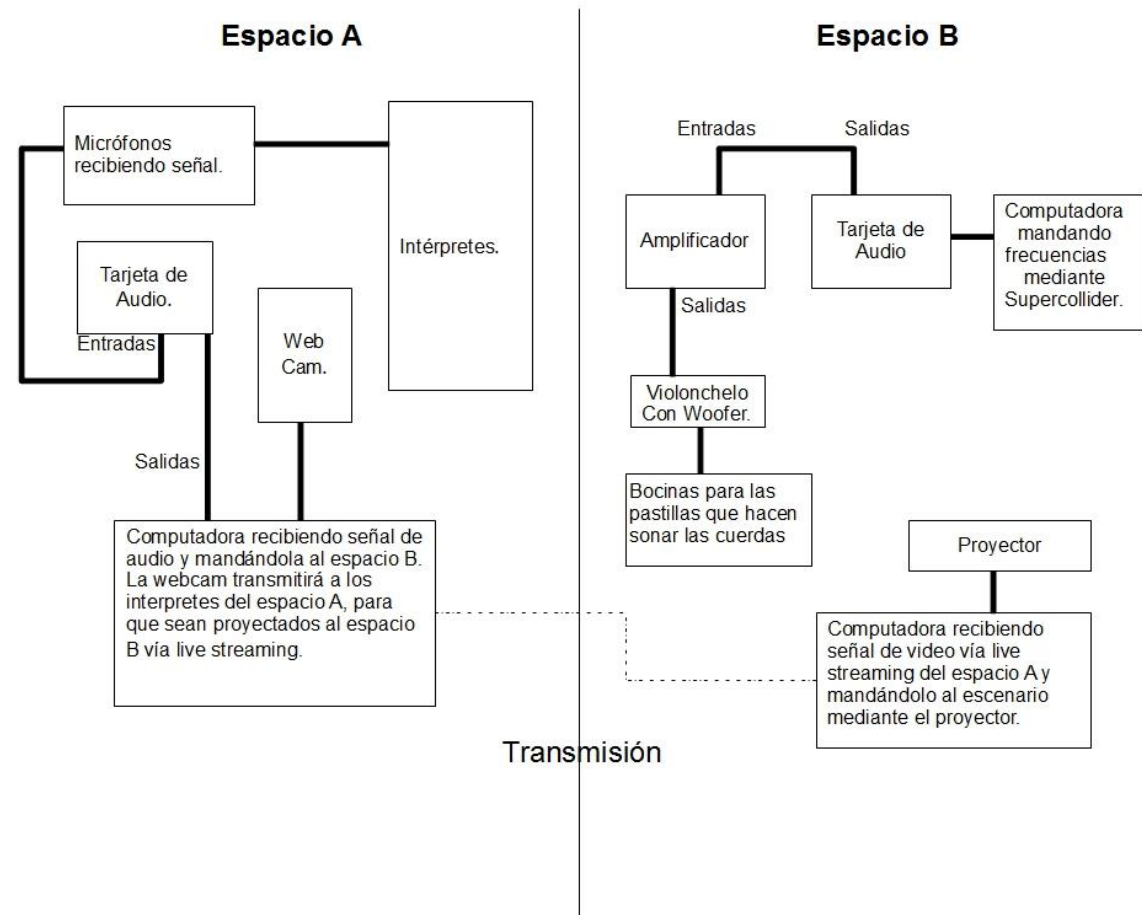
The idea of the piece is to generate a discourse between artificially instruments and real interpreters that are related at a distance through technological devices.

Device Layout.

The following is a list of technical requirements and devices necessary to make the part:
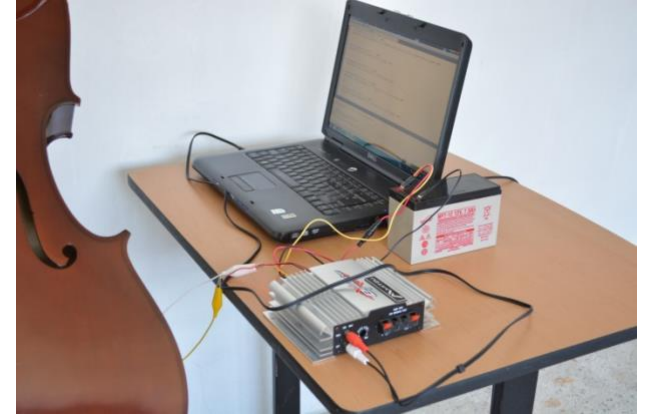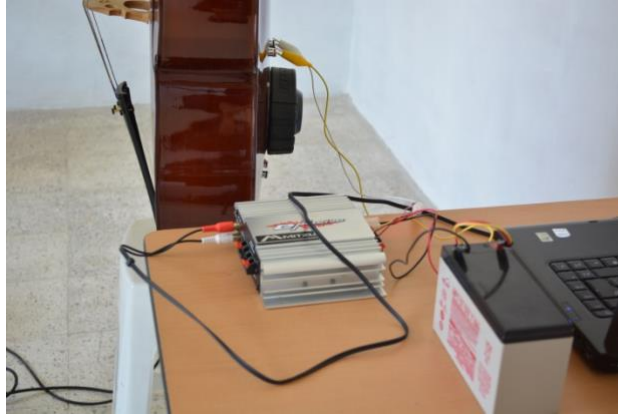
- Intervened instrument (this must be requested from the composer to perform the piece)
- 3 condenser microphones such Shure sm 57.
- 2 audio interfaces with a minimum of 4 inputs and 4 outputs 2 computers with webcam included, audio drivers, live streaming software such as Xsplit Broadcaster and Supercollider.
- A projector.
- 2 speakers 40 watts each, with amplifier.
- The code made in Supercollider can be provided by the composer, or propose a new one according to the set of rules proposed in the score.

The following image explains how the devices are placed:

Espacio A

Micrófonos recibiendo señal.

Tarjeta de Audio.

Entradas

Salidas

Intérpretes.

Web Cam.

Computadora recibiendo señal de audio y mandándola al espacio B. La webcam transmitirá a los interpretes del espacio A, para que sean proyectados al espacio B vía live streaming.

Espacio B

Entradas   Salidas

Amplificador

Salidas

Tarjeta de Audio

Computadora mandando frecuencias mediante Supercollider.

Violonchelo Con Woofer.

Bocinas para las pastillas que hacen sonar las cuerdas

Proyector

Computadora recibiendo señal de video vía live streaming del espacio A y mandándolo al escenario mediante el proyector.

Transmisión

Instrument modified

Cello with a subwoofer inside the body, it makes the strings vibrate by means of resonance. The frequencies are sent from a computer connected to the woofer. On the computer, Supercollider is used to make random sequences and routines of the frequencies that make the strings resonate. The strings are connected to pickups in order to amplify their vibration.

125 seconds

48 seconds

Create a combination of harmony and counterpoint generated solely by the cello in space A connected via OSC to a computer in space B; the other performer just listen.

The dialogue begins with 3 instruments interaction: Interaction with the sounds coming from space A, this must be of a faint type, and tending to continuous type sounds.

60 seconds

Increases the sound intensity of the improvisation dialogue. Discontinuous type sounds or effects can be incorporated.

Gradually the communication returns; reincorporate a more stable structure until a gradually ending.

There is no interaction. Generate a chaotic type structure, using the desired resources. Shifting speed and intensity in an unpredictable way.

The dialogue is abruptly interrupted.

90 seconds

160 seconds

30 seconds