

7_616900_234013 for Percussion and live electronics

Directions

Open the patch 7_616900_234013–newer. In the subpatcher "p stomp" you will have to choose the midi channel and controller number on which your pedal is sending.

In the graphic window you will always see what instruments are to be used in the specific part. The ones that have triggering functions at the moment are labeled accordingly.

Instructions are written in the graphics window, although in German. So here's a short explanation:

Start (Step 1): circular motion on Tamtam with wire brush, after a few seconds, one hand to Bass Drum, swish on both instruments together in circular motion. Then other hand to Bass Drum as well, move from swish slowly and as seamlessly as possible into rolling and start a massive crescendo (as much as possible), end with an accented hit on Bass and Snare Drums simultaneously. Now repeat the same build-up (circular swish into rolling and massive cresc.) on the Tamtam alone. This time the accented hit falls onto the two cymbals simultaneously. Be careful not to allow more than 10 seconds of time between the two accented hits, as they have a triggering function limited to this interval (everything above 10 sec gets cut down to 10 sec, so no harm is done, but also no real interaction, as you can opt for a faster modulation by making the interval shorter – try out!). Hitting the cymbals now starts the modulation of the sounds played. Now start improvising, from time to time changing the modulation time by hitting first the snare drum and then the larger cymbal. Change to normal drum sticks as you wish. Try getting into a quasi FM-range of sounds (by hitting both triggers in short succession) before you move on to Cue Nr. 2 by pressing the pedal.

Step 2: Now you have a normal delay, change the delay time via the triggers shown in the graphic window. Gradually decrease in volume and density and move to bicycle spokes as beaters. Set the Loop length to near 10 sec. before you trigger cue 3. You can also choose a shorter time and then make it longer in cue 3, thus getting some morphed sound in the loop, but be careful not to fill the loop up too early.

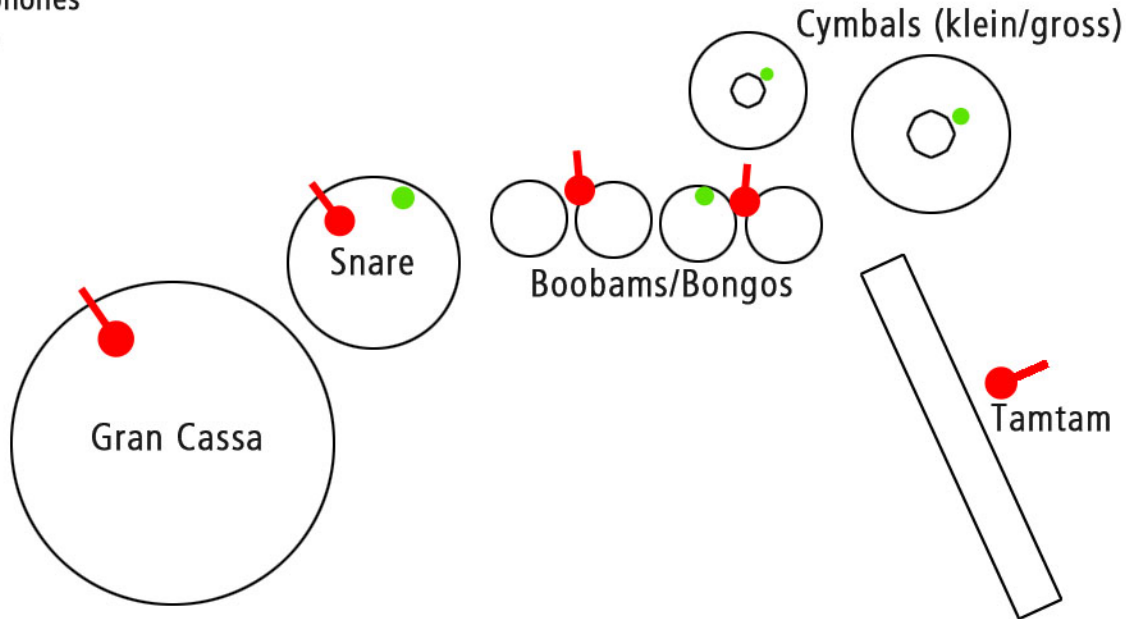
Step 3: With cue 3 a 100%–feedback–delay–loop begins. You can still change its length with the snare and smaller cymbal. Only the mics on the boobams/bongos are open on the left channel. Start building a loop of sounds, but only add one or two noises per cycle. Start very silently and hesitating. Use bicycle

spokes and a bass bow as tools. You can also pluck the spokes and make them squeak with the bow. Step through the cues one by one, every cue lets you add other instruments to the left or the right channel (shown in the graphic window). Gradually the volume will increase, use whatever beaters you like, choosing sounds that you like, but don't built a rhythmical groove, although you can use hits to make an audible structure. With cue 19 start a build-up with squeaking metallic sounds using the bow on the metals. You can then make it more aggressive by throwing spokes into the bowl gong and then strokeing it with the bow. In cue 21 squeak and screech as much as possible. Change to 22 fast and add Tamtam rubbed with a triangle beater. Make sure your delay time is near 10 sec and trigger cue 23 and immediately afterwards hit the tamtam in fff. Damp the tamtam as soon as you hear its delayed version. Let the volume decrease while holding the tension.

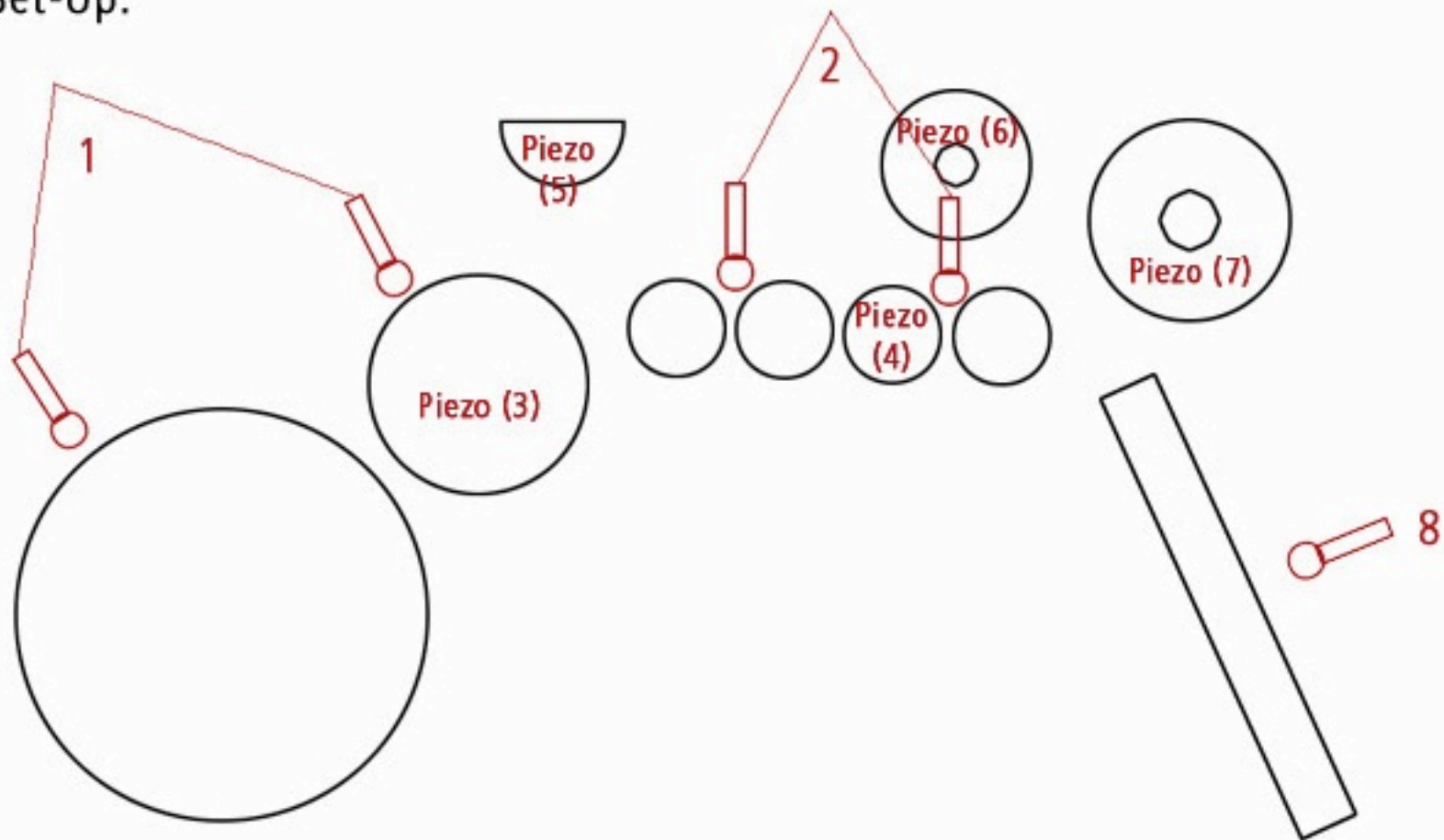
End (Cue 24): Cue 24 makes a fade out over 5 seconds to signal the end of the piece.

Set Up:

- : Microphones
- : Piezos



Set-Up:



Besen auf Tamtam kreisen
dann Besen auf GC dazu.

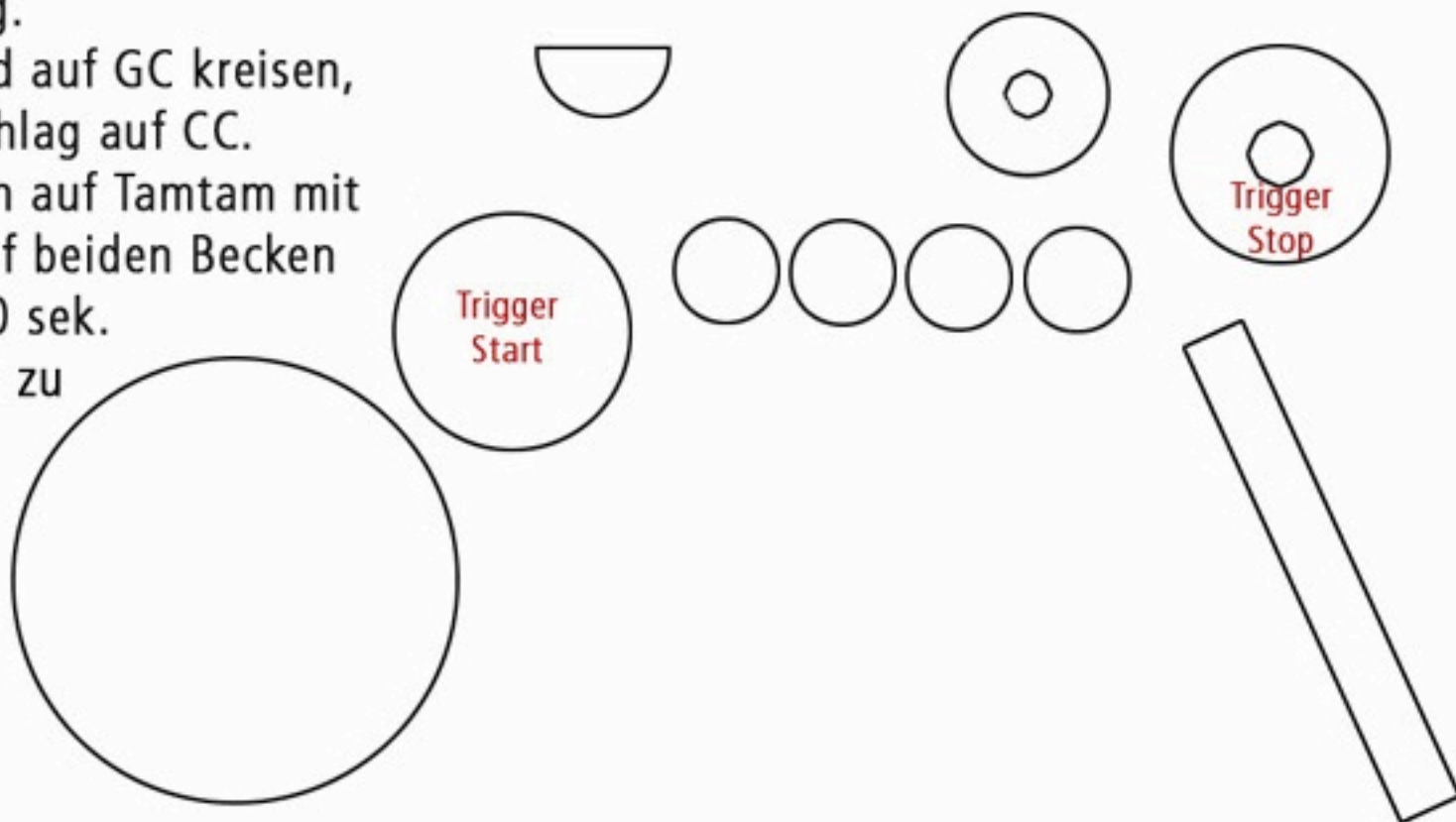
Tamtam weg.

Tremolierend auf GC kreisen,
cresc., Abschlag auf CC.

Gleiches nun auf Tamtam mit
Abschlag auf beiden Becken
innerhalb 10 sek.

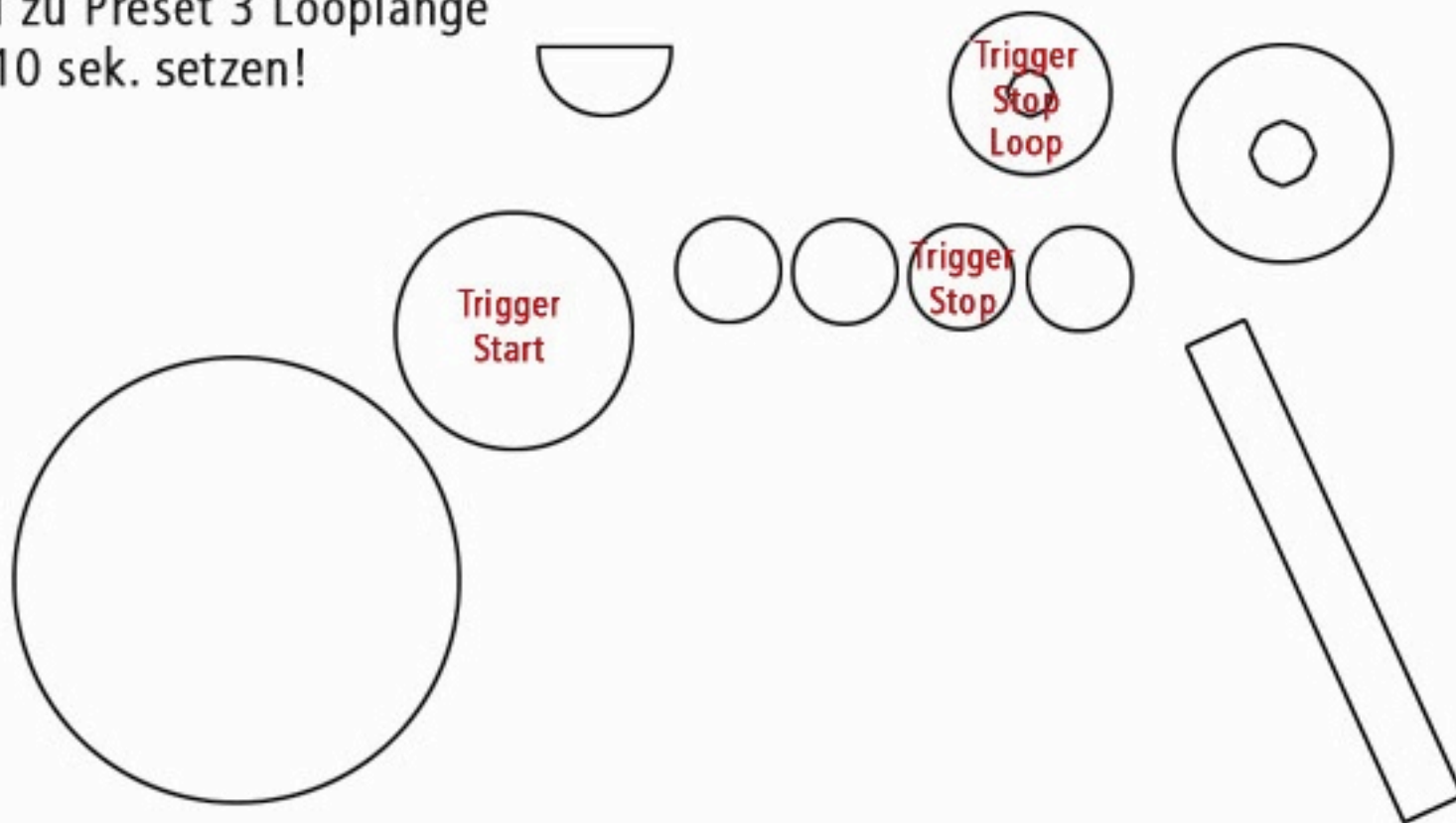
Vor Wechsel zu

Preset 2
Delayzeit
auf über
5000 ms
setzen.

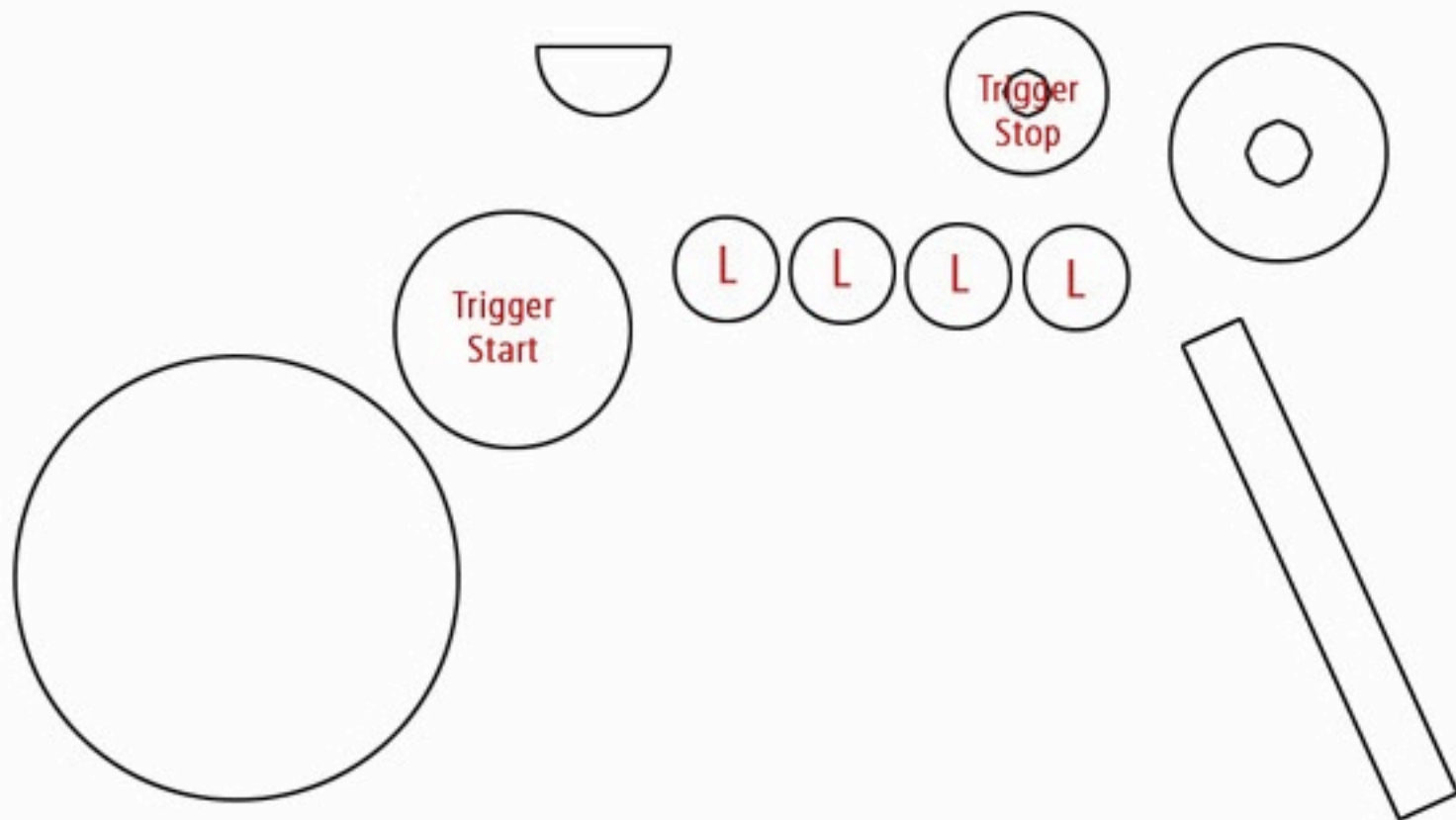


Normales Delay;
ersterben lassen.

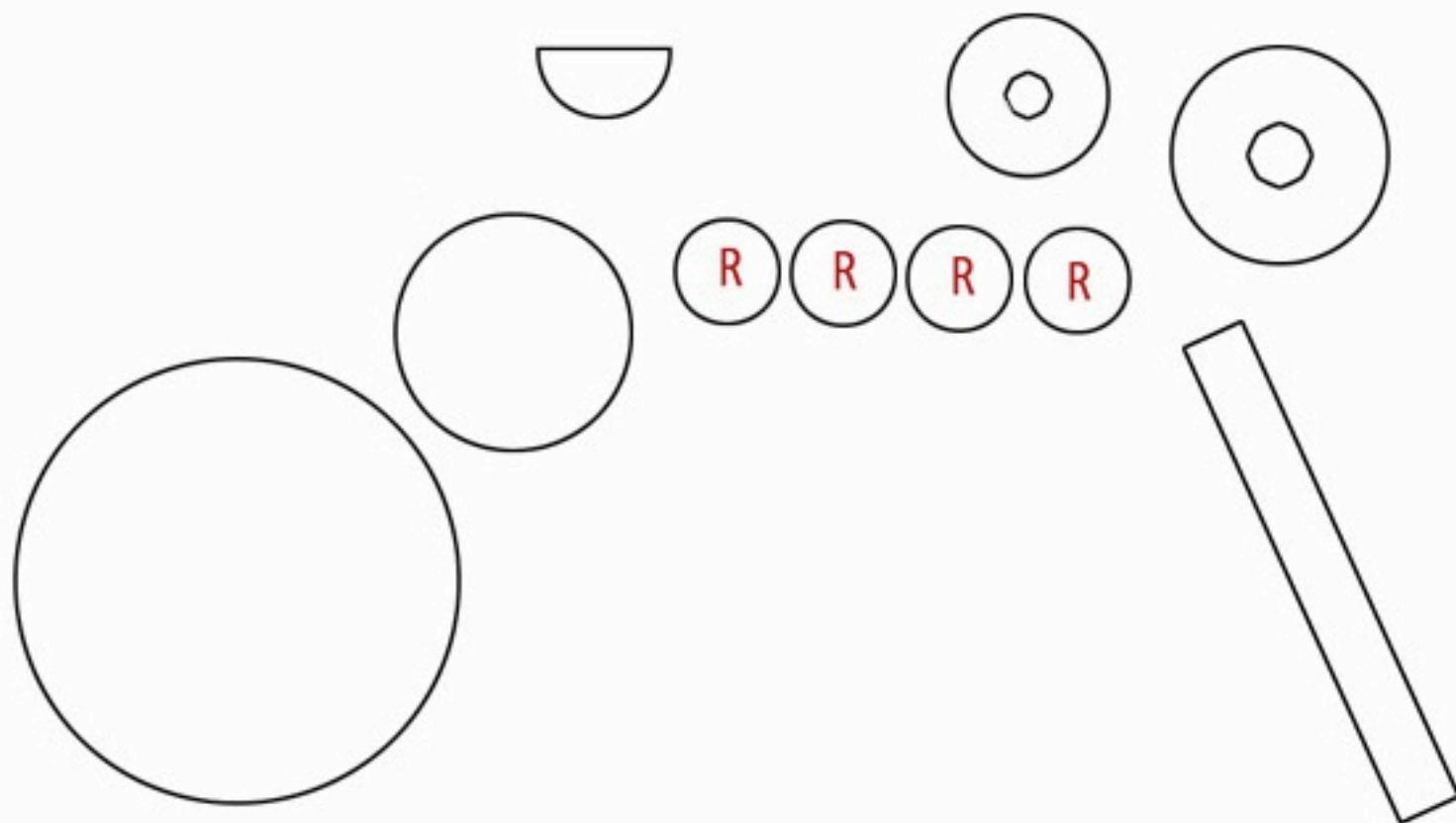
Vor Wechsel zu Preset 3 Looplänge
von ca. 7 - 10 sek. setzen!



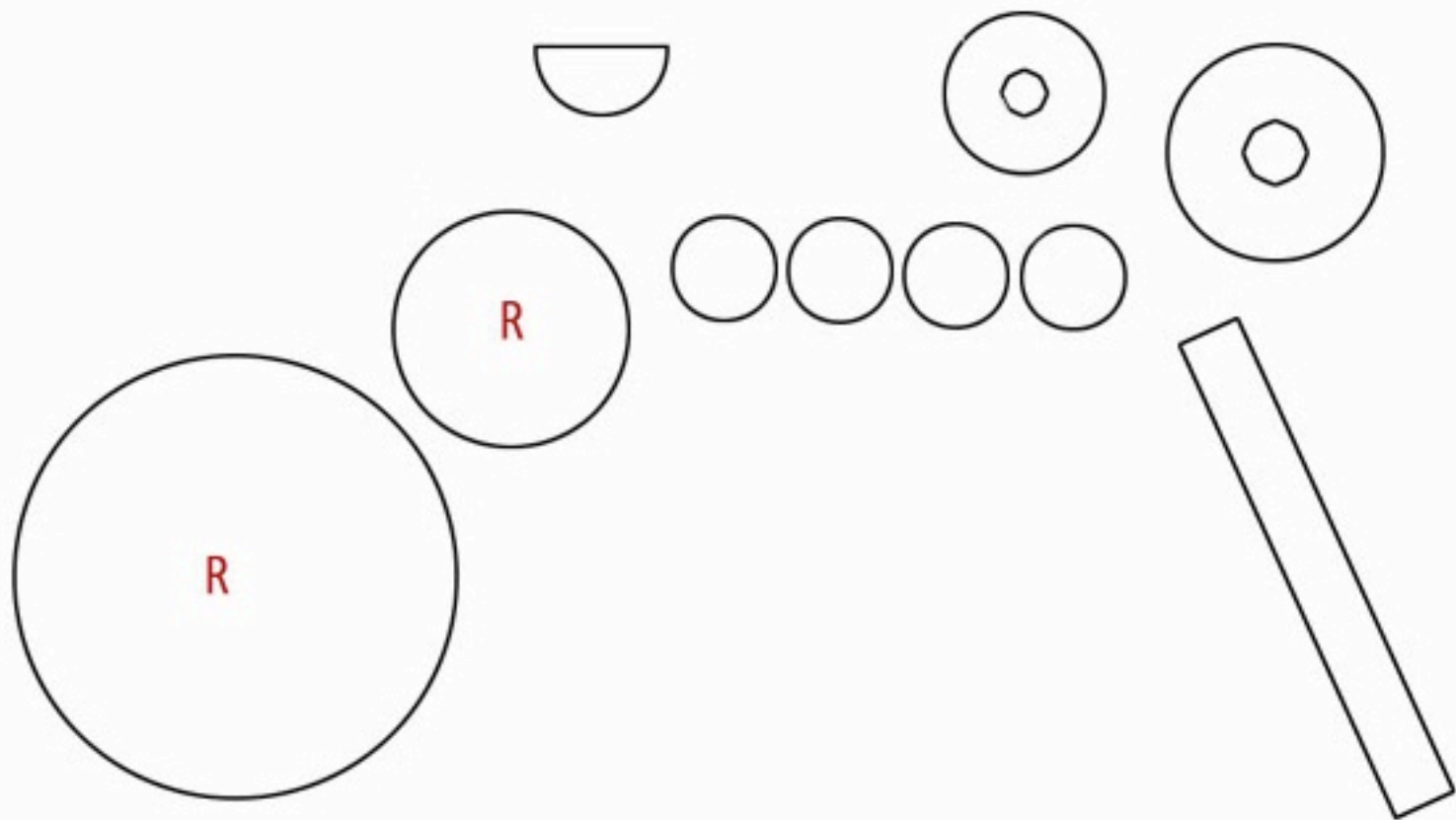
Loop:
Leise beginnen! Wenig Geräusche



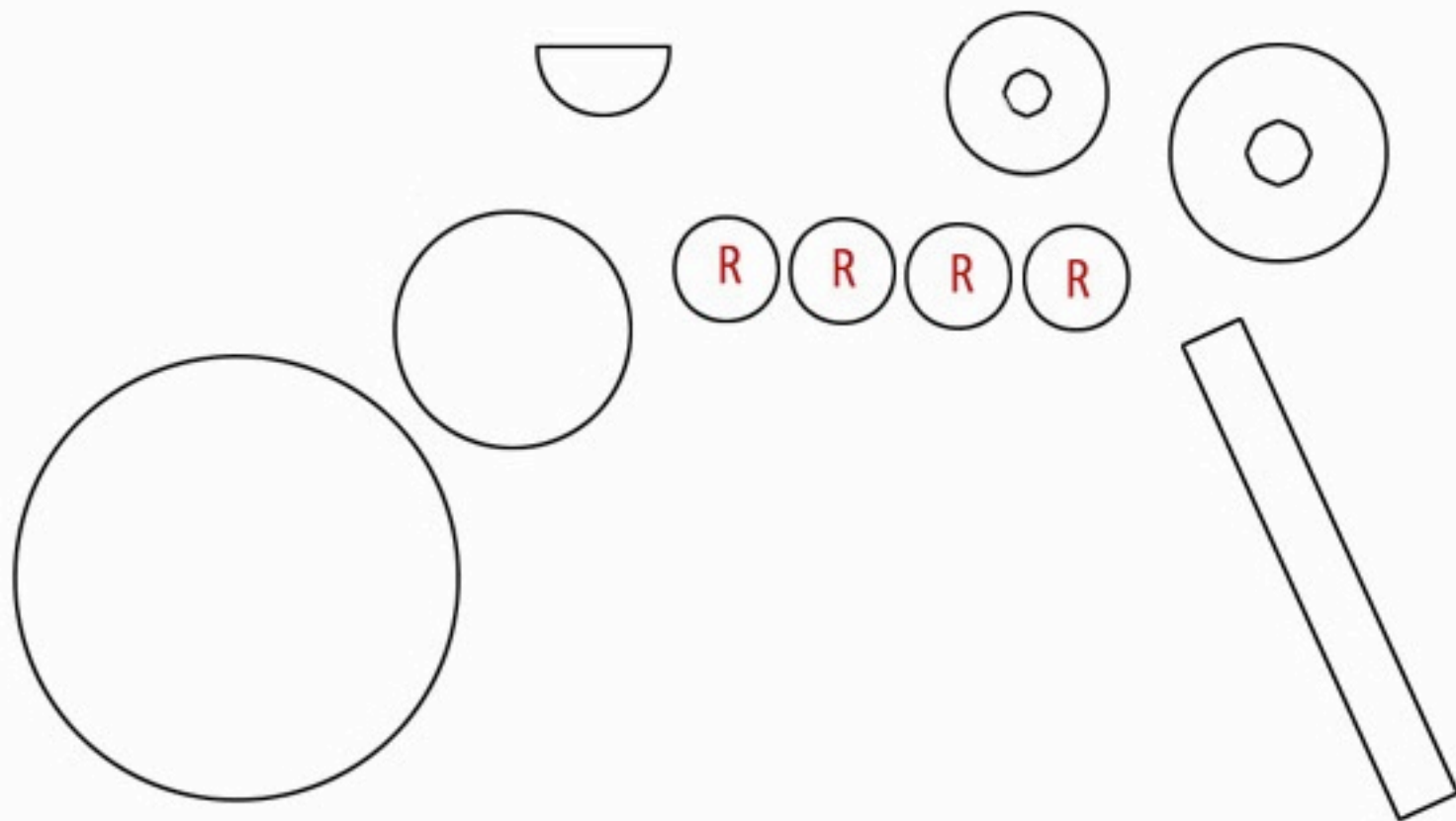
Loop:
Leise beginnen! Wenig Geräusche



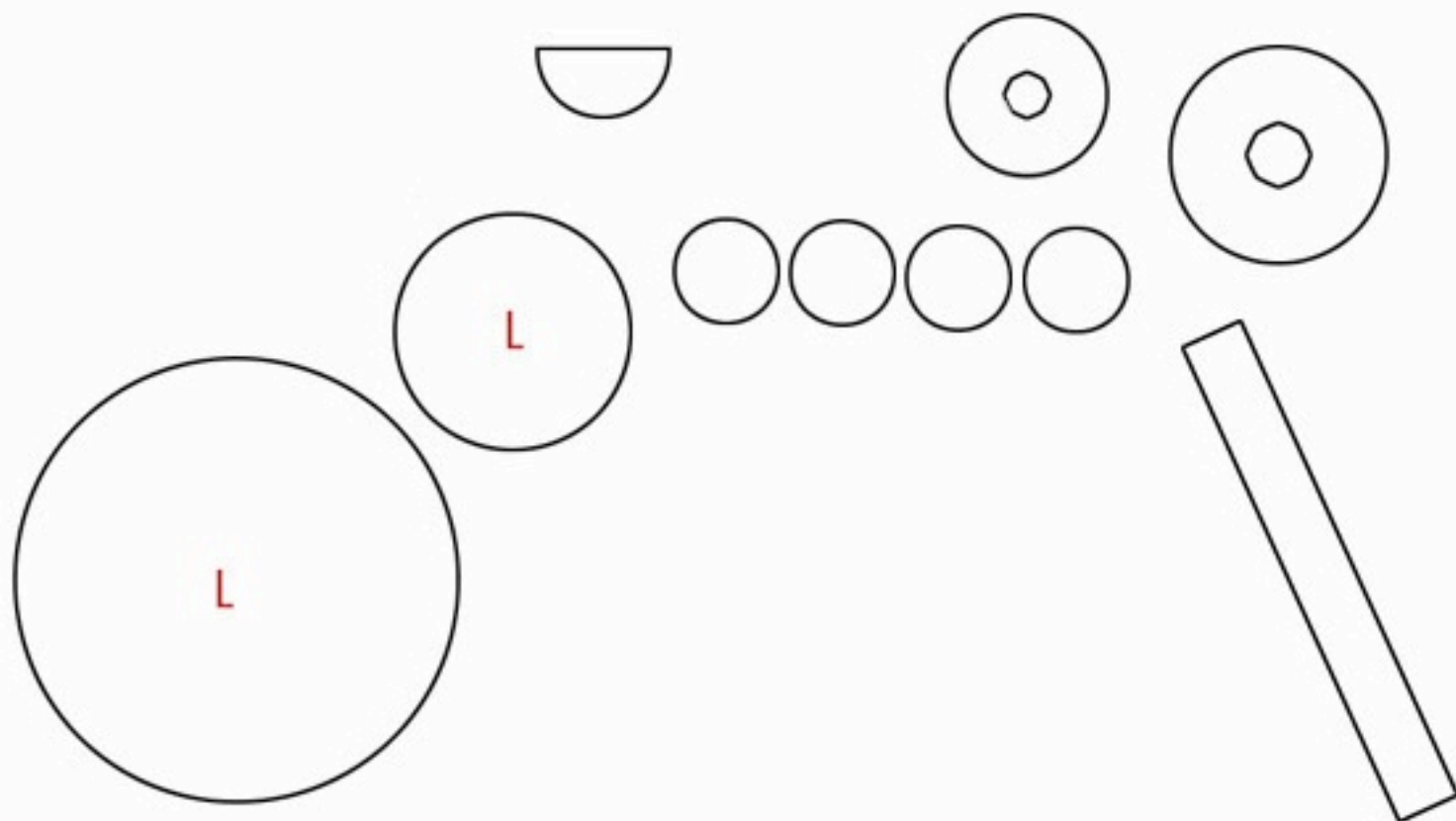
Loop:
Leise beginnen! Wenig Geräusche



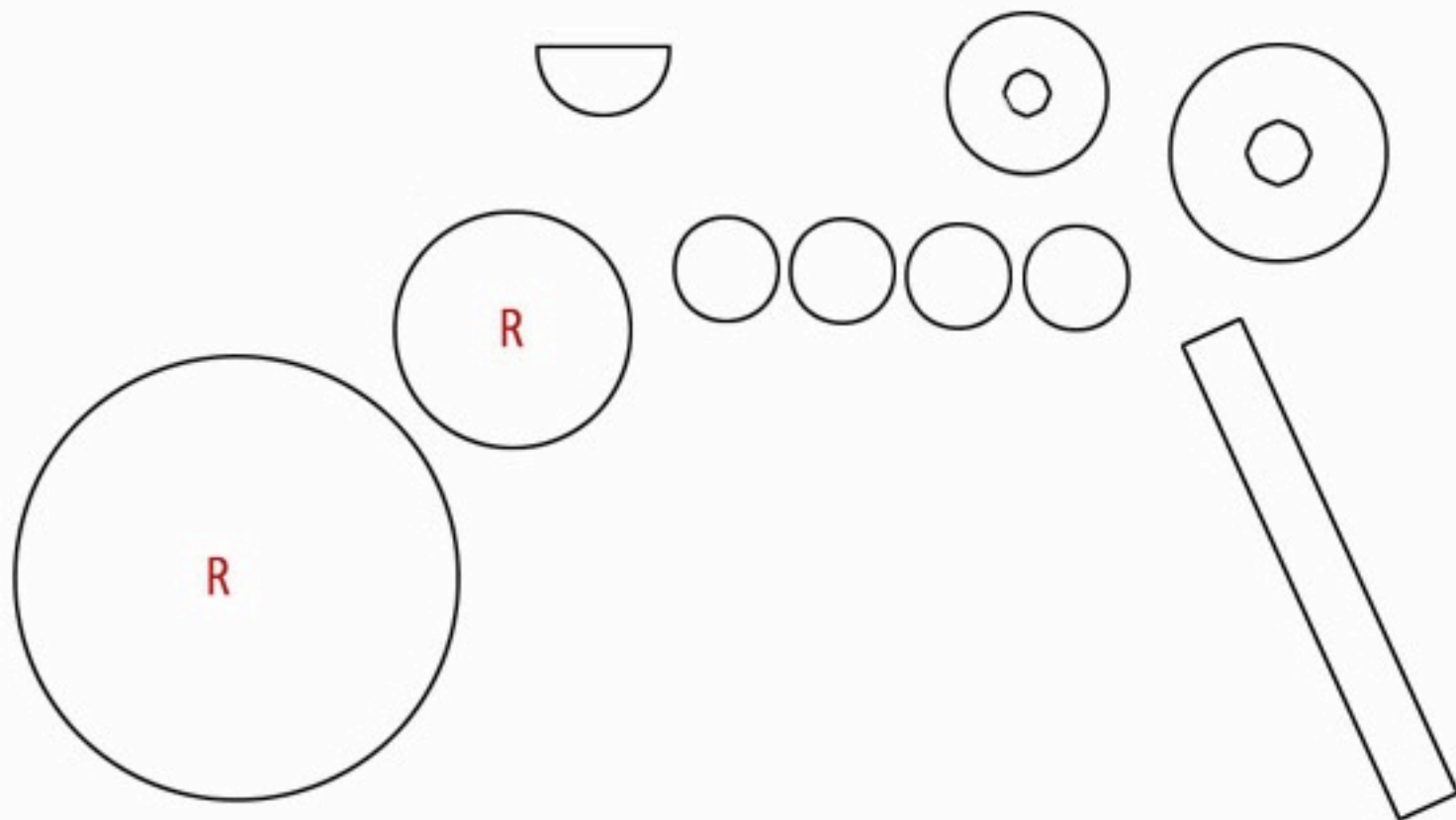
Loop:
Leise beginnen! Wenig Geräusche



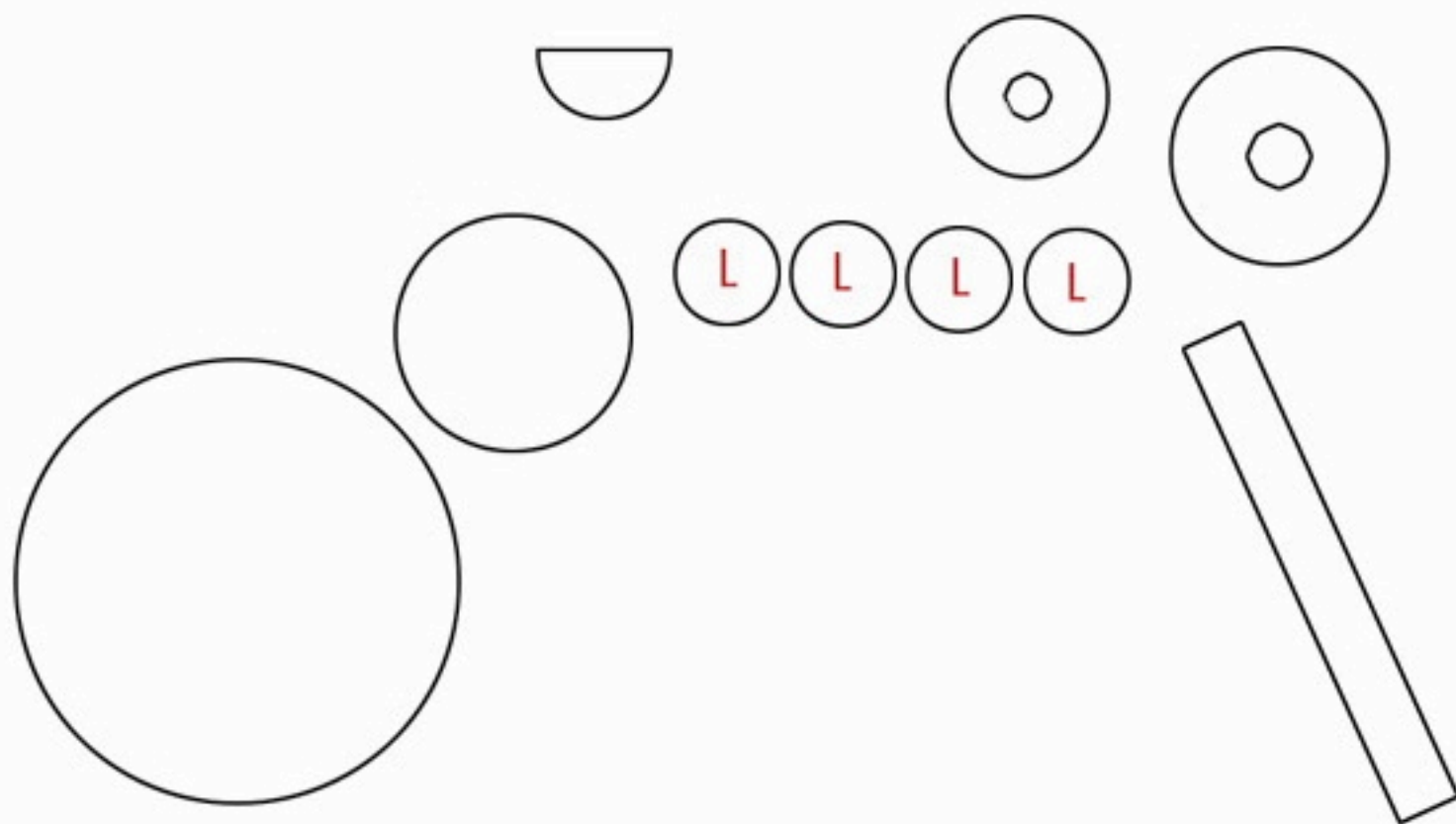
Loop:
Leise beginnen! Wenig Geräusche



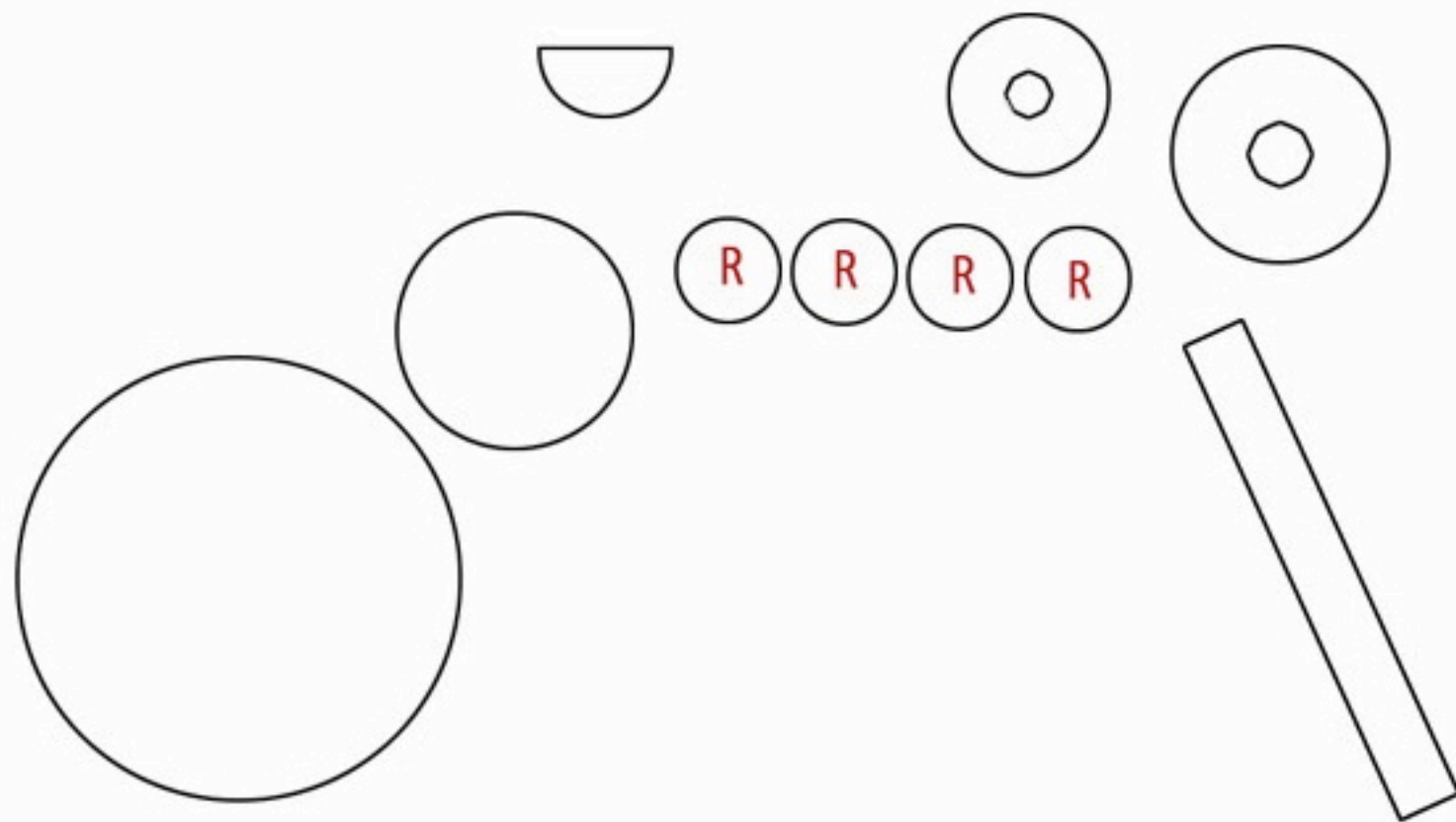
Loop:
Leise beginnen! Wenig Geräusche



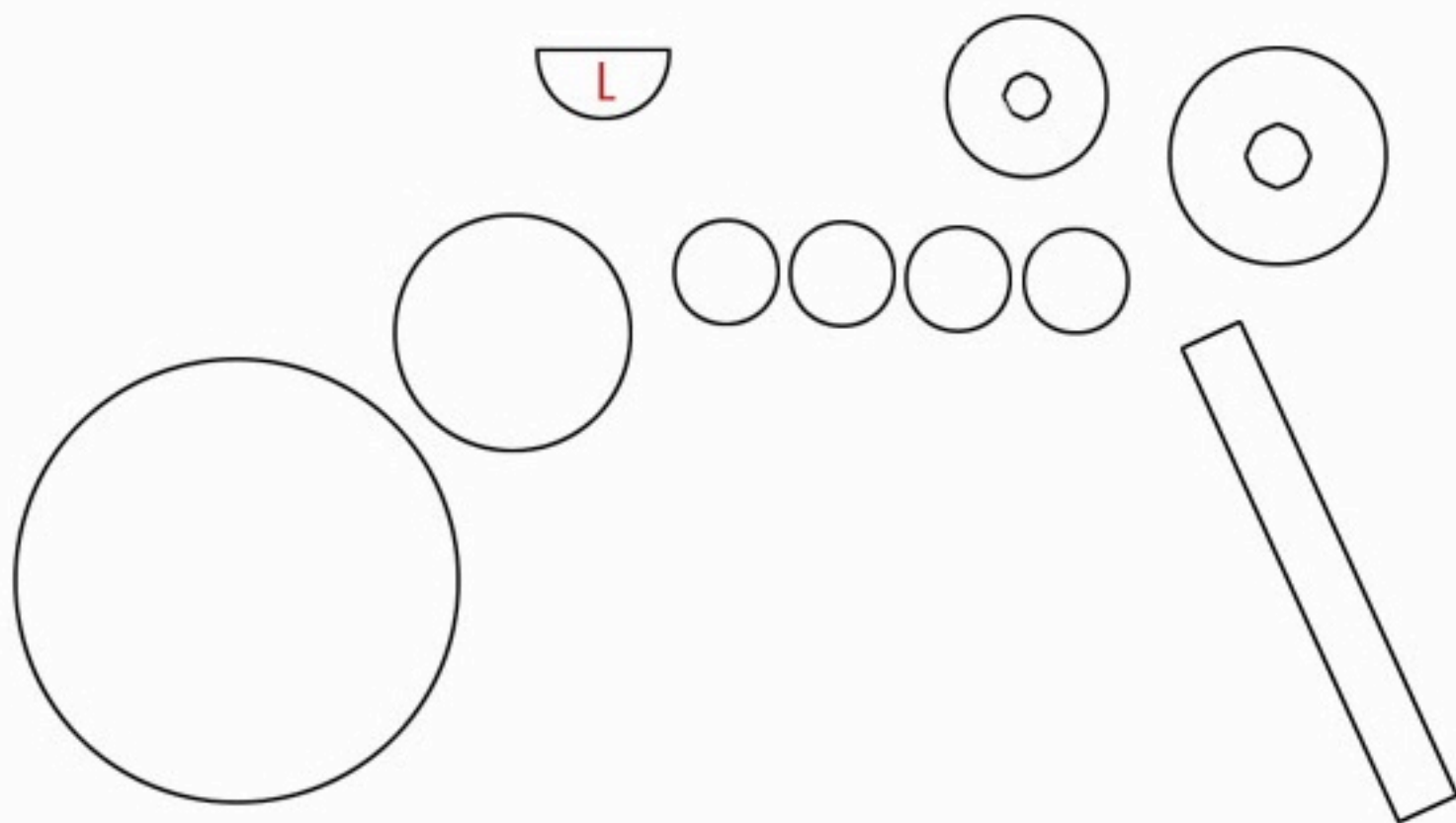
Loop:
Leise beginnen! Wenig Geräusche



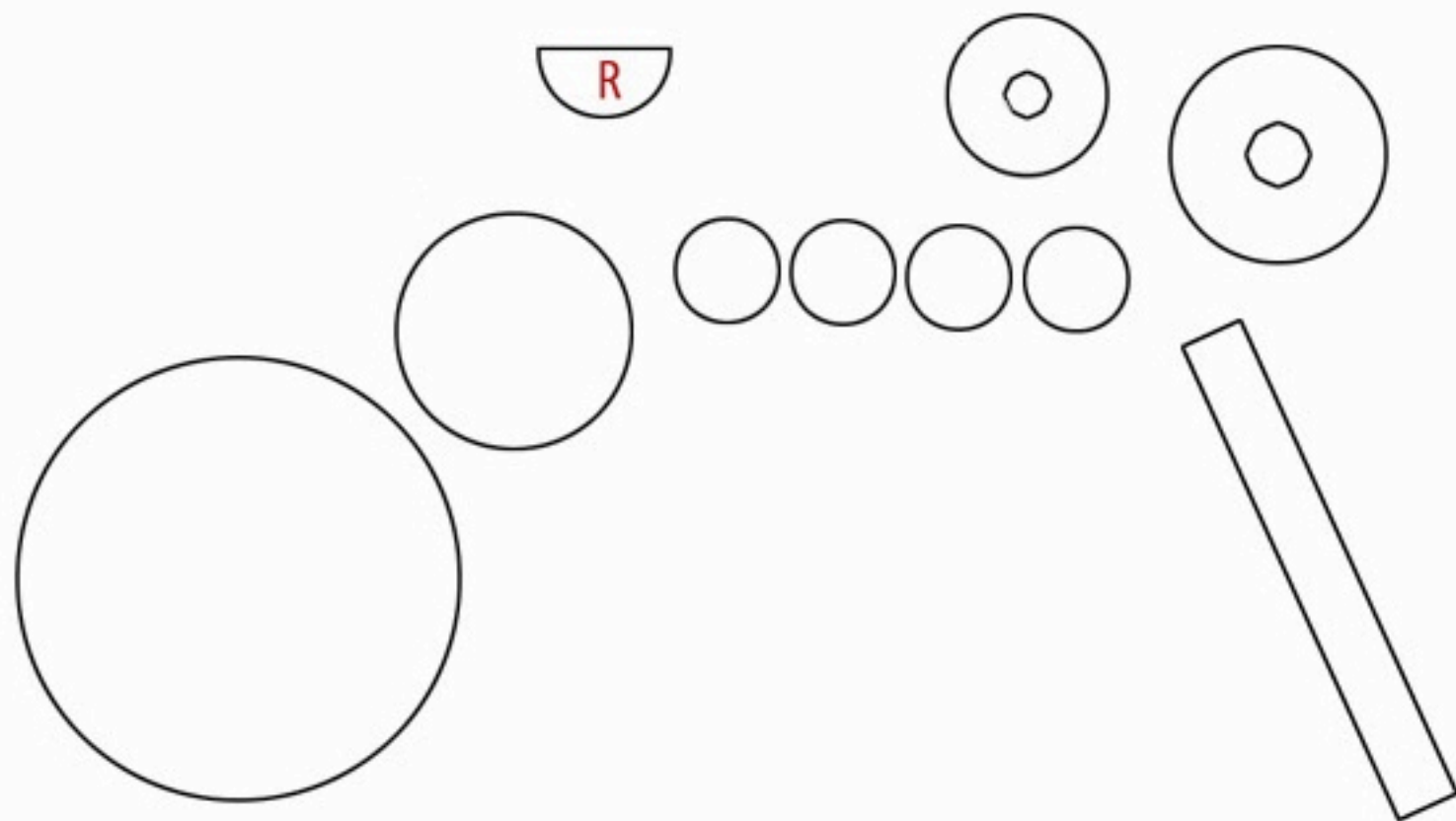
Loop:
Leise beginnen! Wenig Geräusche



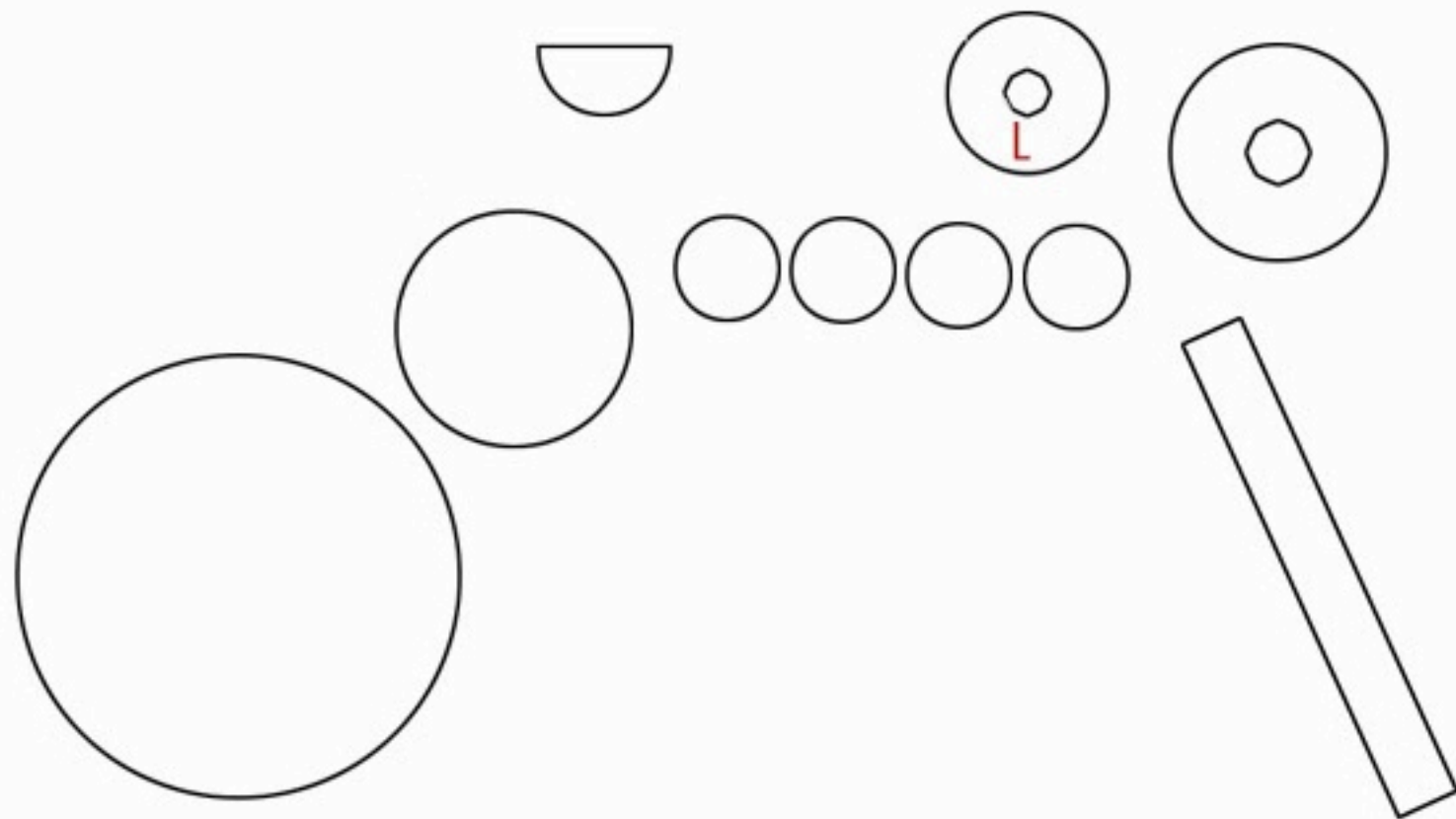
Loop:



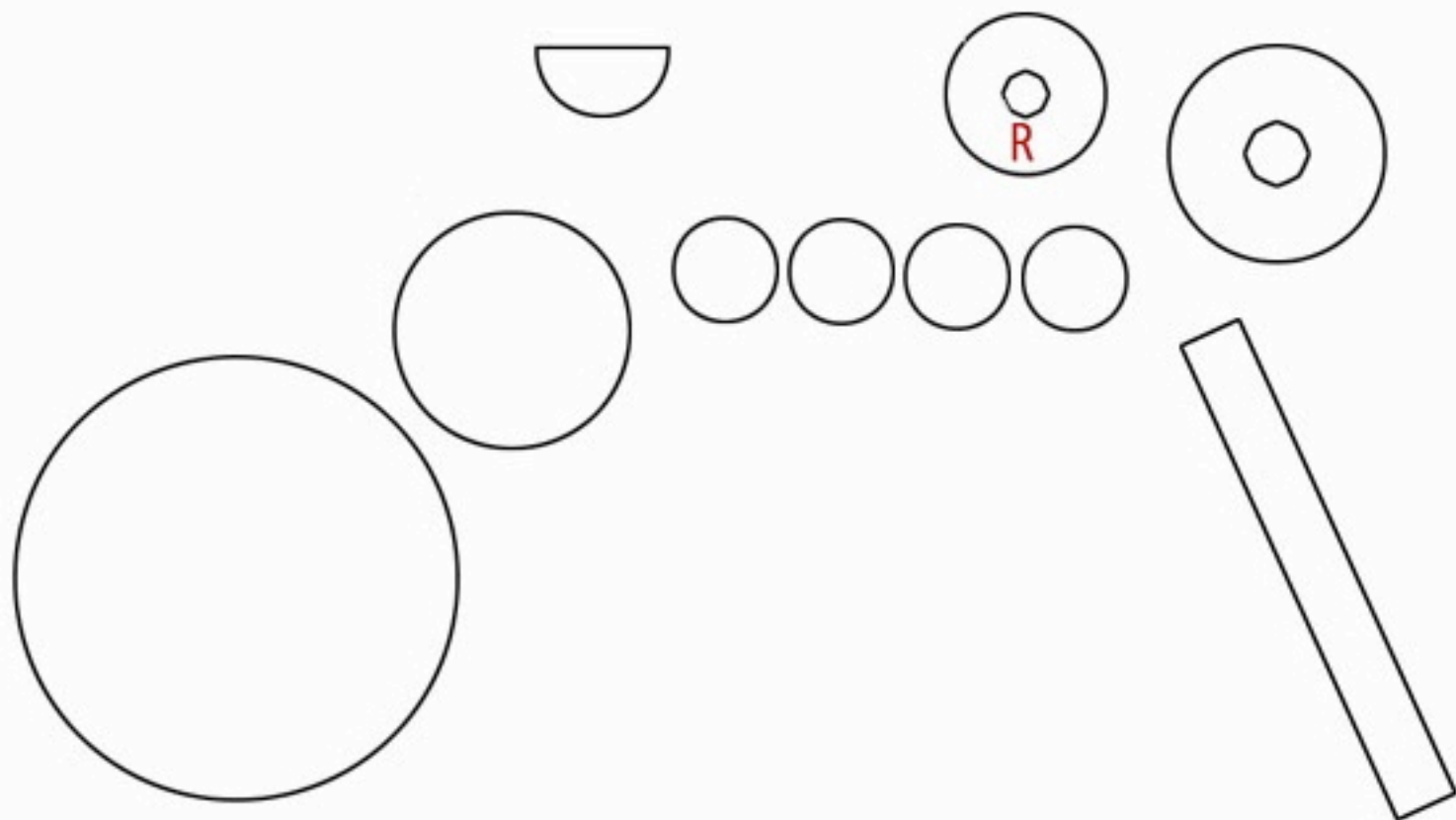
Loop:



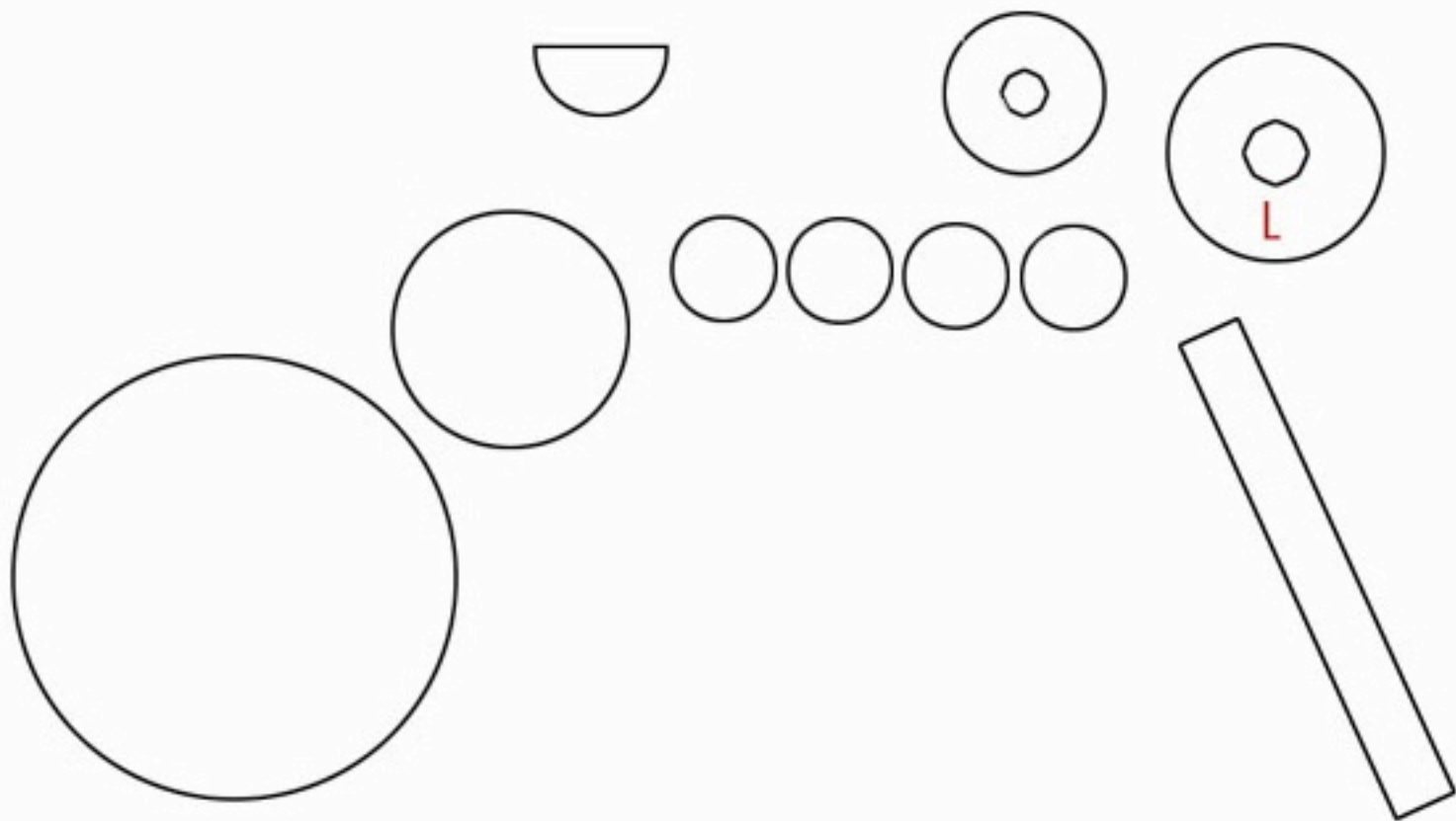
Loop:



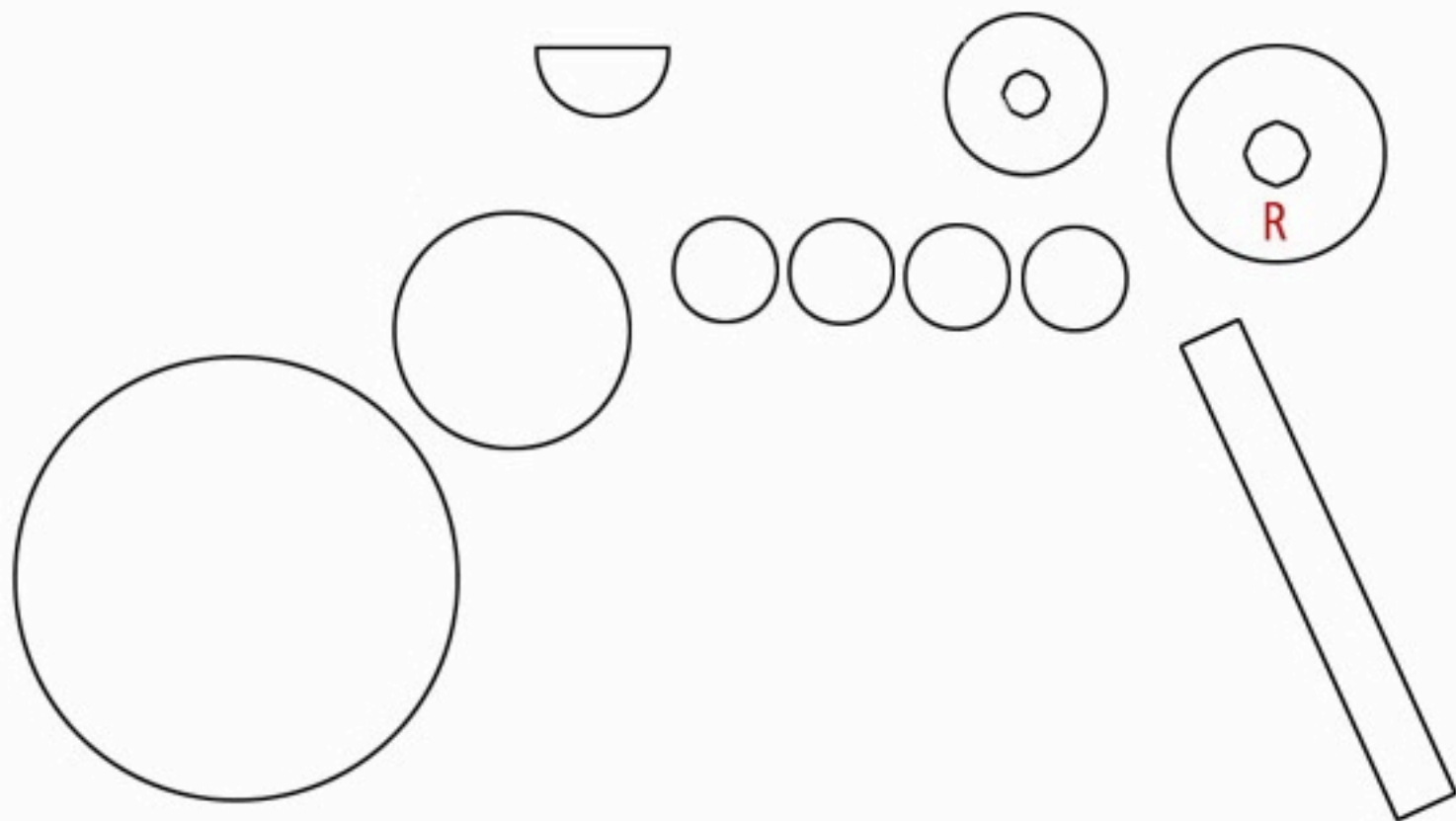
Loop:



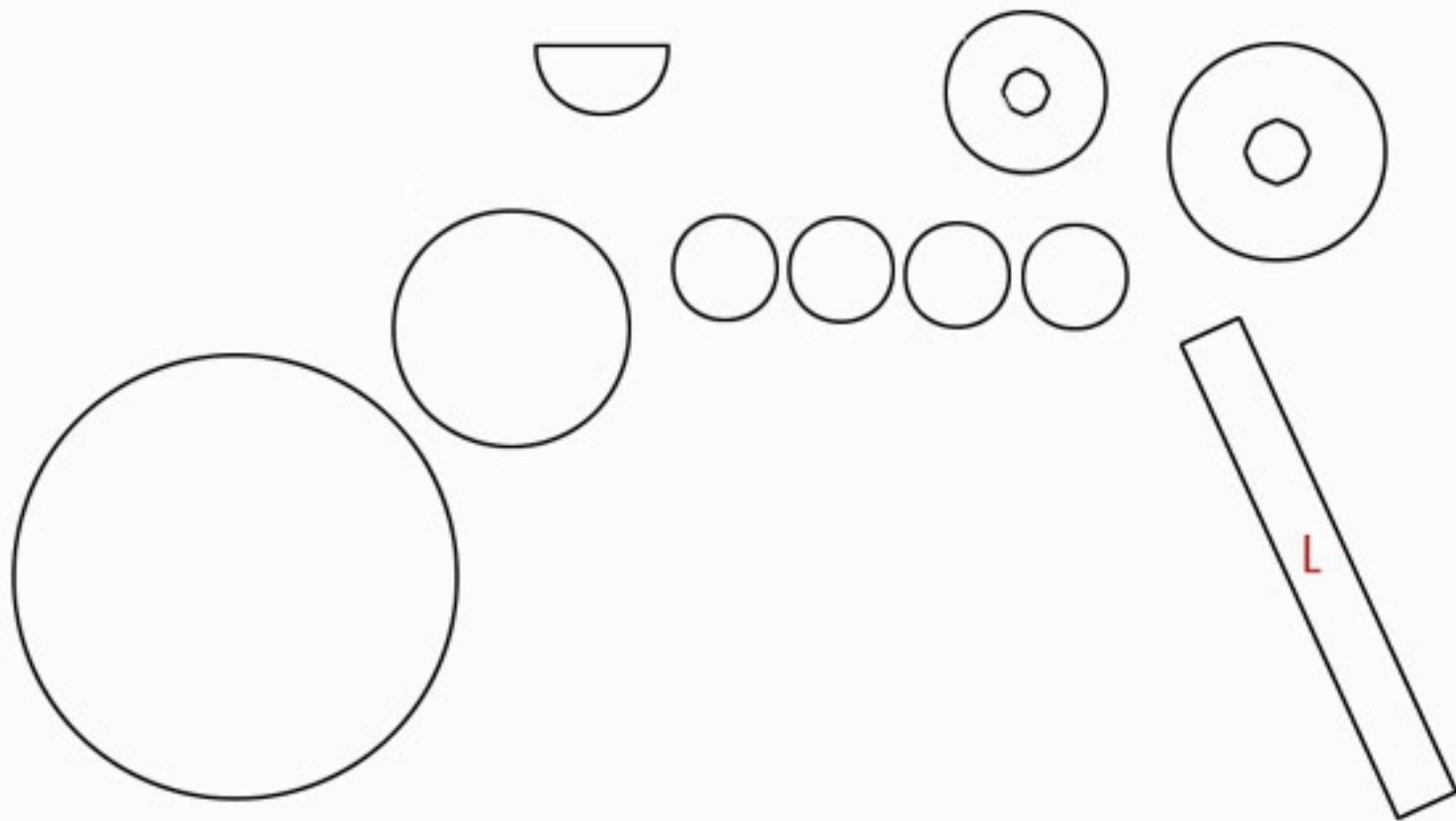
Loop:



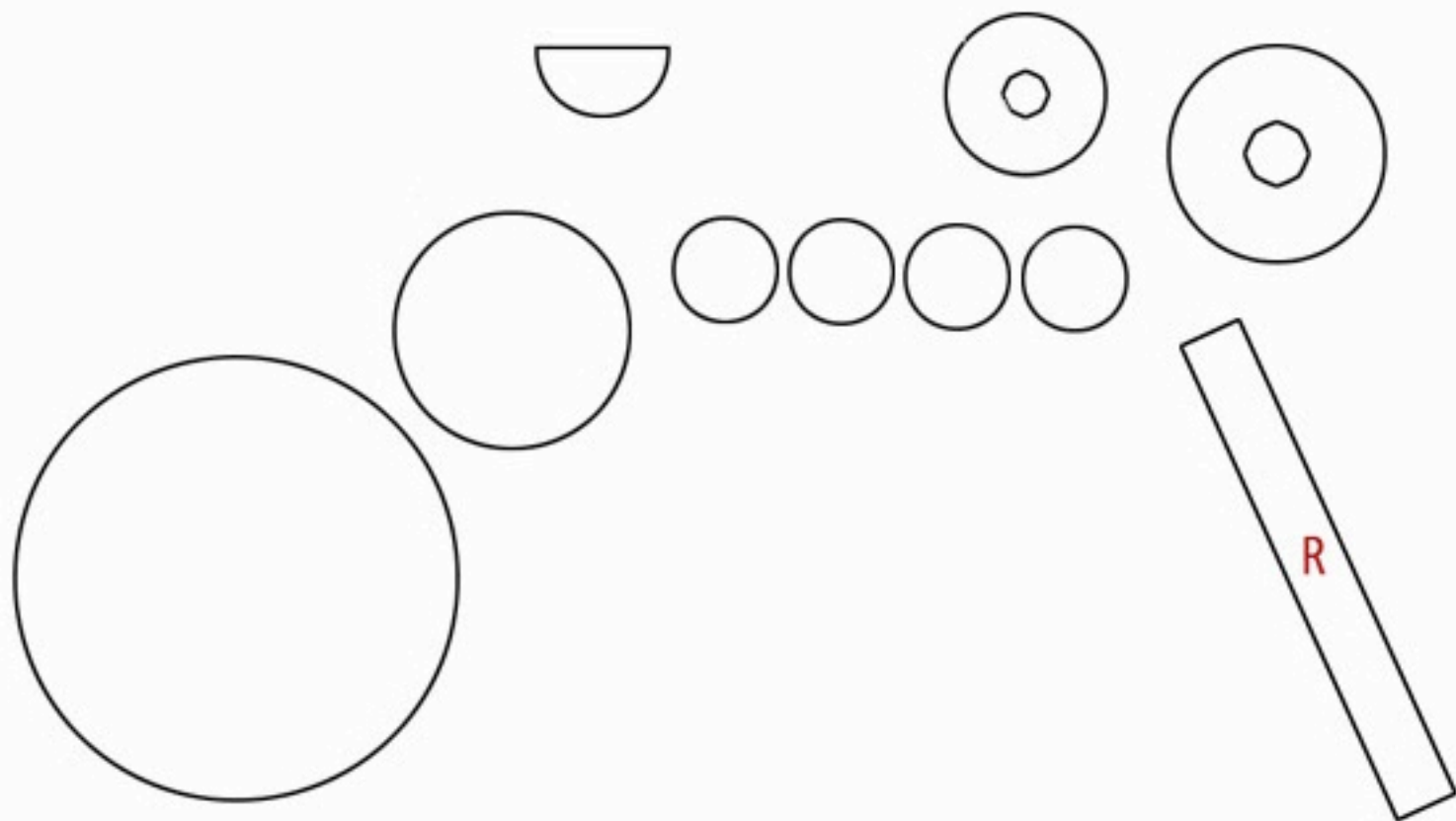
Loop:



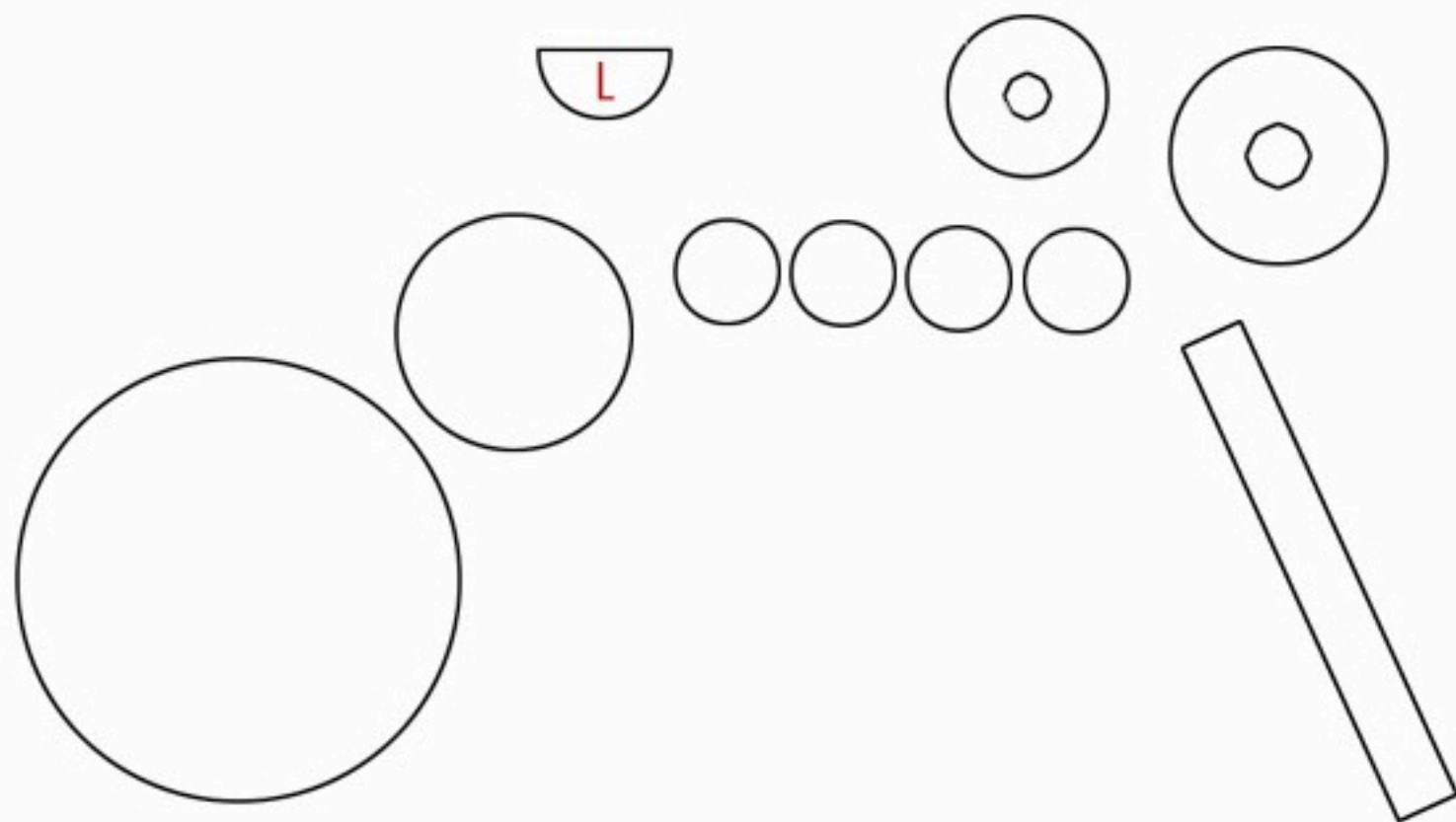
Loop:



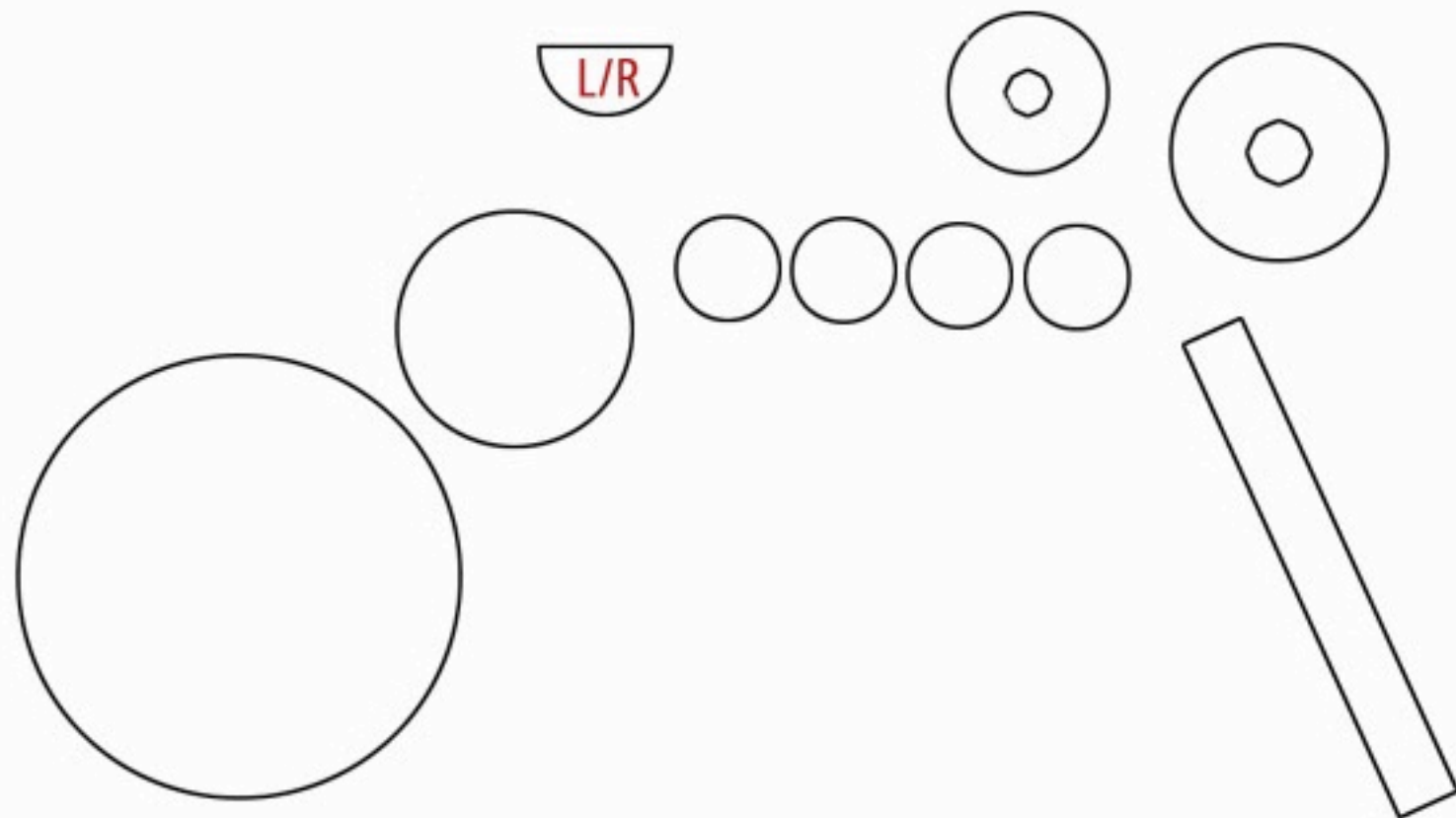
Loop:



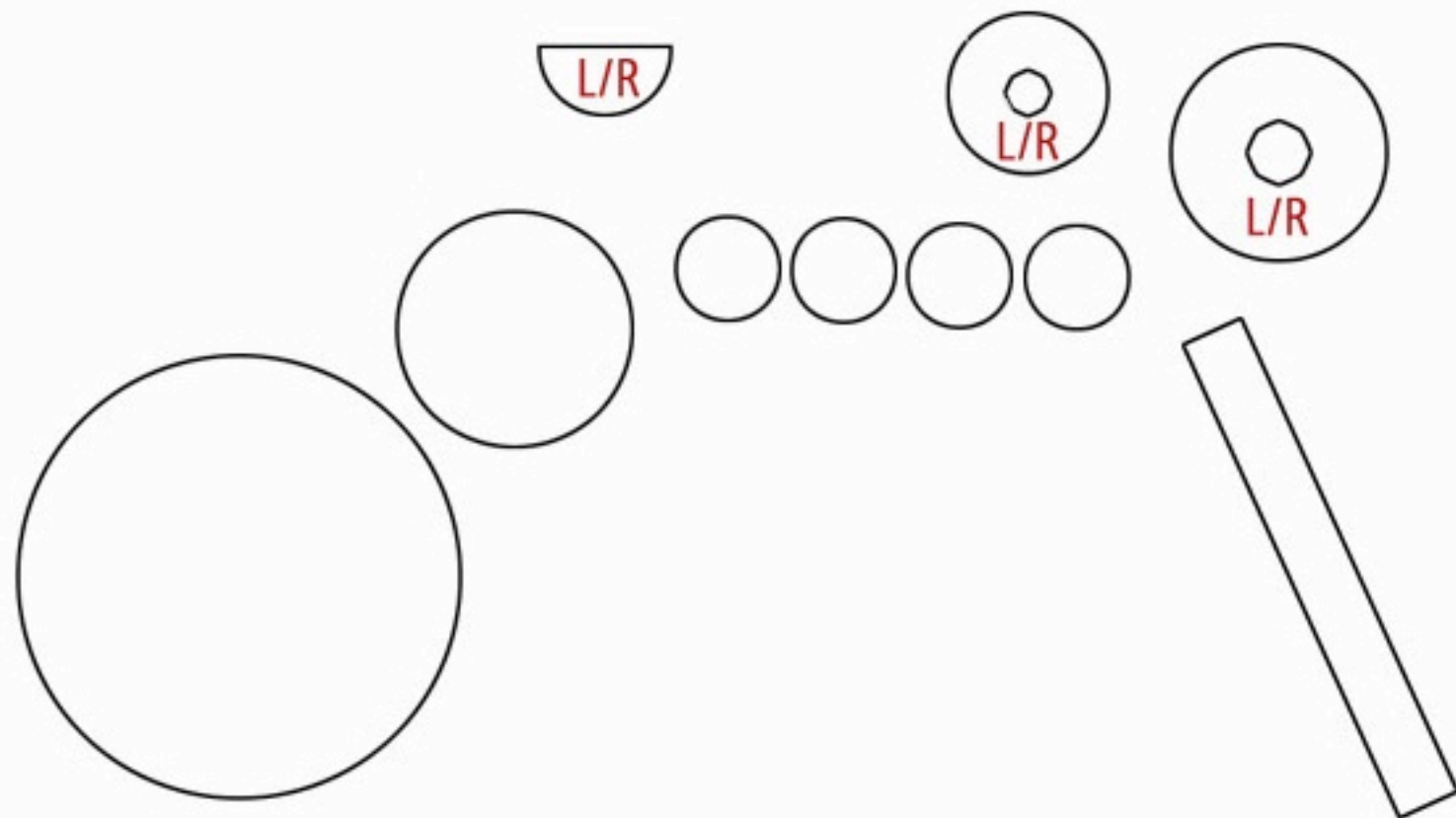
Loop:



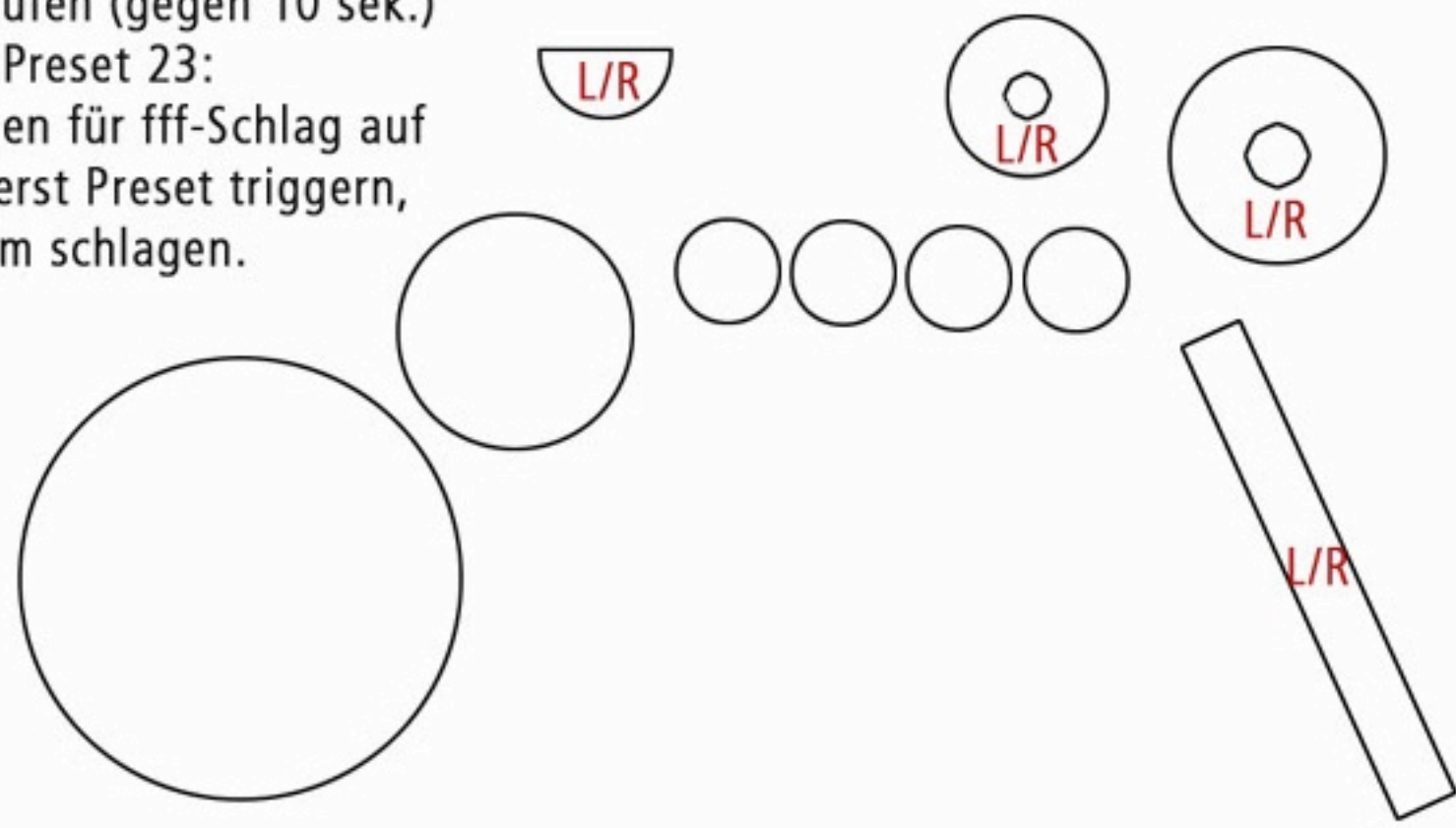
Loop:



Loop:
QUIETSCHEN!!!

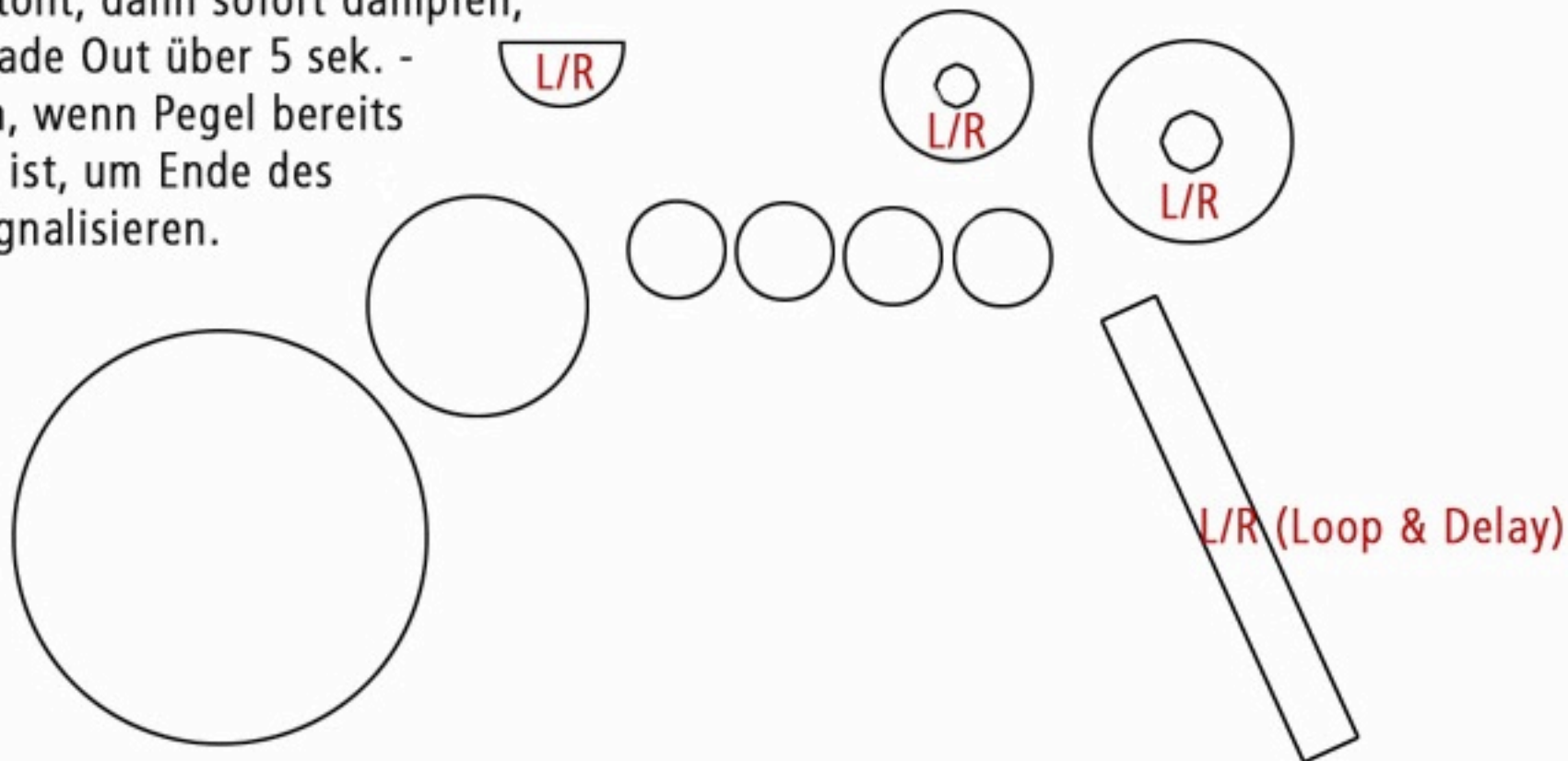


Loop:
QUIETSCHEN!!!
Delayzeit Prüfen (gegen 10 sek.)
Wechsel zu Preset 23:
Bereit machen für fff-Schlag auf
Tamtam, zuerst Preset triggern,
dann Tamtam schlagen.



Loop/Delay:

fff-Schlag auf Tamtam. Klingen lassen bis Delay ertönt, dann sofort dämpfen, Preset 24: Fade Out über 5 sek. - erst triggern, wenn Pegel bereits abgesunken ist, um Ende des Stücks zu signalisieren.



Das war's - Bitte noch verbeugen
- sofern applaudiert wird...