

Rebirth

Bob Pritchard 2012

an interactive piece for alto flute, video/audio clips,
and Max/MSP/Jitter processing

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Rebirth is a solo work joining the alto flute and performer in an interactive/responsive audio visual environment. Within this environment the flautist and the computer respond to materials presented and controlled by each other while performing predetermined sonic and visual materials as laid out in the score and Max/MSP/Jitter software.

The software “listens” to the voice and alto flute and makes certain decisions about diffusing multichannel sound and processing and presenting the prerecorded audio tracks. The performer controls the pacing of the piece through the performance of the scored material, but also controls processing and some of the diffusion of audio and visual materials through gestures using a wrist-mounted accelerometer. The data generated by the accelerometer is wirelessly transmitted to the computer where it triggers and controls the processing and diffusion of sound and visual materials through the software written expressly for this work.

The result is that the flautist controls not just the acoustic voice and flute materials, but also the pacing and cuing of electroacoustic sound and the processing of digital images. Thus, each performance consists of a blend of sound, visuals, and movement, and each performance is slightly different from previous presentations due to the changes in audio and video processing and to the performance decisions made by the performer and by the software.

Rebirth is one of my series of works involving symbolic transformation of the human through changes in aural and visual materials. In this piece, rapid disjointed pitch materials are presented at the opening, containing the seed material for the entire piece. At the same time physical gestures are introduced to trigger electroacoustic and video presentation and processing. These two activities – sound production and physical gesture – are then explored and developed as the piece unfolds, gradually smoothing out as the physical gestures become more relaxed and the musical materials are linearized through the use of rapid runs, trills and flutter tonguing. The sonic exploration of the human and instrumental are mirrored in the visuals, exploring transformations of human and abstract materials. The final sonic materials merge human breathing with unstable flute harmonics, a representation of transformation and renewal.

Bob Pritchard

Equipment requirements:

Head-mounted microphone (wired or wireless)

Wrist-worn accelerometer (e.g. Texas Instruments eZ430-Chronos)

Rebirth software (available from the composer)

Multichannel soundcard (performance is preferably in quadraphonic, although stereo is possible)

Macintosh computer with video connector

Digital projector and screen

Four-channel diffusion system (stereo diffusion possible)

[illegible]

D ♩ = 60

Sns/Voice

Alt. Fl.

f *ff* *sfp* *ff* *p* *ff* *mp*

Chk!

+ *chiff*

Chk!

ff *mf* *ff* *ff* *ff* *ff* *p* *ff* *sfp*

Cha!

Sss_

ff *ff* *fff*

stopped "t", not sounded

Hut!

flzg.

fff *sfp* *al niente*

E trigger samples and use sensor to move sounds around performance area

90"

F

30"

3

G ♩ = 80

Sns/Voice

Alt. Fl.

102

f *sfz* *p* *f* *f* *f* *ff* *mf*

+ chiff

Sns/Voice

Alt. Fl.

112

ff *p* *ff* *sfzp* *ff* *sfzp* *ff*

accel. poco a poco

+ chiff

Sns/Voice

Alt. Fl.

119

(accel. poco a poco)

sfz *ff* *f*

+ chiff

Sns/Voice

Alt. Fl.

126

rit.

Sns/Voice

Alt. Fl.

133

a tempo

mp *mf* *f* *ff* *fff*

rit. *flzg*

140 **J** ♩ = 80

Sns/Voice

Alt. Fl.

(Wait for previous sound to fade to low level before going on) unstable harmonic

sempre flzg.

norm.

unstable harmonic + chiff

(diffusion control)

norm. *flzg.*

ppp *mp* niente *sffz* *mp*

sfp *ppp* *mp* *p* *sffz* *mp*

151

Sns/Voice

Alt. Fl.

norm.

+ chiff *flzg.*

(*flzg.*)

norm., unstal

niente *sffz* *mp* *mp* *mf*

158

Sns/Voice

Alt. Fl.

+ chiff

(diffusion control)

flzg.

norm.

mp *sffz* *ppp* *mp* *mf*

167

Sns/Voice

Alt. Fl.

flzg.

(diffusion control)

sfp *pppp* *mp* *mf* *pp*

176

Sns/Voice

Alt. Fl.

flzg.

+ chiff *flzg.*

+ chiff *flzg.*

+ chiff

sffz *sffz* *sffz* *sffz*

182

Sns/Voice

Alt. Fl.

flzg.

+ chiff *flzg.*

+ chiff *flzg.*

norm.

sffz *sffz*

5

188 **K** Gradually slowing

Sns/Voice

Alt. Fl.

gently

mp

flzg.

norm.

flzg.

norm.

198 (gradually slowing)

Sns/Voice

Alt. Fl.

flzg.

norm.

flzg.

flzg.

207 **L** ♩ = 50

Sns/Voice

Alt. Fl.

mp

Breathily

circular diffusion

Haaa _

unstable harmonic

ppp

mp

niente

mp

Breathily

circular diffusion

Hoe _

218

Sns/Voice

Alt. Fl.

unstable harmonic

ppp

mp

niente

circular diffusion

Sss _

unstable harmonic

ppp

mp

niente

circular diffusion