



Scope

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For 2 Spring drums, 6 Ceramic tiles and a computer

Duration: 9'58"

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Score explanation - Scope

This composition is for 2 spring drums: Types: 1 & 2 and 6 Ceramic Tiles (or Bars: not really tuned, but with a pretty close range - for timbral effects).
 When performed the use of a dedicated software package: Max 7.x with specially made patches running in realtime on a computer are required.
 It also makes use of a LEAP sensor to get the position of the hands, playing the ceramic tiles. Six positions, according to the position of the ceramic tiles must be recognized.
 The spacing between the ceramic bars should be approx. 10 cm's.
 The LEAP sensor should be detected by Max (7.x)

Max: stands for the use of Max software package. Max-play is sufficient for performing "Scope" together with the dedicated patches. (NB max is available from www.cycling74.com)

Notational Aspects:

W stands for Wiggle and is always played as L.V. Except when damping is used in the score.
 Encircled numbers indicate next Max/MSP action and should be triggered by a (MIDI) foot controller.

NB. All further special signs are explained at their first appearance in the score.

Rehearsal Marks:

Part 1: A - bar 1 Spring Drum 2.
 B - bar 11 Spring Drum 1.
 C - bar 22 Spring Drum 2.
 Part 2: D - bar 39 6 Ceramic Tiles.
 E - bar 48 6 Ceramic Tiles.
 Part 3: F - bar 62 Spring Drum 2.
 Part 4: G - bar 81 6 Ceramic Tiles.
 H - bar 92 Spring Drum 1.
 Part 5: I - bar 110 6 Ceramic Tiles.

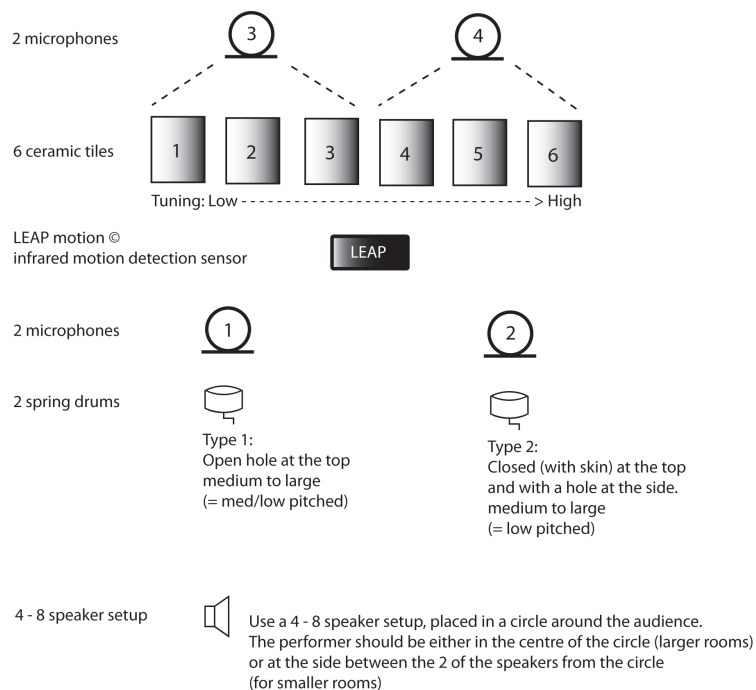
Max Patches:

Part 1: 1 VarDelays (or HARM6)
 2 id.
 Part 2: 3 VarDelays
 4 id.
 Part 3: 5 Harmoniser ?
 Part 4: 6 Convolution + VarDelays
 7 Grains + VarDelays
 Part 5: 8 Convolution + VarDelays (or FFT pitch stretch)
 9 Start recording
 10 Playback recording

Technical Notes:

Audio input channel 1 & 2 are used for StrD 1 & StrD 2
 Microphones: AKG C414 XLS
 Audio Channel 3 & 4 are used for the six ceramic tiles.
 Microphones: Neuman (MK 184), Schoeps (CMC6)
 or AKG (ULS-61) - all Cardioid

Technical setup Scope



Scope

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Part 1

A ♩ = 60 (NB: ♩ = 1sec)

Spring Drum (Tap on Top/Rim) 1

Spring Drum Movement 1

Spring Drum (Tap on Skin) 2

Spring Drum Movement 2

6 Ceramic Tiles

Max/MSP

00:00:00 00:00:05 00:00:10 00:00:15 00:00:20 00:00:25 00:00:30 00:00:35

B

SprD 2

SprD M 2

MM

00:00:40 00:00:45 00:00:50 00:00:55 00:01:00 00:01:05 00:01:10 00:01:15 00:01:20 00:01:25

Scope

♩ = 90 (NB: ♩ = 0.75 sec)

SprD 1

ToH

SprD M 1

StrD-2

play on rim

poco a poco

5:4

3:2

Tick (hit) table side

W

TT

W

TT

W

MM

19

00:01:30

00:01:35

00:01:40

00:01:45

00:01:50

00:01:55

00:02:00

00:02:05

00:02:10

00:02:15

Subito ♩ = 120 (NB: ♩ = 0.5 sec)

SprD 2

use fingernails

subito *p*

mp

Ord.

3:2

mp p

pp

alterate between fingernails & fingertips

Ord.

5:4

mp mf ff

ppp

mp

p

ffff

Subito

Subito

p

mf

pp

f

pp

mf

ff

sffz

p

poco a poco very irr. movements

ffff

MM

29

00:02:20

00:02:25

00:02:30

00:02:35

00:02:38

00:02:40

00:02:43

00:02:45

00:02:48

Part 2

D

♩ = 90 (NB: ♩ = 0.75 sec)

SprD M 2

(use hard-tip mallets)

CTs

3:2

3:2

3:2

3:2

5:4

5:4

3:2

6:4

5:4

p mp < f mp < pp < mf mp > pp p

subito *pp*

mf

mp

mf

MM

38

00:02:50

00:02:53

00:02:58

00:03:03

00:03:08

00:03:13

00:03:18

00:03:23

00:03:28

SprD 1

E ♩ = 60 (NB: ♩ = 1sec)

6 CT.

MM

47 00:03:33 00:03:38 00:03:43 00:03:48 00:03:53 00:03:58

f *pp* *mf* *f* *ff*

④

VarDEL

6 CT.

MM

53 00:04:03 00:04:08 00:04:13 00:04:18 00:04:23 00:04:28

p *ff* *f* *mf* *f* *p* *f* *f* *subito p* *mf*

Part 3

F ♩ = 60 (NB: ♩ = 1 sec)

6 CT.

MM

59 00:04:33 00:04:38 00:04:43 00:04:48 00:04:53 00:04:58 00:05:03 00:05:08 00:05:13

subito p *ffff* *pp* *ppp* *mp* *mp* *p* *f* *ffff*

ToT

StrD-2

W

5 ⑤

rit. accel.

Scope

6
Subito ♩ = 45 (NB: ♩ = 1,5 sec)

SprD 1

SprD 2

SprD M 2

MM

68 71 76

00:05:18 00:05:24 00:05:31 00:05:38 00:05:44 00:05:51 00:05:58 00:06:04 00:06:11 00:06:18

Part 4

G ♩ = 90 (NB: ♩ = 0.75 sec)

SprD 2

SprD M 2

MM

78 81

00:06:24 00:06:31 00:06:38 00:06:44 00:06:49 00:06:54 00:06:59

Subito ♩ = 45 (NB: ♩ = 1,5 sec)

SprD 1

6 CT.

MM

85 86 91

00:07:04 00:07:11 00:07:18 00:07:24 00:07:31 00:07:38 00:07:44

H

♩ = 90 (NB: ♩ = 0.75 sec)

ToB play on skin

7

92 96

00:07:51 00:07:55 00:07:59 00:08:03 00:08:07 00:08:11 00:08:15 00:08:19 00:08:23

subito

Put StrD Upside down and scrape: use fingernails.

(HS + W = Hit Side + let Wiggle)

Subito

Turn StrD to normal position

Ord.

W

101 106

00:08:27 00:08:31 00:08:36 00:08:42 00:08:47 00:08:52 00:08:58 00:09:03 00:09:08

Part 5

I

♩ = 60 (NB: ♩ = 1 sec)

♩ = 90 (NB: ♩ = 0.75 sec)

SprD 1

StrD-1

W

pp

f

CTs

(one hand)
quick slide

(two hands)

6 CT.

8

f

mf

ff

subito pp

mp

fff

p

MM

9

Record sound StrD M 1

00:09:13

00:09:17

00:09:21

00:09:25

00:09:28

♩ = 30 (NB: ♩ = 2 sec)

6 CT.

rit.

pp

mf

pp

mf pp

mp

p

mf

p

mp

f

p

mp

pp

MM

10

until last bar

Start Replay Sound StrD M 1

00:09:30

00:09:33

00:09:36

00:09:39

00:09:42

♩ = 60 (NB: ♩ = 1 sec)

6 CT.

mf pp

mp

p

mf

p

f

ff

fff

ppp

MM

00:09:48

00:09:52

00:09:55