

GBZKGD

Kristof Lauwers

2002 - 2004

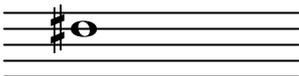
Legend:



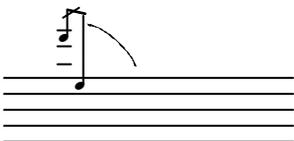
Repeat notes in free order, with free rhythm



Pluck strings behind the bridge. Sounding pitch should be in between given notes



Let string sound out



fast, but not necessarily as fast as possible

In systems with two staves, the staves often represent two different processes rather than two different hands.

All timing indications are approximative and can be interpreted freely

In passages without barlines accidentals only apply to one note, in one octave.
If there are barlines accidentals carry through bar.

This is how the audiomulch patch for GBZKGD (gbzkgd.amh) looks. Knobs that (might) need to be adjusted during the performance are encircled. The 4x4 matrix, EQ frequencies and granulator transposition are indicated in the score. Amplification levels should be arranged so that the level of the transformations is equal to the level of the natural harpsichord sound. EQ gain, frequency and bandwidth and compressor threshold should be adjusted so that varying drones build up when the delays are on, and so that saturation or overdrive of the feedback loop is prevented. Audiomulch can be downloaded at <http://www.audiomulch.com>. This patch can be obtained on request by email to kristof.lauwers@logosfoundation.org.

The screenshot displays the Audiomulch software interface for the patch GBZKGD. The main window shows a patch diagram on the left and several control panels on the right. The patch diagram includes components like SoundIn, 4x4Matrix_1, SDelay_1, SDelay_2, MPParaEQ_1, MPParaEQ_2, dB_Compressor_1, dB_Compressor_2, DLGranulator_1, DLGranulator_2, and S3Mixer_1, all leading to SoundOut.

The control panels are as follows:

- 4x4Matrix_1:** A 4x4 matrix with a 'Fade time (ms):' knob set to 50.0. The matrix is circled in red.
- S3Mixer_1:** Master level knobs for channels 1-2, 3-4, and 5-6, all circled in red.
- MPParaEQ_1:** EQ controls for Hi, Mid1, Mid2, and Low frequencies, with Gain knobs circled in red.
- dB_Compressor_1:** Compressor settings including Threshold (-6.4 dB), Compress (2.4:1), Output (-0.4 dB), Attack (1.1 mS), and Release (10.0 mS). The Threshold knob is circled in red.
- MPParaEQ_2:** EQ controls for Hi, Mid1, Mid2, and Low frequencies, with Gain knobs circled in red.
- dB_Compressor_2:** Compressor settings similar to dB_Compressor_1, with the Threshold knob circled in red.
- DLGranulator_1:** Granulator settings including InGain, Amp, Pan, Delay, Feed, Mix, Trans (circled in red), IOT, Quark, GDur, Shape, and Skew. Max Grains is set to 20.
- DLGranulator_2:** Granulator settings similar to DLGranulator_1, with the Trans knob circled in red.

The Notes window at the bottom left contains the following text:

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GBZKGD
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Matrix
For In 1& 2:
Out 1 & 2: delay with filtered feedback
this will build up tones, that should be kept under
control by changing the output level of both
compressors. when necessary also adjust the EQ's

Out 3 & 4: granulator

In 3 & 4: send granulator output back to inputs

Adjust mixer levels so that delay and granulator are equal in
volume.
  
```

GBZKGD

Kristof Lauwers

knock on the side panel of the harpsichord 30"

harpsichord *f*

electronics

(delay) (at least two repetitions) (at least three repetitions)

balance compressor level [1.2 -> 1.6], so that very gradually a rhythmic drone is built up

MM = 12 1'20"

repeat with gradual accelerando

mp

(drum roll using two fingers of both hands)

ppp

pluck strings behind the bridge. sounding pitch should be in given range
irregular rhythm. short groups of notes with 4" - 8" pauses in between

8va

8va

8va

sporadically add this note(s) to upper voice

EQ1 mid2 frequency (2000)

rhythm is free, irregular and sparse - about 2 notes in 10"

EQ1: small variations in filter frequency
DLGranulator transposition: [-25.3 -> 25.3 cents]

DLGranulator transposition: [-25.3 -> 500 cents]

gradually getting more dense - - - - - (1 note per second) - - - - -

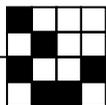
(2000)
EQ1 mid2 frequency
(900)

3'30"

8 - 10"

-- (3 notes per second)

direction, speed and regularity of the arpeggios are free
start with simple arpeggios, getting more and more complex



8 - 10"

(900)

(1800)



EQ1 mid2 frequency

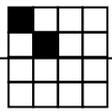
(keep altering filter frequency and level, so that a drone builds up but doesn't get too strong)

The first system of music consists of two staves. The treble staff contains a sequence of notes: G4, A4, B4, C5, B4, A4, G4, F4, E4, D4, C4. The bass staff contains notes: B2, C3, D3, E3, F3, G3, A3, B3, C4, D4, E4, F4, G4, A4, B4, C5. There are several accidentals: a flat under the first B4, a flat under the first B3, a flat under the first B2, and a flat under the first B4 in the second measure. A vertical dashed line is placed between the first and second measures. A circled '8' is located below the bass staff in the second measure.

(accidentals carry through bar)

The second system of music consists of two staves. The treble staff contains notes: G4, A4, B4, C5, B4, A4, G4, F4, E4, D4, C4. The bass staff contains notes: B2, C3, D3, E3, F3, G3, A3, B3, C4, D4, E4, F4, G4, A4, B4, C5. There are several accidentals: a flat under the first B4, a flat under the first B3, a flat under the first B2, and a flat under the first B4 in the second measure. A vertical dashed line is placed between the first and second measures. A circled '8' is located below the bass staff in the second measure.

(keep varying filter params)



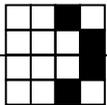
The third system of music consists of two staves. The treble staff contains notes: G4, A4, B4, C5, B4, A4, G4, F4, E4, D4, C4. The bass staff contains notes: B2, C3, D3, E3, F3, G3, A3, B3, C4, D4, E4, F4, G4, A4, B4, C5. There are several accidentals: a flat under the first B4, a flat under the first B3, a flat under the first B2, and a flat under the first B4 in the second measure. A vertical dashed line is placed between the first and second measures. A circled '8' is located below the bass staff in the second measure.

The fourth system of music consists of two staves. The treble staff contains notes: G4, A4, B4, C5, B4, A4, G4, F4, E4, D4, C4. The bass staff contains notes: B2, C3, D3, E3, F3, G3, A3, B3, C4, D4, E4, F4, G4, A4, B4, C5. There are several accidentals: a flat under the first B4, a flat under the first B3, a flat under the first B2, and a flat under the first B4 in the second measure. A vertical dashed line is placed between the first and second measures. A circled '8' is located below the bass staff in the second measure.

The fifth system of music consists of two staves. The treble staff contains notes: G4, A4, B4, C5, B4, A4, G4, F4, E4, D4, C4. The bass staff contains notes: B2, C3, D3, E3, F3, G3, A3, B3, C4, D4, E4, F4, G4, A4, B4, C5. There are several accidentals: a flat under the first B4, a flat under the first B3, a flat under the first B2, and a flat under the first B4 in the second measure. A vertical dashed line is placed between the first and second measures. A circled '8' is located below the bass staff in the second measure.

(let a thick drone build up)

mute strings near the bridge with a finger and shift it slowly to the middle of the string



DLGranulator transposition:
[-25.3 -> 500 cents]

8va

(drum roll using two fingers of both hands)