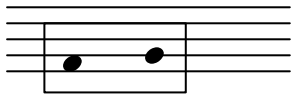


GBZKGD

Kristof Lauwers

2002 - 2004

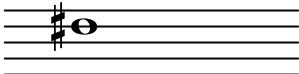
Legend:



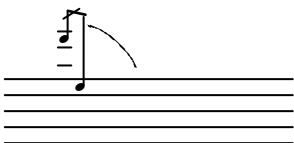
Repeat notes in free order, with free rhythm



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.

GBZKGD - Audiomulch

File Edit View Control Help

125.0 SoundIn

4x4Matrix 1

Inc 1 2 3 4

Fade time (ms): 50.0

Out: 1 2 3 4

MPParaEQ 1

Hi: Ci Bw Gain

Mid1: Ci Bw Gain

Mid2: Ci Bw Gain

Low: Ci Gain

dB Compressor 1

Threshold -6.4 dB level

Compress 2.4:1 ratio

Output -0.4 dB level

Attack 1.1 mS time

Release 10.0 mS time

MPParaEQ 2

Hi: Ci Bw Gain

Mid1: Ci Bw Gain

Mid2: Ci Bw Gain

Low: Ci Gain

dB Compressor 2

Threshold -6.4 dB level

Compress 2.4:1 ratio

Output -0.4 dB level

Attack 1.1 mS time

Release 10.0 mS time

DLGranulator 1

InGain Amp Pan Delay Feed Mix Trans IOT Quant GDur Shape Skew

Freeze Max Grains: 20 1/32

DLGranulator 2

InGain Amp Pan Delay Feed Mix Trans IOT Quant GDur Shape Skew

Freeze Max Grains: 20 1/32

Notes

GBZKGD

copyleft Kristof Lauwers 2002

<http://kristoflauwers.de.vu>

kristof.lauwers@logosfoundation.org

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)

8va

8va

8va

8va

8va

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)

(900)

EQ1 mid2 frequency

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

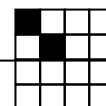
(keep altering filter frequency and level, so that a drone builds up but doesn't get too strong)

8

(accidentals carry through bar)

8

(keep varying filter params)



8

8

8

(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]



(drum roll using two fingers of both hands)