Chapter 7. Meeting 7, Workshop: Performance and Improvisation

7.1. Announcements

• Quiz on Monday

• Planning a concert for Wednesday May 4: what time?

7.2. Listening: Cage

• Listening: John Cage, Cartridge Music, 1960

• Listening: John Cage, Imaginary Landscape No. 1, 1939

7.3. Reading: Holmes: Live Electronic Music and Ambient Music


• What was the artistic backlash to loudspeaker music?

• What motivated Cage to work with a dance ensemble?

• What can we learn from early performance ensembles and festivals?
7.4. Poly Performance C (mgSynthNoiseFilter, mgSynthBuffer8, mgSynthSaw)

- Poly: 3 instruments
  - Instrument 1: mgSynthNoiseFilter
  - Instrument 2: mgSynthBuffer8

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Instrument 3: mgSynthSaw
7.5. Instruments and Scenes

- A scene defines present for all instruments in the poly instrument
- Advancing the scene (buttons 9+10 together) changes all presets
- Generally used for large-scale changes

7.6. Exercise: Smooth Fades

- Load: poly performance-c.test.pd
  
  martingale/pd/instruments/dualAnalog*/poly/performance-c.test.pd
• Ensemble: instrument 1: fade in over 8 counts, fade out over 8 counts
• Variation: in over 4, out over 4 + 8
  Variation: in over 8 + 4, out over 4

7.7. Exercise: Scales

• Load: poly performance-c.test.pd
  martingale/pd/instruments/dualAnalog*/poly/performance-c.test.pd
• Ensemble: instrument 3: scene 2: ascending and descending scale, repeating top note
• Variation: improvise with timber, filters, dynamics
  Variation: legato v. staccato
  Variation: shift octave
  Variation: open filter in ascent, close filter in descent

7.8. Exercise: Scales

• Load: poly performance-c.test.pd
  martingale/pd/instruments/dualAnalog*/poly/performance-c.test.pd
• Ensemble: instrument 3: scene 2: ascending and descending scale, repeating top note
• Variation: improvise with timber, filters, dynamics
  Variation: legato v. staccato
  Variation: shift octave
  Variation: open filter in ascent, close filter in descent

7.9. Exercise: Drone Swells

• Load: poly performance-c.test.pd
  martingale/pd/instruments/dualAnalog*/poly/performance-c.test.pd
• Performer A: instrument 3: scene 1: select a pitch and sustain, adding dynamic and timbral variation
• Ensemble: instrument 3: scene 1: each performer enters and finds the same pitch (possible at the same octave)

• Variation: Performer A chooses one pitch, Performer B chooses a second pitch, ensemble duplicates

• Variation: Performer A, B, and C each choose different pitches; ensemble then enters

7.10. Exercise: Eight On / Eight Off

• Load: poly performance-c.test.pd
  martingale/pd/instruments/dualAnalog*/poly/performance-c.test.pd

• Ensemble: instrument 2: scene 2, 3, or 4: articulate 8 beats in-time, on major beats or divisions (not necessarily uniform)

• Ensemble: Silence for 8 beats, or short rhythms or gestures in-time within 8 beat span or less

• Variation: change instruments during 8 beats and create alternative gestures

7.11. Exercise: Sixteen Beat Patterns

• Load: poly performance-c.test.pd
  martingale/pd/instruments/dualAnalog*/poly/performance-c.test.pd

• Ensemble: instrument 2: scene 2, 3, or 4: articulate all numbered beats

• Beats with dynamics
  • 1 x 3 x 1 2 3 x 1 x 3 x 1 x x x
  1 2 3 4 1 x 3 x 1 2 3 4 x 3 4
  1 2 x 4 1 x 3 4 x 2 x 4 x 2 3 x

• Variation: selected performers take solos over beat

  Variation: divide in two: group A does on beats, group B does background with instrument 1
  Variation: divide in two: group A does on beats, group B does drones with instrument 3: scene 2
  Variation: divide in two: group A does on beats, group B does off beat

  Variation: divide in four: group A does off beats, group B does on beats, group C does drones with instrument 3: scene 2, group D does background with instrument 1
7.12. Exercise: Pass-the-Gesture Solo

- Load: poly performance-c.test.pd
  martingale/pd/instruments/dualAnalog*/poly/performance-c.test.pd
- Performer A: Create a memorable musical gesture, lasting between 5 and 15 seconds
- Performer B: Re-create the musical gesture of Performer A, not necessarily using the same sound source, but maintaining temporal and spectral outline.
- Continue process from performer to performer, moving around in a circle

7.13. Exercise: Pass-the-Gesture Ensemble

- Load: poly performance-c.test.pd
  martingale/pd/instruments/dualAnalog*/poly/performance-c.test.pd
- Ensemble: Create a subtle, low frequency background texture, contributing a small bit to the total sound
  Performer A: Create a memorable musical gesture, lasting between 5 and 15 seconds; repeat it twice, with variable space in-between gestures.
- Performer B: Re-create the musical gesture of Performer A, not necessarily using the same sound source, but maintaining temporal and spectral outline.
  Ensemble: Continue
- Continue process from performer to performer, moving around in a circle
- Variation: Performers A and B selected in pairs: A and B in a dialog or argument
- Variation: Performer B responds to A not in similarity, but maximal contrast, producing the opposite idea