

Jesper Pedersen

PLA Vortex

Clarinet quartet

Animated notation
Duration: 3:14



TECHNICAL REQUIREMENTS

- The animated score: <http://vimeo.com/83922839> (contact me for HiRes video download).
- Laptop or tablet capable of playing back the video file.
- Video projector (beamer) with a minimum resolution of 1024 x 768 and projection screen that is visual to the audience.
- VGA (or better) connection between computer and projector.

INSTRUMENTATION

The piece uses custom 3D printed clarinet barrels developed at LornaLab sound research center. These barrels have only the mouthpiece connected.

Articulation is done on the reed and using the hand on the end of the barrel for dampening.



barrel prototypes

A documentation of the piece can be found here: http://youtu.be/_wsjPmLOmlw

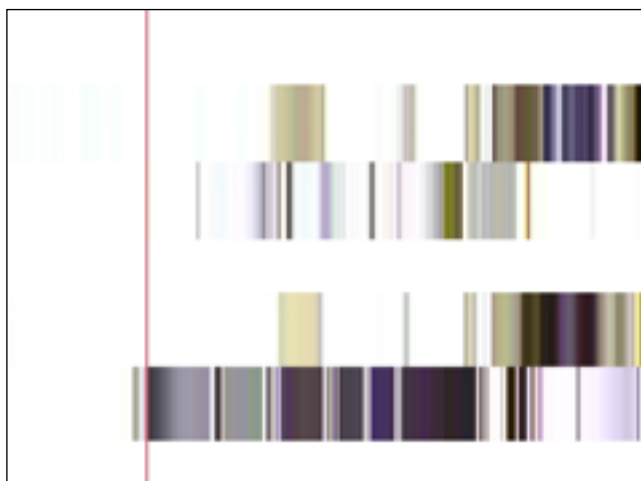
THE SCORE

The score is a video that morphs between three different approaches to animated notation.

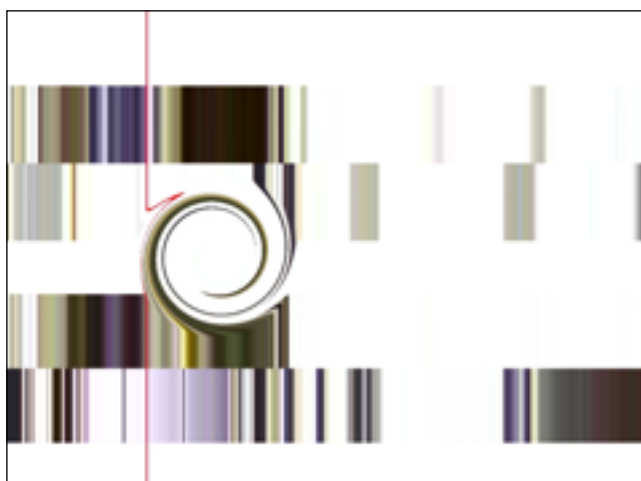
The piece starts using a standard piano roll type notation with notes, represented by colored boxes, moving from right to left over a red line (the play head).

The middle section is read as a whole with the vertical axis of the screen as a general pitch indicator.

The last section uses video footage where the musicians have to follow a blinking light strapped to the composer's head.



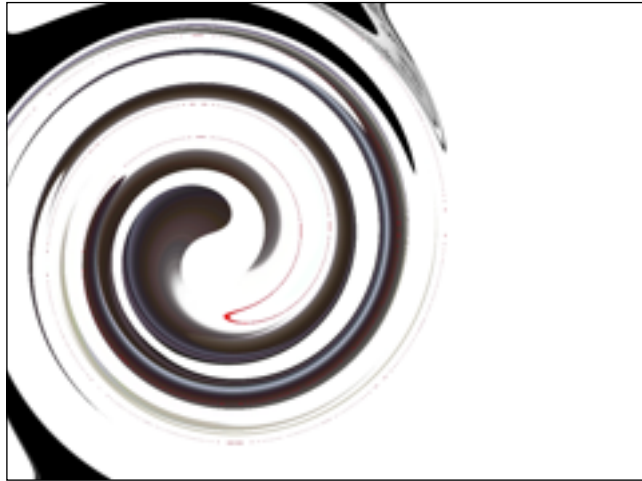
Piano roll notation showing the four voices from top to bottom. Steady notes are played when the graphics hits the playhead (red line). The darker the color the lower the pitch. No glissandos. The sonority should be like cartoon car horns with a loud dynamic.



After a while a slowly rotating vortex is introduced that gradually messes up the previously established piano roll notation. The vortex grows bigger and bigger gradually introducing slow glissandos following the size and shape of the vortex. The glissandos are made with the reed in combination with dampening and opening the end of the barrel.



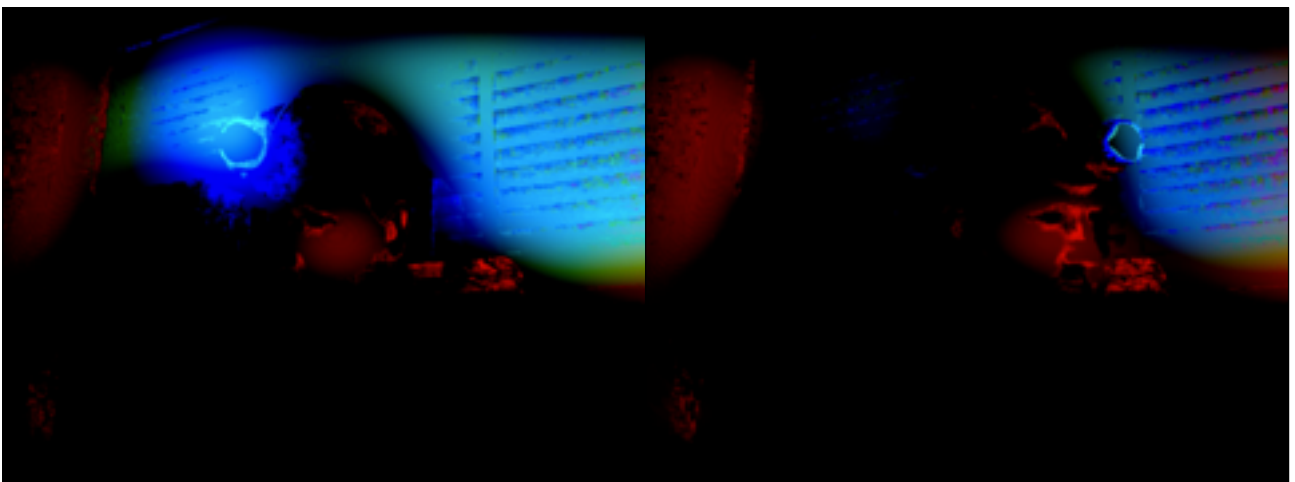
The vortex is slowly taking over making all four voices playing glissandos.



When the vortex has taken over the screen the four voices plays wide glissandos up and down following the motion of the vortex.



Then the vortex "melts" and slides down towards the bottom of the screen. Everybody plays a downward loud glissando as low as they can go. A video of the composer wearing a light on his head. The light tells the players when to play. The light is also moved from side to side pointing to specific



musicians (solo). When the light is in the middle of the screen everybody plays. The sonority is a reprise from the beginning of the piece imitating car horns.

The piece ends when the light turns out and the composer twirls down into the dark abyss never to be seen again.