

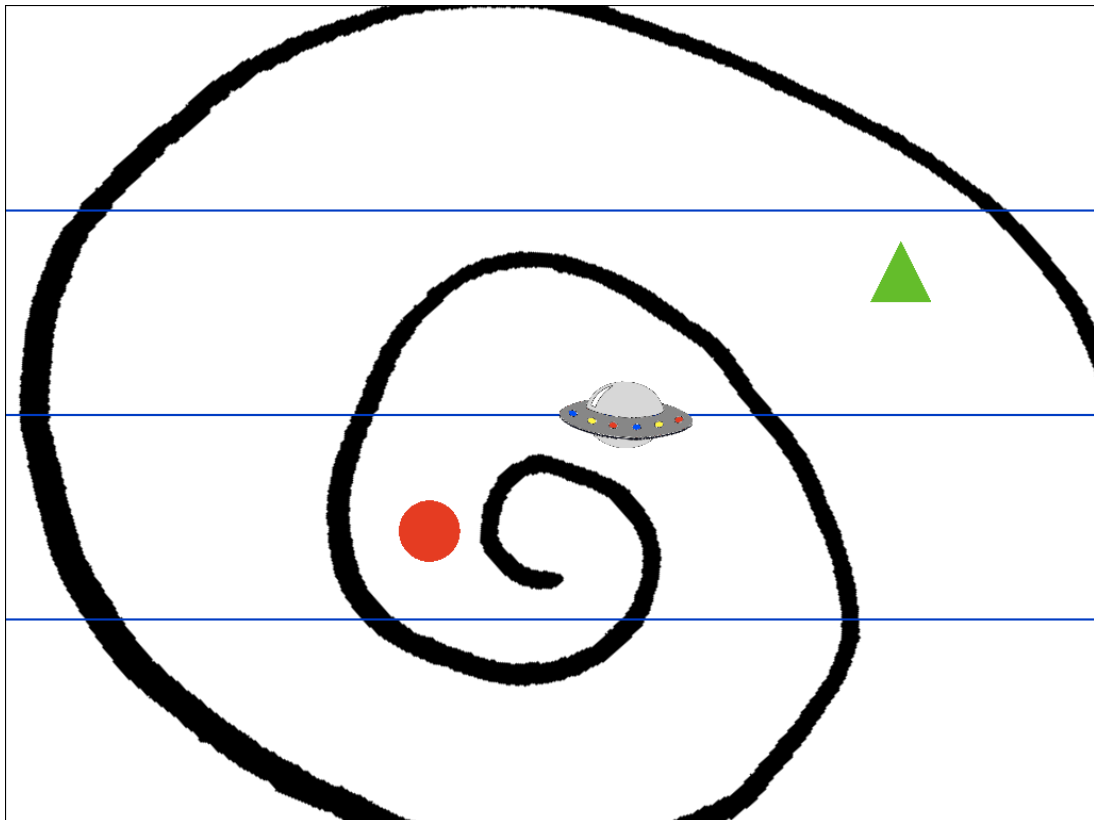
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SPÚKÍ SPÍRALL

SPOOKY SPIRAL

Two performers
metal and string

Animated notation
Duration: 5:15



The piece was written for Duo Harpverk.
Premiered in the Faroe Islands, July 2012.

Technical requirements

- Projector with good resolution and a projection surface (e.g. screen, wall, bass drum or other large surface).
- The animated score: <http://vimeo.com/49770660> (may be downloaded).
- Computer connected to the internet and to the projector.
- Amplification depending on the size of the venue.
- Spooky lighting, smoke machine and costumes optional.

Instrumentation

Each of the two performers use three different sound-categories:

1. Monophonic acoustic sound with a fair amount of resonance capable of doing glissandos in a medium register. One performer plays a bowed metal instrument e.g. musical saw or bowed flexatone, the other plays a plucked stringed instrument e.g. harp with tuning key glissando or acoustic slide guitar. The sound should have a minimum amount of vibrato and with a natural amount of sustain. Soft to medium dynamics.
2. A sharp loud attack from hitting something e.g. a thin thunder sheet or other trashy sounding object, stomping a wooden floor or knocking on the sound board of an instrument.
3. Red Sound Machine (<http://tiny.cc/ep4vkw>) and Black Sound Machine (<http://tiny.cc/nq4vkw> or similar spooky sound effect devices. These are easy to find online and even mobile apps are available. Alternatively spooky sound effects can be done vocally and/or extended with a foley kit: screams, screeching, crying, ghosts, evil laughter, shots, aliens etc.



The score

The score for Spooky Spiral uses animated notation rendered to a video file. Alternatively the score be rendered in real-time from the software environment Pd/Gem. Contact me to get the patch.

The score should be projected for the audience to see. It is practical to run the piece from a laptop so the performers can read the score directly off the screen.

Performer 1 (plucked string) is represented by the red ball.
Performer 2 (bowed metal) is represented by the green triangle.

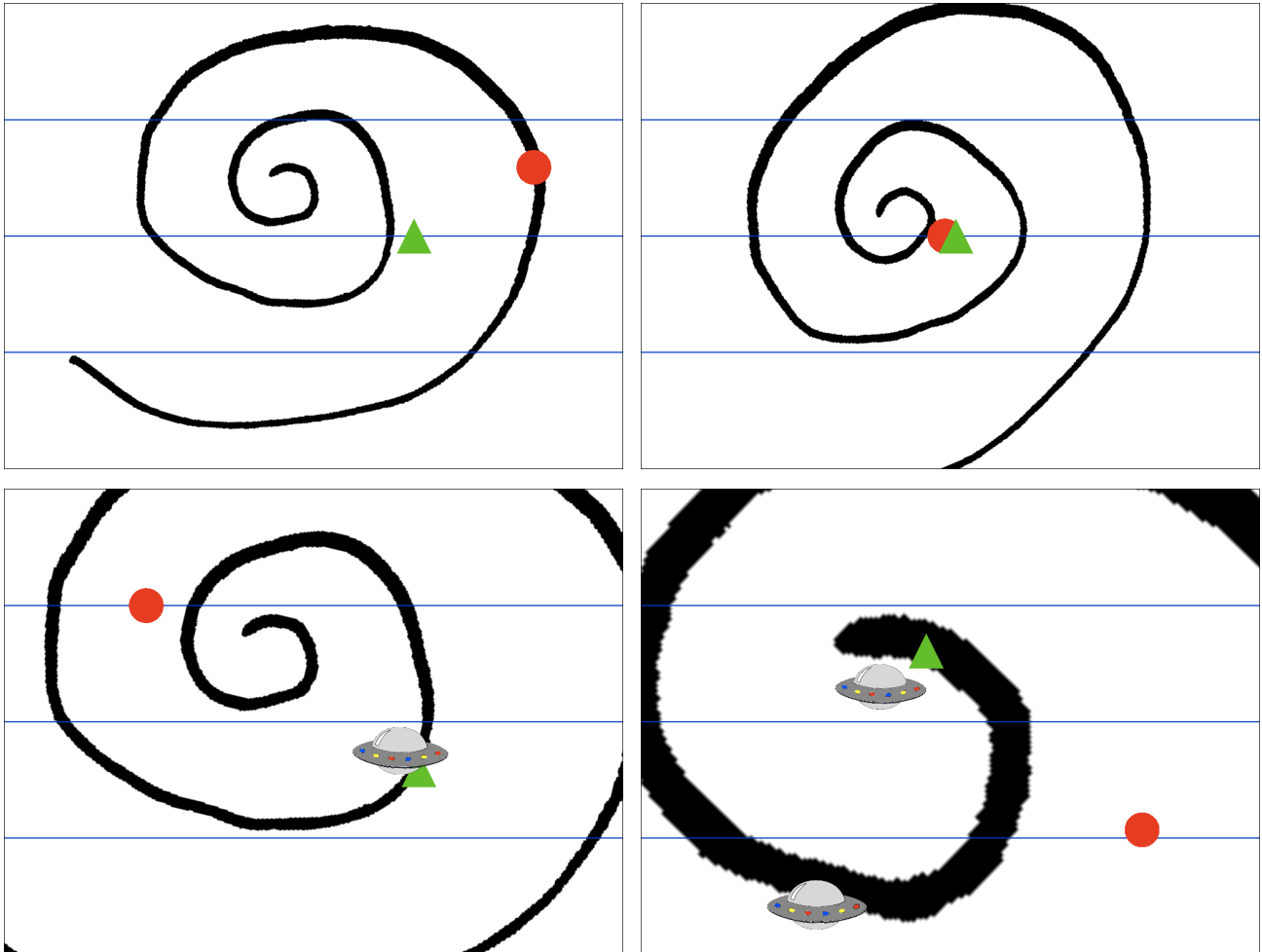
The piece works on the principal of contact.

Contact between the red ball and the spiral and/or the green triangle and the spiral triggers "glissando" (sound 1). Starting pitch and direction is determined by the three blue horizontal lines and the movement of the ball/triangle. It is important to follow the up/down movements of the ball/triangle even if the sound is not being triggered by the spiral.

Contact between the red ball and the green triangle triggers "attack" (sound 2).

Contact with U.F.O.s triggers a sound effect (sound 3).

The following four screen shots show the basic rules of the animated score:



A documentation of Duo Harpverk performing the piece can be found here:
<http://youtu.be/TT96YfdkByM>