

Wing On Wing

Technical information.

Samples

Samples are played from a computer according to the score. MaxMSP patch is available for playing these samples using computer keyboard or midi keyboard. If sound technician isn't capable of reading score a keyboard player can use midi keyboard to trigger the sounds. The samples use 4 channels which are Front-left, Front-right, Rear-left and Rear-right. The right order should be so that in the longer passages 4 and 5 the samples move around the hall clockwise.

Samples are in 2-channel 44.1kHz wav format and they are named:

1F.wav = front channels of first sample (left and right)

1R.wav = rear channels of first sample (back left and back right according to the audience)

2F.wav = front channels of second sample

2R.wav = rear channels of second sample

P2F.wav = longer passage front channels

List of filenames is later in this document.

MaxMSP patch

The patch has been tested with both windows and mac (os9 and osX) MaxMSP runtimes. It doesn't need any extra libraries. The versions at the time of this were for mac os9 4.1, osX 4.3.2 and for pc windows xp 4.5.2. Latest versions can be found from <http://www.cycling74.com>

There is also a MaxMSP text –version of the patch for compatibility issues.

The patch is used because in the beginning of the piece the samples come quite fast after each other and that's also reason why it's easier to play the samples using keyboard (or midi keyboard) than mouse.

You'll need of course a multichannel audio interface (at least 4 channels) for the computer and midi interface if midi keyboard is to be used.

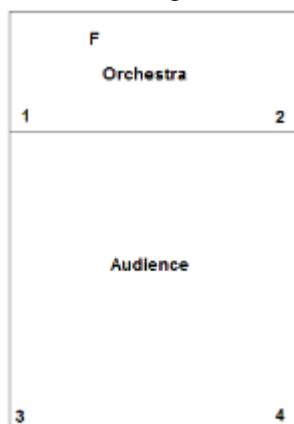
Test signals from the patch are:

FL = Front Left (1)

FR = Front Right (2)

BL = Back Left (3)

BR = Back Right (4)



Amplification

The amount of amplification of the samples should be in balance with the orchestra. In the beginning the text should be audible but for example in the beginning of the first longer passage the sample shouldn't be very loud on top of the orchestra but in balance with the orchestra. Still audible though. The amount of speakers depends of the hall but if the rear speakers are very close to the audience some compressors could be use to lower the volume of the most loudest parts. The rear speakers should also be big enough to cover the lower frequencies of the samples. Basically the front speakers could be even behind the orchestra to get more unified sound with the band if the speakers are hanged from the roof. Depending of the hall the rear speakers could be placed for example in the roof and diffused using back wall.

Then also bass flute needs to be amplified in couple of passages (not all the time). This should be done with one speaker on a stand among the players behind the flute player (F in the picture). The best place is probably in front of the percussionist. The flute microphone is only amplified trough this speaker.

Depending of the hall and the wind machine the wind machine might also need amplification. This could be done with all 4 speakers in the hall and only during one passage.

Conductor might also need a monitor to hear the samples well.

Sample filenames

1F.wav
1R.wav
2F.wav
2R.wav
3F.wav
3R.wav
4F.wav
4R.wav
5F.wav
5R.wav
6F.wav
6R.wav
7F.wav
7R.wav
P2F.wav
P2R.wav
P3F.wav
P3R.wav
P4F.wav
P4R.wav
P5F.wav
P5R.wav

