Rhizaria (Barely_part-4)

<u>Instructions</u>

Rhizaria (Barely_part4) is a duet for cello and computer using four very close microphones and real-time sound processing.

The current version of *Rhizaria* requires a separate person to perform the computer part and interact with the cellist. (A future version may be designed for the cellist to steer the computer via a control interface). A technician is required at the main mixer to control the sound projection for the audience.

Technical requirements

- Three high quality miniature microphones (e.g. DPA-4060)
 One high quality contact microphone
 Duel-processor 2 GHz speed Intel Mac
 Audio interface for four inputs and four outputs
 Concert loudspeaker system (eight-channel, four-channel and stereo versions are available, along with a version for sound diffusion over alternative loudspeaker configurations)

Location of the microphones:

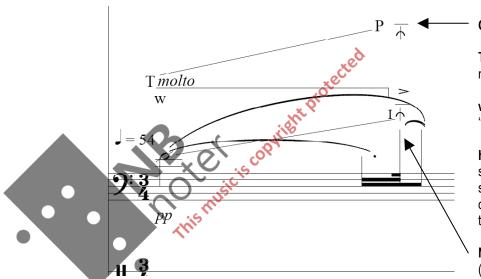
INSERT PICTURE HERE

Mixer configuration:

INSERT PICTURE HERE

Notation

Upper area of system = bow location and bowing style **Lower area of system** = computer activity



Over the bridge (note the line above the bridge symbol)

T = *sul tasto*; **P** = *sul pont*. Line from T -> **P** = continuous motion from one to the other.

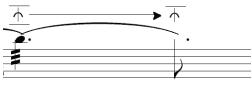
w = with the wood. 'w' without a cross over the note = *tratto*. 'w' with cross over the note = *battuto*.

h = with the hair of the bow, but without the hair gripping the string. The result should be a very thin 'silvery' type of sound and clearly different from normal bowing at a *piano* dynamic. A moderately fast bow movement will help lead to this 'h' sound.

No note head = where the fingered pitch is not important (either because the note specifies a duration under a glissandi or because the bow is 'on' or 'behind' the bridge).



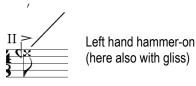
Depress note half way. Normally combined with 'h' or 'w' and a semi-pitched sound results. A moderately fast bow movement will help lead to this sound. Take care to see these note heads compared to normal notes.

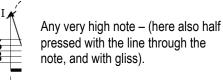


Bow such that the wood is in front of the bridge and the hair is behind. Arrow indicates to move to bowing only behind the bridge. To do this, rotate the bow on the horizontal axis.



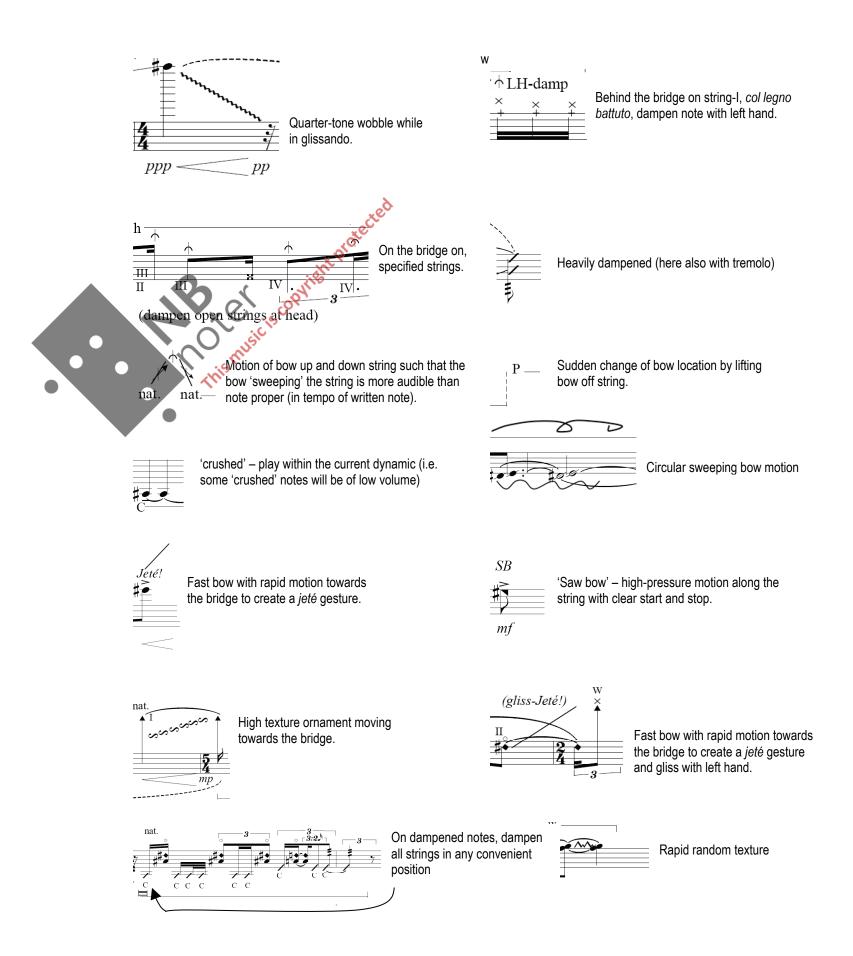
To play rapid changes of 'h' and 'w' try rotating the bow on the horizontal axis without lifting it from the strings.



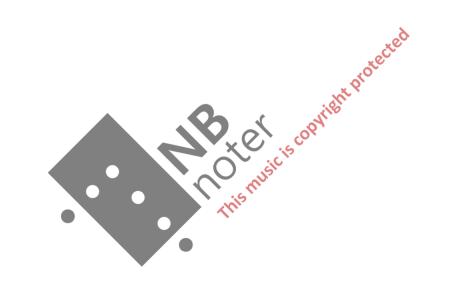


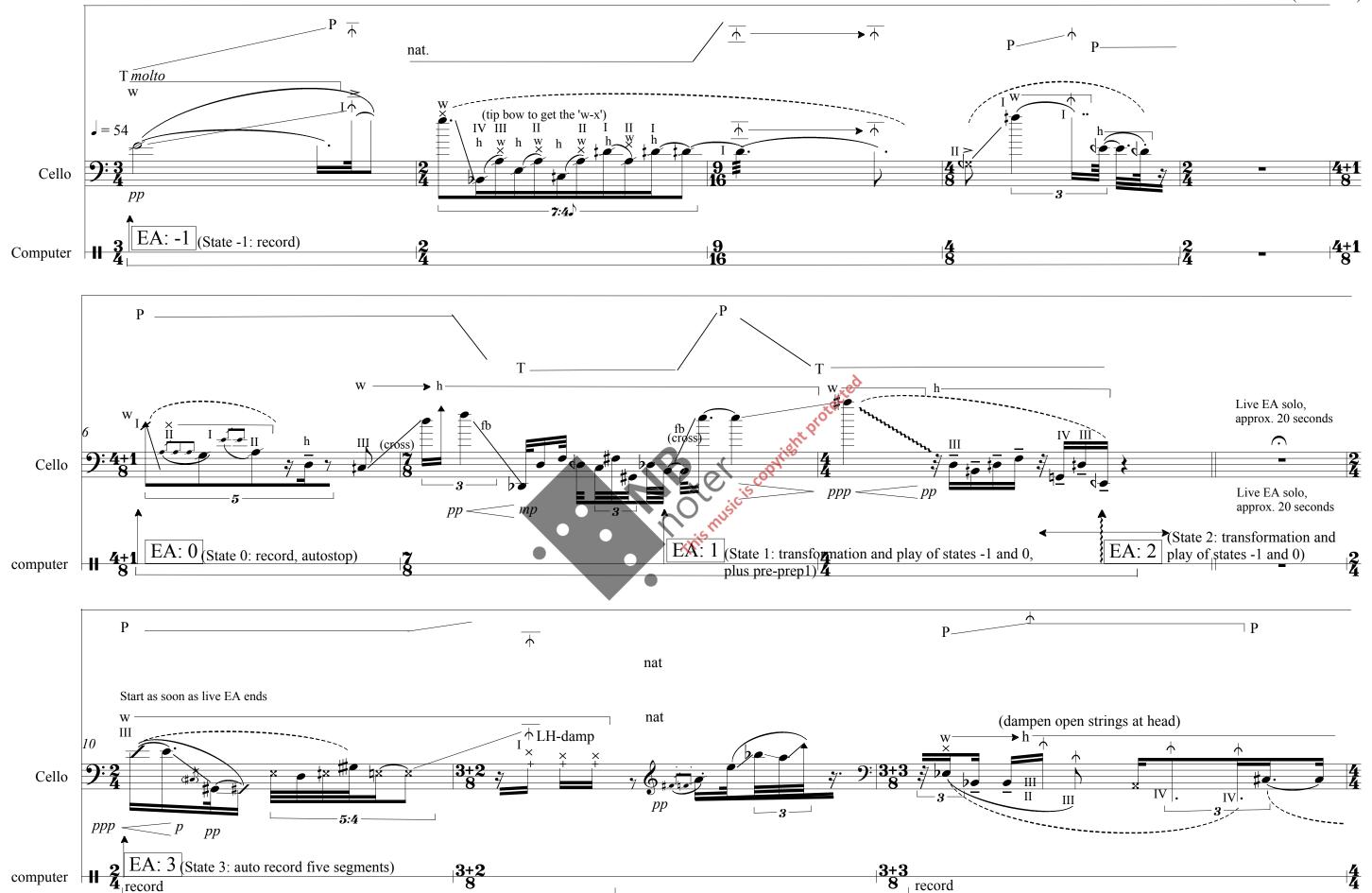
fb = particularly fast bow to emphasise gesture.

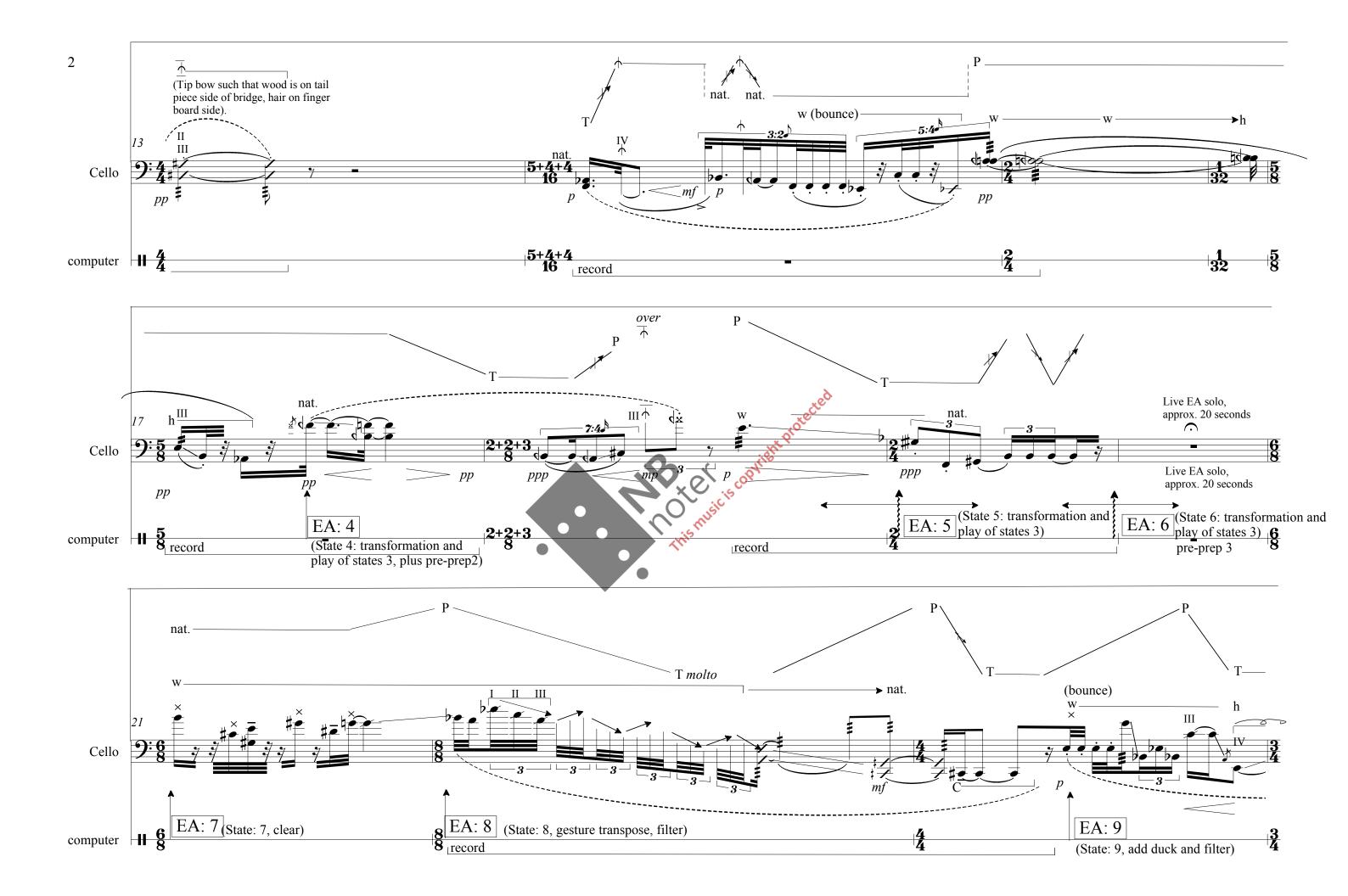
cross = cross strings to get from the lower to the upper note of the gliss.



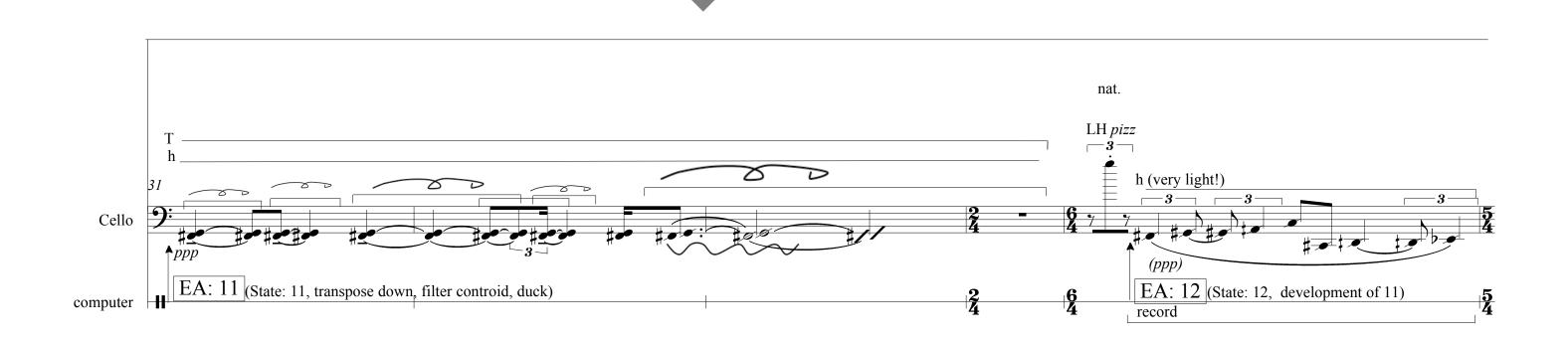
• Also see extra performance / articulation text in the score











EA: 10 (State: 10, transpose up and filter)

computer H

