Jukka Tiensuu

nemo

for ensemble and electronics

1997



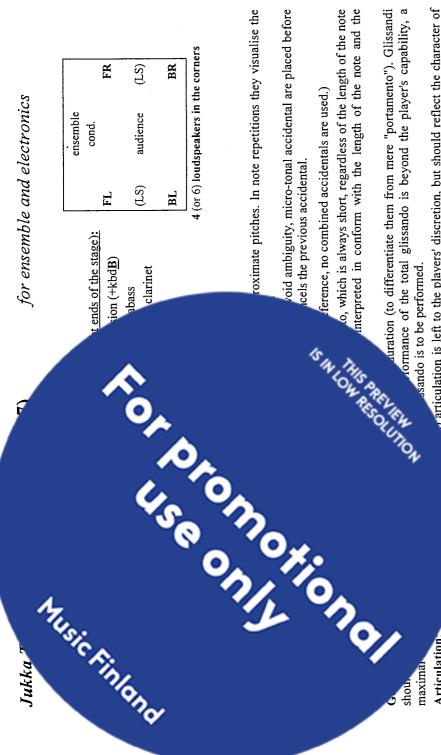


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ticulation is left to the players' discretion, but should reflect the character of the music played. In second of the sixteenth-note triplets at MM. 120) may be slurred. It is not necessary to aim at a uniform tonguing and bowing. Rather, the players are encouraged on principles within their parsando is to be performed to make individual decisions and even vary their articulati Articulation

General

Bars 263-267: the players perform individual diminuendi and (molti) rallentandi and will thus arrive to bar 265 at different times. the very chord sung by the players and in bar 268 the players should fade in In the following bars the sampler-chord does small pitch-deviations but the from one phoneme to the next. The beginning of the voice part is not whereas the others must start singing while still playing), but bar 267 should away, the players will pick up the indicated pitch and sing the passage musicians should not change their pitches (the result being a variable rate of beat). There, while letting the instrumental sound slowly die (transposing an octave if necessary) gradually moving synchronous (wind-players still playing their instruments, tuning to the pitches and dynamics of the sampler-chord be sung in synchron. In bar 267 the sampler fades in on

The tempi in bars 106-131, 161-186, 386-413 and 518-545 must be exact to synchronize with the sampler sound part *). Elsewhere tempi may be taken slightly slower (but not faster) than indicated depending on the acoustic conditions of the performance situation. It is then recommended that on arriving to any of the above-mentioned bars, an accelerando is performed in order to arrive to the exact "tempi" in 267-280 and 446-459 should be exact. tempo already before those bars. Also the sampler sound

Bars 175- if the first violin chooses to play $8^{\nu a}$, the keyboard should also play $8^{\nu a}$ from bar 177 (to 193).

musicians "portamento/glissando e con molto vibrato lentissimo" all the time. Sporadic ornament and glissando signs function mainly as reminders. Creativity (with good taste) is encouraged Bars 205-216 and 424-445 (inclusive) are played by all

Bars 226-263 and 460-471 the accents should be very loud, but reasonably balanced between the instruments, to create a continuous 'melody". Everything else pp(p), sort of "distant background"

greatly depending on the samples/programs used and the simultaneous positions of the mixer's faders. The circled numbers (1.-12.) in the keyboardist's part indicate the Multi (set of programs) selection. These changes should be performed where indicated to be sure to Keyboardist: The keyboardist should play the indicated dynamics, although the resulting dynamic level of the sounds may vary reverb, delays etc.). In a rehearsal situation, to interrupt a very long sample (e.g. $kbd\underline{A}$ prog.8, or $kbd\underline{B}$. prog 2), simply select a program that is not used in the piece (e.g. number 15). avoid any clipping in the sounds' possible "tails" (fade,

Percussionist: kbdB is used to trigger the samples only. The samples are insensitive to the force (velocity) and length of the keyin the one-sampler.version, all Multi changes during the press. All their dynamics and durations are pre-programmed. Also, performance are done by the keyboardist (and none by the percussionist)

*) On demand the flutist, clarinetist, keyboardist and violinist can receive rehearsal CDs or cassettes with the electronic "models" they have to synchronise with in bars 161-186 and 518-545.

nemo was commissioned by the French Ministry of Culture ("commande d'Etat") for Nouvel Ensemble Moderne (conducted by

Lorraine Vaillancourt). The electronic part was realised at IRCAM with Ipke Starke as musical assistant.

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Electronic setup

In the ideal case only one sampler, an Akai S-6000/5000 (with 128MB RAM) is needed (see the separate sheet on electronic setup). The S-6000/5000 should have a CD-ROM or a ZIP-drive (with SCSI interface) for the loading of the samples.

If S6000 (or S5000) are unavailable, contact the composer for a possible alternative solution

The sampler is controlled by two MIDI-keyboards. Plain master-keyboards are preferred to synthesizers, which - especially so called work-stations - tend to confuse the sampler:

1) **Keyboardist** plays a MIDI master keyboard (hereafter $kbd\underline{A}$) connected to the sampler's MIDI input A. Keys needed are D0..G6 and the keys should be velocity sensitive..

2) Percussionist plays a MIDI keyboard (kbdB) connected to the sampler's MIDI input B. Keys needed are C1..C6 and they do not need to have velocity sensitivity because the player is only triggering events.

Two FX devices for reverberation (type "Large Hall") and delays (single delay, i.e. "one shot", no feedback, and at almost the same dynamic level as the original sound) of the live instruments - and sampler (kbd \underline{A}) in bars 446-459. (On back speakers only during bars Real-time effects (done at the mixer): Microphones are needed for at least: 1st violin, flute and clarinet. Preferably also: vibraphone (highest range <u>only</u>), 2nd violin, oboe, cello and bassoon. Viola, bass clarinet and contrabass can be miked or not, but the brass is best left without microphones in any case. 205-216, 349-388 and 424-446).

Mixer, at least 32 channels recommended (24 channels minimum, but unpractical. See separate sheet for the mixer configuration). 4 audience loudspeakers (one in each corner of the hall), for larger halls preferably 6 (adding two on the sides helps to make

should be placed on stands and very close to the heads of the players, so that the sound level can be kept at minimum (not heard by the audience) and the players (and the conductor) can easily regulate how much they will hear the monitor by slightly moving their heads. 5 control loudspeakers ("monitors") for the following musicians: conductor, keyboardist, 1st violin, flute, and clarinet. The monitors

Sound projection part: control events (fade-in and -outs, reverberation, delay, balance) are indicated in the lowest staff of the score. There is a separate sound projection part, which must be used for the performances (see N.B.), but in order to really master the sound projection of the piece the responsable person(s) should also study the full score. (See separate sheet for more details.) When reverberating and echoing/delaying the live ensemble, the channel PANs in the mixer should correspond to the stage positions of the players.

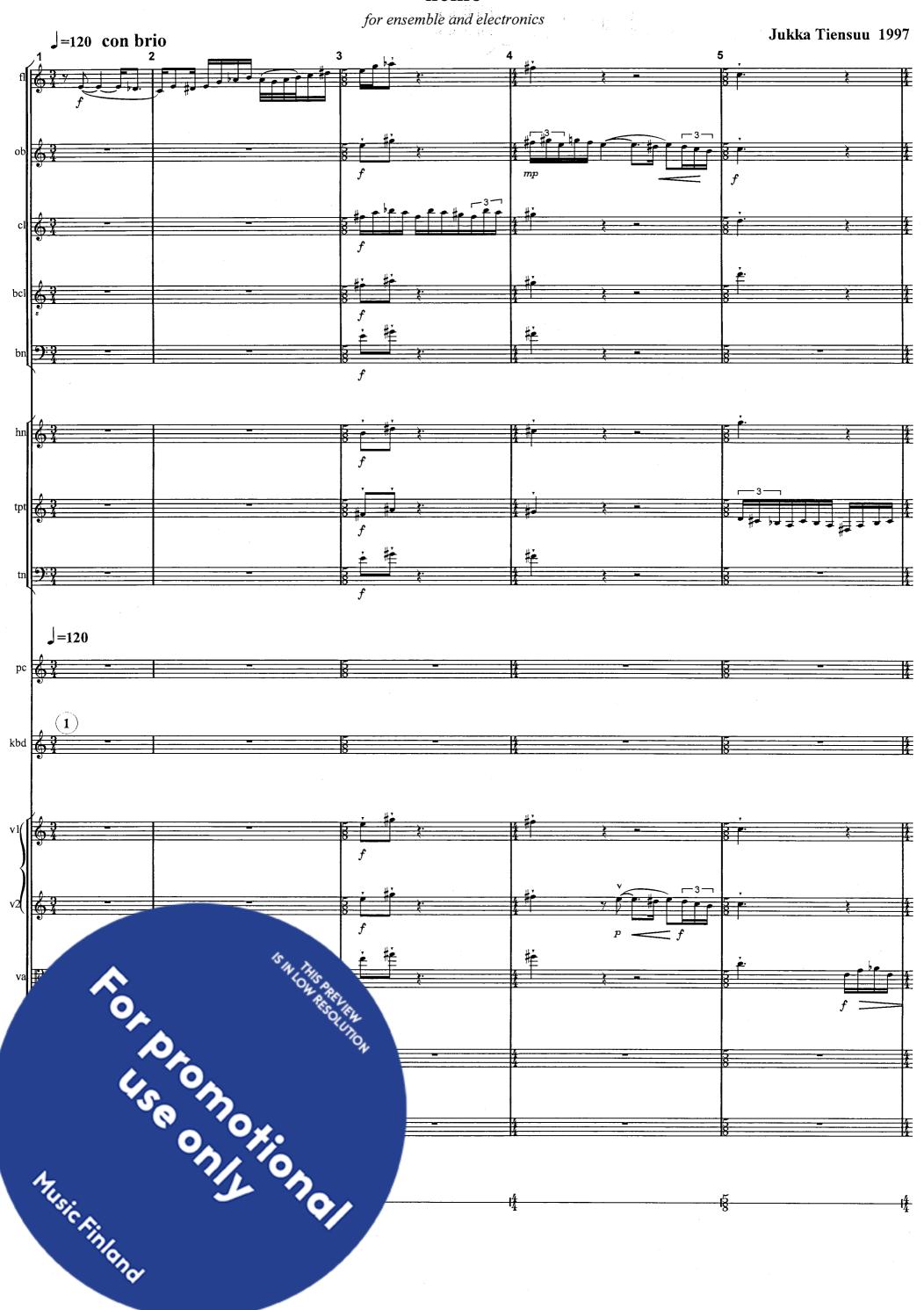
Likewise, although there are fade-ins and -outs already in the sampler programs, the final level (the balance between the acoustic The types and levels of reverberation and delay naturally depend on the acoustic conditions of the performance situation instruments and the samplers) should be discretely adjusted through intelligent mixing.

Bars 226-263 and 460-471 The amplified sound - of the whole ensemble as a unity - is rotated/panned from one speaker to another. Start slowly, speed up and make even extremely rapid jumps between speakers, then slow down and end in the front speakers. Think of a (panicky) insect flying "amok" around the hall.

Multis and programs in the S6000 (with mnemonic names): Ž

Training and broke	Trying and brokening in an analysis			
Multi	KbdA-prgs:	KbdB-prgs:	KbdB-prgs: change at bar (comments)	(comments)
1. nemoKbd1	Piano1			
2. nemoKbd2	Merle-notes2	Morph1	32, 48, 160, 195 (s. Notes 2 & 3)	(s. Notes 2 & 3)
3. nemoKbd3	Merle0 A-F		119, 401	
4. nemoKbd4	Piano4		133	
5. nemoKbd5	SYTriton+WhalPB1		204	
6. nemoKbd6	Merle-note-PB	BAT	91, 222, 266	(size of BAT: 20 MB, s. Notes 1 & 3)
7. nemoKbd7	"ensemble"	Timpani	284, 419	
8. nemoKbd8	SY3G+Whal-PB-all		445	(10 MB) "play to sample end"
9. nemoKbd9	"ensemble eco"		477	
10. nemoKbd10	Merle-notes0	Morph2	519	(s. Note 2 & 3)
11. nemoKbd11	SY2G+Merle-notes2		43, 156, 190	
12. nemoKbd12	SY3G		225	

Note 2: There are pre-programmed fade-in/outs in BAT and pre-programmed spatial movement (pan) in Morph1 and Morph2. Note 1: All programs of KbdB are in playback mode "one-shot", i.e. when triggered, the complete sample is always played. Note 3: Kbd \underline{A} Merle-notes programs have the pitchbend value set to 6 (tritone) N.B. the electronic part is sporadically updated to keep up with the development of technology. Therefore the newest version of the part (and relevant instructions) may differ from the part written in the score.





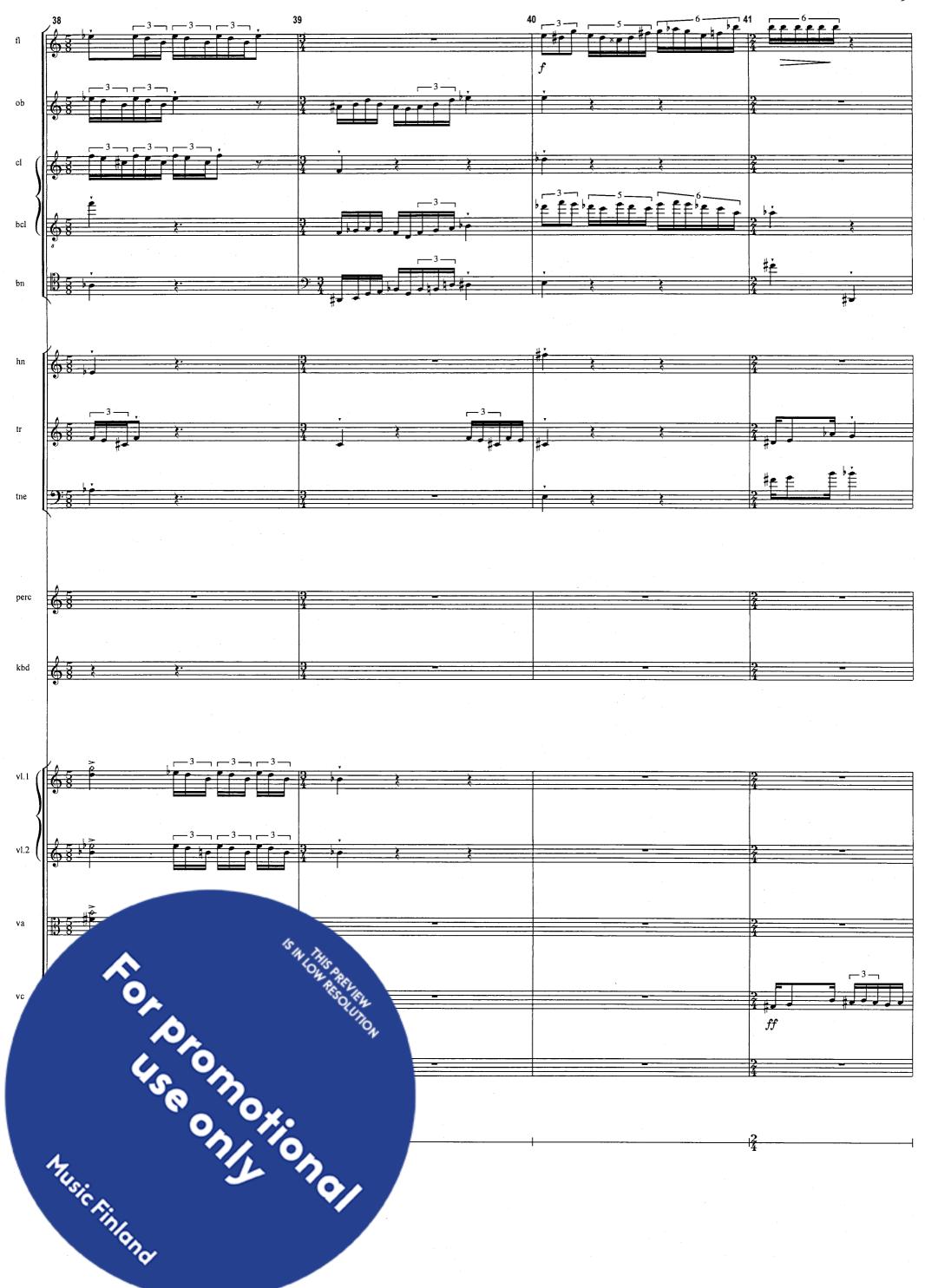








































































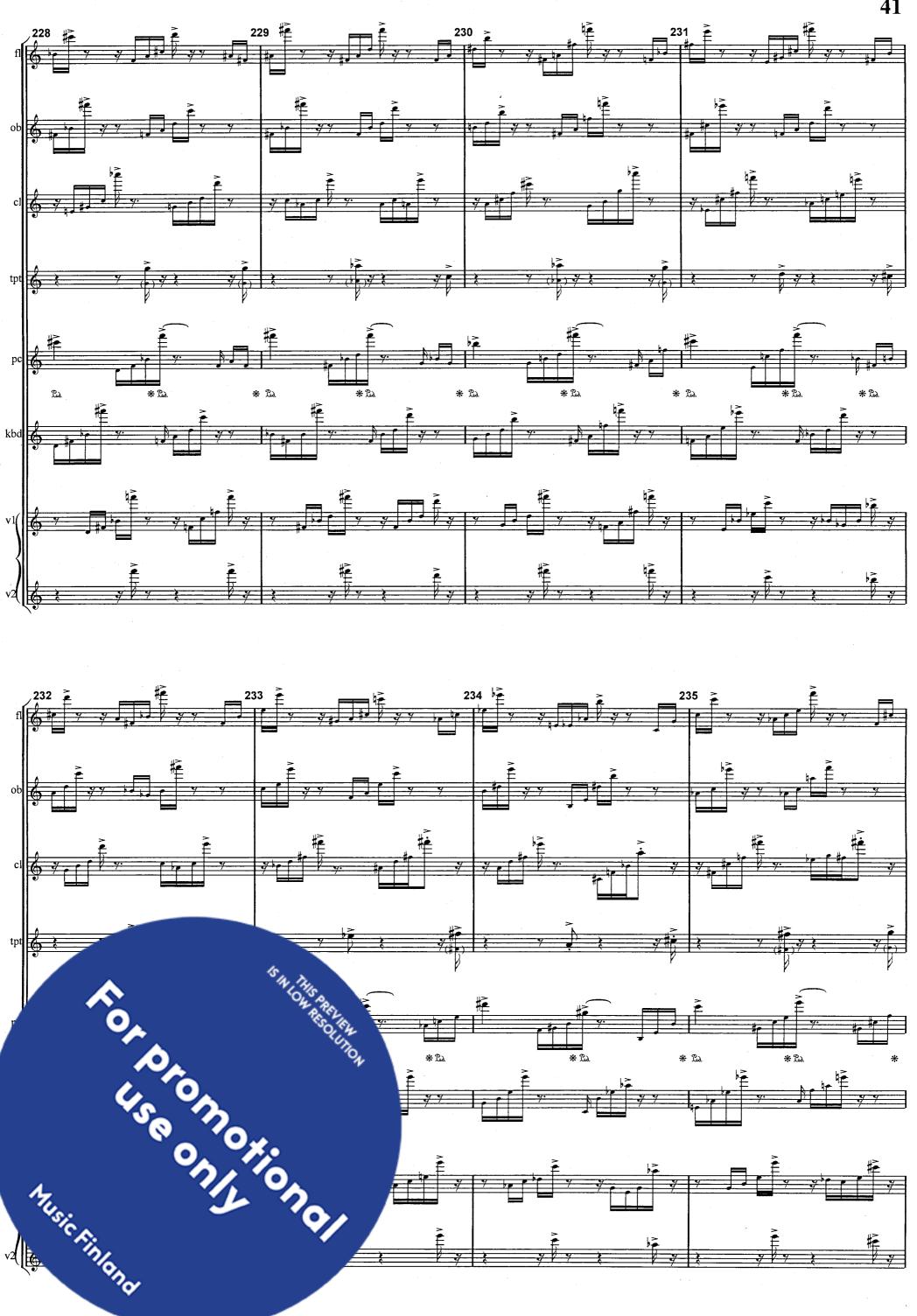


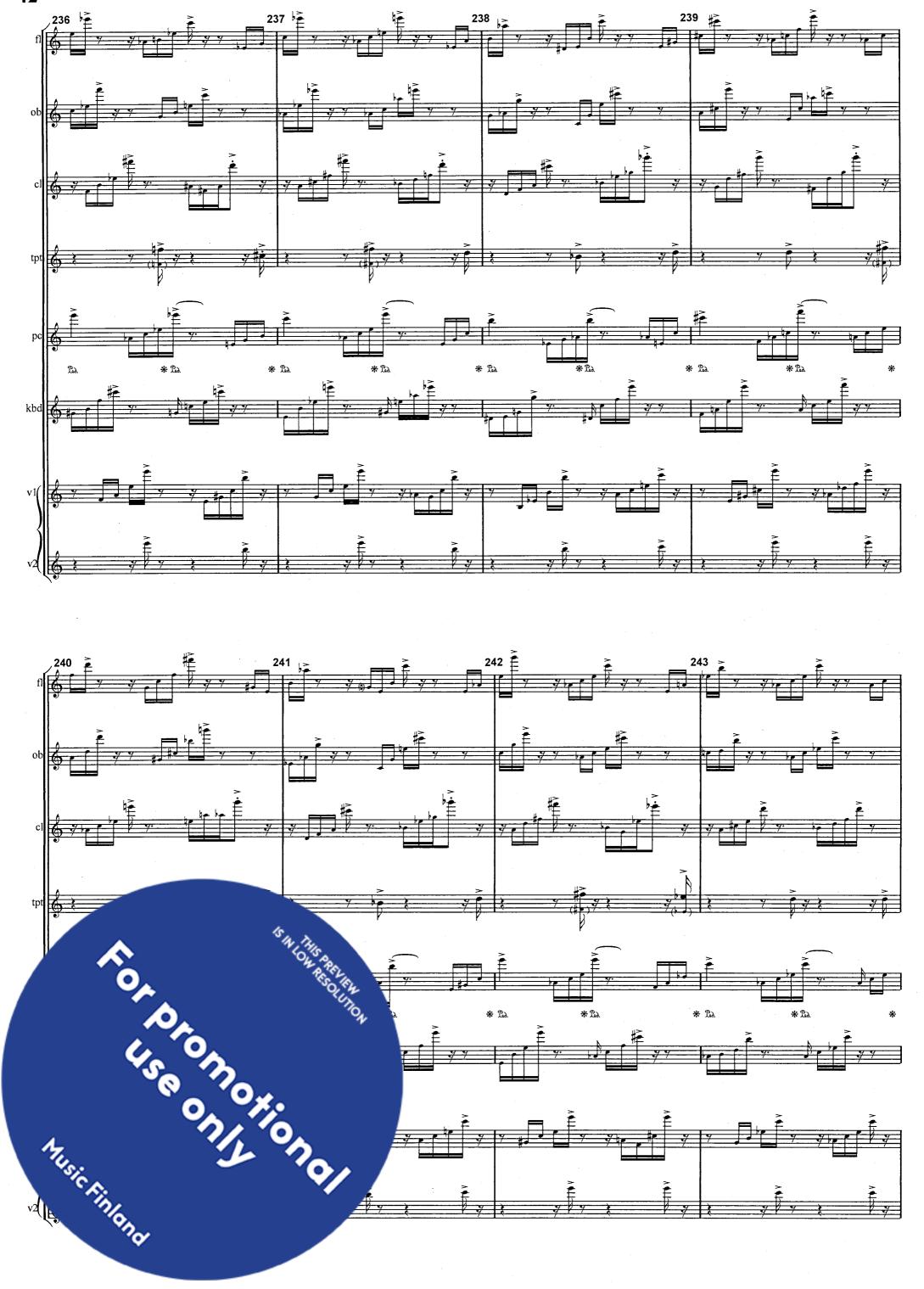


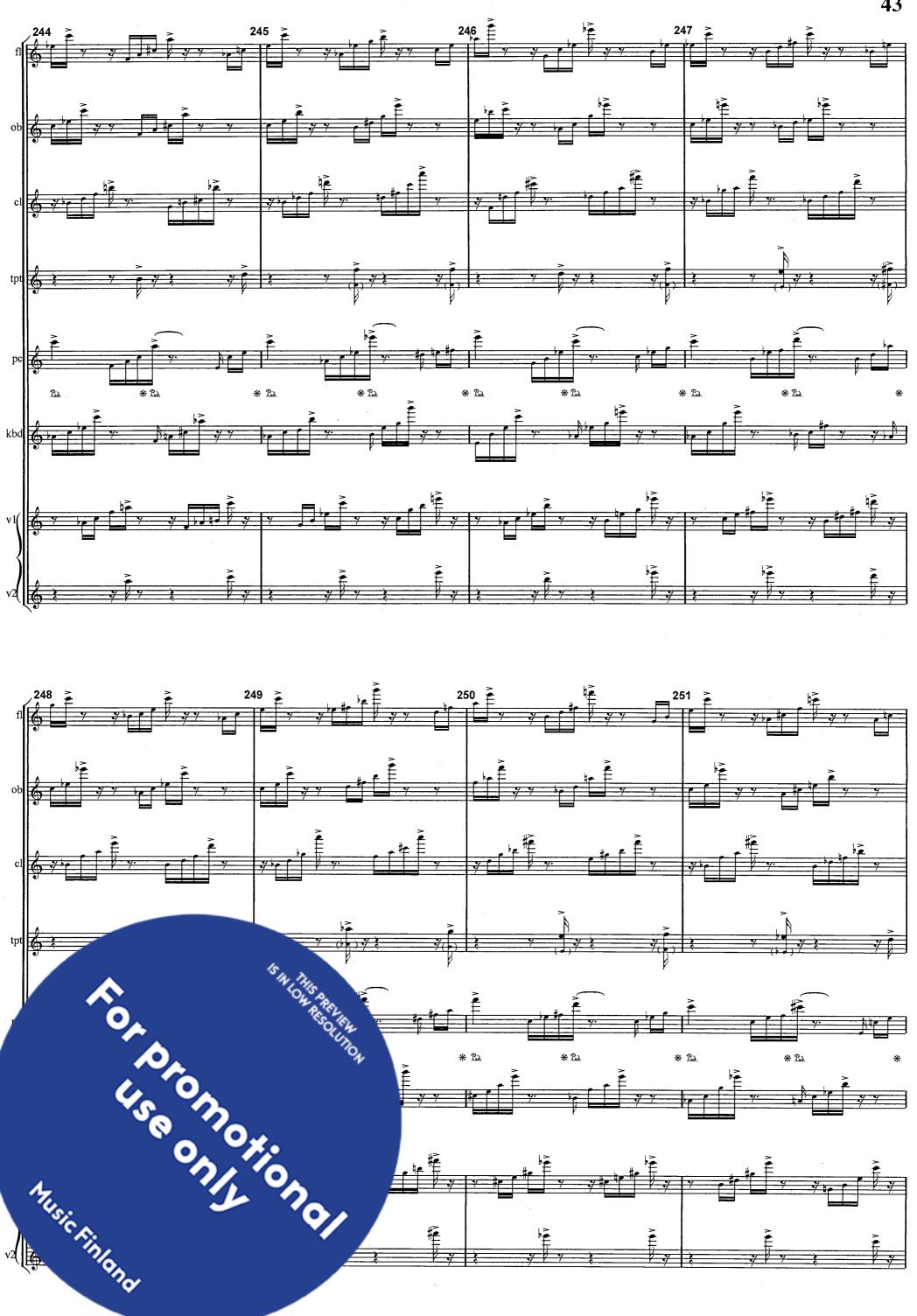












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