35710

Sebastian Dumitrescu

The Hot Summer Hits of 518 BC

for harp and live-electronics

2018



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The Hot Summer Hits of 518 BC is the result of my collaboration with harpist Bengi Canatan. I am grateful to her for her availability and support, as well as for recording the raw material for the electronics.

The title is a tongue-in-cheek reference to a few elements that coalesced into this piece: the abundance of perfect fifths might make one think of Pythagoras; the harp is a summer-like instrument, with a veil of golden sand and sky blue; and finally, the electronics make everything more confusing because they are anachronistic to the aforementioned landscape. Maybe a "summer hit" refers to electronic music much in the same way that a "masterpiece" refers to classical music.

The Hot Summer Hits of 518 BC was premiered by Bengi Canatan and Alejandro Olarte on 17.4.2018 in the Helsinki Music Centre, Black Box, in the "Blue is cool!" concert, a collaboration between the harp class of the Sibelius Academy, CM&T Uniarts Helsinki, and Korvat auki ry.

Sebastian Dumitrescu

Instructions for performance

Rusic Finland

The piece requires a performer for the electronics part. The electronics are programmed in Max. The patch takes 4-channel live input, corresponding to the 4 channels of the Camac electroacoustic harp, and outputs stereo sound.

In the score, the numbers inside squares are preset numbers. They are triggered by pressing the space bar, increasing the preset number by 1 at each pressing of the key.

Preset 1 does nothing, it only serves as an indicator that the preset switching is working.

Presets 2 to 13 and 17 to 21 trigger playback of samples. These are processed from the material of the piece, using granular synthesis.

Presets 14 to 16 and 22 to 24 trigger granular synthesis processes.

The numbers inside triangles indicate the flanger controls: 1 to switch on, 0 to switch off. The flanger functions independently from the presets. Ideally, the flanger should be switched on a moment before the next note is attacked.

The numbers inside circles indicate the reverb controls: 1 to switch on, 0 to switch off. The

ndependently from the presets. Ideally, the reverb should be switched on a For Dromotional xt note is attacked. Technically, the reverb is always active: 1 and 0 its quality.

free to make volume adjustments before the performance, such balanced as possible between the live sound (possibly the flanger and the reverb.

nloaded at https://tinyurl.com/hotsummerhits.

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dedicated to Bengi Canatan

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