

Instruments

e.gtr. — electric guitar

sampl. — sampler [49-keys MIDI keyboard]

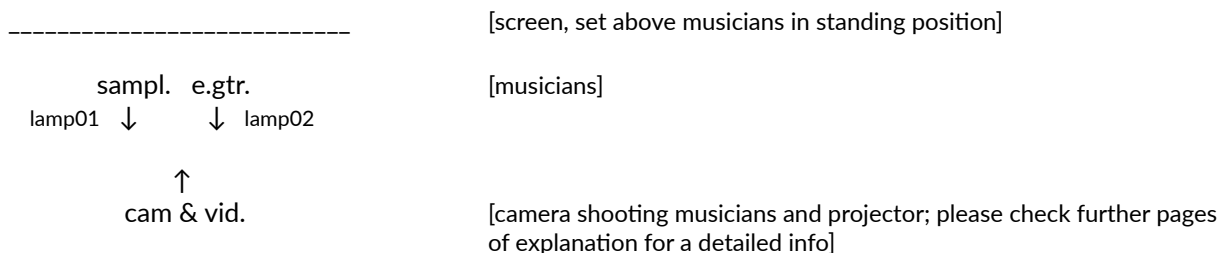
electr. — electronics [audio playback, live-video & lights]

Duration

11:24 min.

Stage setup

Musicians stay [stand and seat] on stage with a big front-projection screen set behind them.




Technical rider

- stereo PA [with good bass]
- 6-ch audio interface [outputs: 1-2ch audio playback, 3-4ch sampler, 5ch click track]
- computer with downloaded and installed Ableton Live 10 [SSD hard drive and 16GB RAM recommended]
- 49-keys MIDI keyboard and a stand
- wireless click track for both musicians
- Blackmagic video-interface (eg. UltraStudio MiniRecorder or similar¹)
- Camera with an HDMI-D/C [micro/mini] output and a stand
- HDMI cable and an adapter (HDMI-A to D/C [micro/mini] HDMI)
- USB-DMX Interface (eg. Enttec DMX-USB Pro Mk2 or similar) and 5-pin to 3-pin XLR cable
- 2x floor LED Spotlight (eg. Eurolite LED SLS-180 RGB 18x1W Floor or similar)
- 2x XLR 10m cable and power supply for lamp connection
- 4x small stand lamp
- bright full HD video projector (at least 5000 lumens)
- big screen for the front video projection (16x9 ratio); a flat-surfaced wall can be also considered for video projection

Materials

All performing materials are available at the following link: https://www.dropbox.com/sh/d4ozxqarlm1hxm7/AABIGk3_1Ks0dVcF2gBkvEjUa?dl=0

¹ As a backup option USB cam can be considered — with adjustable parameters: manual focus (!) and in HD resolution — plus an extension cord, suggested length up to 5 meters.

general remarks	
	sign means sudden end (cut) of a current action without fading out
freeze	<i>Übermensch</i> is a strongly theatrical piece. Therefore all – both visual and audial – actions executed by musicians are important! In fact, they're somehow co-creating visual layer of the piece. Actions like “freeze” should be realized in a very precise way.
theatrical actions	All theatrical actions are related to audiovisual material that appears in the audio playback & sampler layer. Eg. sometimes musicians have to look up – to the camera – and pretend to speak as if the audio playback material was said by them. It is extremely important, that all this type of doublings are performed very precisely and convincingly.
prop book	“PROP book” is a book that musicians are reading during a particular part of the piece. At the same time, it appears in a video projection, however, as a prerecorded material. In fact, during a concert situation, the prop-book stays invisible to the audience/camera. However, in terms of size/format, it should remind the one, that people see in the projection.
mixing, panoram	The panorama of the electronics is planned in such a way, that the electric guitar should be panned a bit to the right (15-20% R) and sampler a bit to the left (15-250% L) on a mixing desk.

electric guitar (e.gtr.)	
slider	metal or glass tube on the left hand
super ball	rubber ball on a stick
FXs	Following effects triggered with foot pedals: Delay, Distortion, Wah-Wah and Volume ped.
bar 57-58	upwards glissando with a slider [+ delay effect]
bar 68-69	mute all strings with left hand in a very high position. Play “ricochet” with a super ball kept in right hand above left hand [+ delay effect]
o/+	means trill of opened/closed position in wah-wah effect
sampler (smplr.)	
MIDI keyboard	<p>The sampler's material is being triggered within a MIDI keyboard and Ableton Live project. The instrument used in Ableton is called “Simpler” and it functions in a two ways: a) classical/1-shot: it transposes imported audio sample and the result is different pitched material (eg. the beginning of the piece); b) slicing: it slices an audio samples into a several short fragments and triggers a particular fragment. What's important is that in the case of slicing mode (b), triggered sound may continue after releasing the key and it'll stop only because of automation of the volume parameter (don't be surprised).</p> <p>As said at the beginning of explanation – everything within the Ableton Live project is automated so, in fact, it is supposed to be a plug & play situation.</p>
practicing	<p>Since – as written above – everything is automated within the Ableton Live project, in order to practice a certain fragment of the piece, one has to point a specific time on a timeline and press play.</p> <p>It may happen, that because of automation, there's no sound reaction after pressing the key. If co, check whether the sampler should play in a particular moment of the piece.</p> <p>In other words, it's impossible to practice the sampler's part (with hearable audio) without pressing the play button.</p>
range & notation	<p>The sampler's part is mostly written within the 4-octaves range of a MIDI keyboard. However, in the last segment of a piece, the performer will have to change octave-range (up) manually.</p> <p>Referring to a piano range, the range used within the piece is from C to c3.</p> <p>If a larger MIDI-keyboard (eg. 88-keys) is being used during a concert, one should adjust the octave-setup in such a way, that the performer seats/uses, more or less, the central part of the controller.</p>

Ableton Live – Peszat-UBERMENSCH-2020-Concert session Project

The whole electronics of the piece is executed by fully automated Ableton Live 10 project. The project contains:

- audio playback file, 48 kHz/24 bit – output: 1-2 ext. outputs
- click track file, 48 kHz/24 bit – output: 5 ext. output)
- live video – track responsible for live-video transformations
- light – track responsible for light changes
- sampler (group of tracks) – output: 3-4 ext. outputs)

In certain cases, if the six separate outputs interface is not available, 4-outs can be used. If so, please assign sampler to 1-2 ext. (the same outputs as playback) and the click track to the 3rd ext. output. However, in such a case, a person responsible for mixing receives the sum of playback and sampler's signal.

Live-video

Live-video uses as an input an HD Camera (or a USB webcam), The signal is either transmitted live or transformed by effects, such as pixel, saturation, brightness, zoom-in/out, edges within a "MIDI-Video_live-vid" MIDI effect, created in Max for Live.

The only thing that one should do after opening the project is to:

- select a proper video source (default one is a built-in cam)
- check the resolution (choose HD: 1280x720)
- set the projection to a full screen and uncheck (ie. hide) "border" parameter of the screen

Light

Two floor lamps are used within the piece. During compositional process following lamp was tested: Eurolite LED SLS-180 RGB 18x1W Floor. The position of lamps should be adjusted to illuminate both musicians, mostly the upper parts of their body, especially in the standing position, but also while sitting.

Additional light (stand lamps) should be considered to illuminate performing parts.

DMX-USB interface

Communication between Ableton and lamps is set through "MIDI-Light-2020_v2" MIDI effect, created in Max for Live as well as DMX-USB Interface (Enttec DMX USB PRO Mk2 Interface). Thus, MIDI communicate(pitch) triggers particular presses, stored within the "MIDI-Light-2020_v2" effect.

After opening the project, one should:

- select a proper DMX-USB interface from a pop-up menu (if the interface works properly a toggle box next to a pop-up menu will light up)

Lamps

Set both lamps to 5-channel mode, where:

- channel 1: red 0-100%
- channel 2: green 0-100%
- channel 3: blue 0-100%
- channel 4: color change – fading with increasing speed
- channel 5: strobe – increasing

Address lamps:

- a) lamp 01: DMX01
- b) lamp 02: DMX06

In the case of using lamps with different channel setup, one can easily edit light presets, stored in "MIDI-Light-2020_v2" MIDI effect. If so, remember to edit presets after opening Max for Live, not directly in the Ableton window! If editing presets directly in the Ableton window, the "MIDI-Light-2020_v2" effect will save changes only until the Ableton is working. After re-opening the program, effect will return to earlier version of presets (ie. stored in Max for Live).

Light presets (already prepared in Ableton and triggered automatically through a MIDI track)

- 01 / C / MIDI nr 36 / off, no light
- 02 / C# / MIDI nr 37 / RGB, slow changes
- 03 / D / MIDI nr 38 / RGB, fast changes
- 04 / D# / MIDI nr 39 / white, static
- 05 / E / MIDI nr 40 / white strobe, fast
- 06 / F / MIDI nr 41 / white strobe, slower
- 07 / F# / MIDI nr 42 / white strobe, slow (pulse)
- 08 / G / MIDI nr 43 / blue strobe, fast, bright
- 09 / G# / MIDI nr 44 / blue strobe, fast, dark
- 10 / A / MIDI nr 45 / blue, static
- 11 / A# / MIDI nr 46 / red, static
- 12 / B / MIDI nr 47 / blue strobe, slow (pulse)