

2 0 2 2

# Piotr Peszat

A person with blonde hair is shown from the chest up, wearing a VR headset. The headset has a black strap across the forehead and a circular sensor on the side. A semi-transparent, blue-tinted image of a city skyline is overlaid on the person's face and upper body. The background is a solid blue color.

Your Personal Rate of  
Growth in a Rapidly  
Changing World

—  
for piano solo, VR  
glasses  
& live-electronics  
—

# Your Personal Rate of Growth in a Rapidly Changing World

*for piano solo & VR glasses & live-electronics*

*to Mabel Yu-ting Huang*

The starting point for the pianist's activities is a 3D film score. Known from classical scores, but also historical graphical scores, thinking with a graphic symbol as an element to which more or less specific musical actions are assigned is replaced by three-dimensional space surrounding the performer.

The composed stimuli affecting eyesight are designed to introduce the performer into a specific emotional state and at the same time relate to a specific sound matter, characterised in the introduction to the score. During the performance, the pianist watches the 3D film score through VR glasses in order to increase the participation dimension in specific situations appearing in the 3D video file. The film is a composed sequence of fictionalised images, processes and situations depicting the non-concert life of the performer, which shapes her/him as an artist.

In addition to the 3D score – visible only to the pianists – the piece also features an independent video layer, watched by the audience. It coincides with the score of the pianist but is never a direct copy of it. The video layer visible to the audience is created both from the prerecorded and live & transformed material. The audience can watch it on a huge screen placed on the stage. The element that binds these two layers is the sound material executed by the soloist and her/his image.

## Instruments & media

pno. — piano solo  
electr. — live-electronics

## Duration

14:52 min.

## Amplification

The instrument must be amplified, preferably close-miced.

## Stage & concert venue setup

The piano is set in the central part of an empty stage.

Four speakers are set around the audience (1/2: front [LF + RF], 3/4: rear [LR + RR], with good bass or with additional subwoofer) plus an extra monitor speaker for the piano player.

## Performing materials

All performing materials (score as well as the Ableton Live 11 project) are available at the following link: <https://www.dropbox.com/sh/txcbcbyqy1f9xsp/AAC1gTdZJ1pk425T-Z06SEfaa?dl=0>

### Technical rider

- computer with SSD, at least 16 GB RAM and Ableton Live 11 Suite (→live-electronics, click track)
- VR glasses and a smartphone (→with copied score/3D video-file)\*;
- audio interface with 2 inputs and 6 outputs (IN: 01 — piano; OUT: 01-02 — live-electr. front; 03-04 — live-electr. rear; 05 — click track)\*\*;
- 4x speaker with good bass, preferably with additional one or two subwoofers; set around the audience (LF/ RF & LR/RR) as well as a monitor speaker(s) on stage;
- digital mixing desk;
- 2x condenser microphone for the amplification of piano;
- wire or wireless transmitter for the click track
- stage lights

\*A very basic/cheap VR glasses are required for the performance — allowing putting a mobile phone inside and watching a 3D movie through two lenses. If possible, pick up as neutral — in terms of colouristics & design — as possible (black, etc.). Eg.: <https://www.conrad.com/p/braun-germany-b-vr-360-black-silver-vr-glasses-1486099>.

\*An audio signal from microphones amplifying piano should be sent from a mixing desk as a mono signal from an AUX output to the audio interface & computer. Plugging microphones directly into an audio interface & computer won't give such flexibility in achieving the proper balance between the piano's clean & processed sound. However, in the case of performing the piece in venues without an appropriate technical background, one can consider it as a simplified solution.

**In the case of problems/questions please contact the composer:**  
e-mail / [piotrpeszat \[at\] gmail \[dot\] com](mailto:piotrpeszat@gmail.com)  
mobile / 0048 502 115 962

## Time structure of the piece

The structure of the piece is constant over time and determined by: a prepared 3D video file (pianist's score), a video file visible to the audience and an automated session in Ableton Live (triggering live-electronics layer of the piece as well as click track in particular fragments).

The piece consists of the **Introduction fragment** (no sound/playing, performer put's on the VR glasses), **7 segments (A-B-C ... G)** in which the pianist plays on the instrument and **an epilogue fragment** (seg. H) in which the pianist remain motionless. Additionally, the table below lists the timing indication of the moments when a classically notated score appears in the 3D video score. It is a signal for the performer to start a new segment and at the same time indication for improvising on a particular material in segments A1-B1-C1...G1.

| time  | segment      | score in VR glasses | improvised segment | remarks                           |
|---|--------------|---------------------|--------------------|-----------------------------------|
| 00:00   | INTRODUCTION |                     |                    | preparations                      |
| 00:10   | A            | X                   |                    | performer starts to play          |
| ~00:31  | A1           |                     | X                  |                                   |
| 02:08   | B            | X                   |                    |                                   |
| ~02:17  | B1           |                     | X                  |                                   |
| 03:28   | C            | X                   |                    |                                   |
| ~03:40  | C1           |                     | X                  |                                   |
| 05:51   | D            | X                   |                    |                                   |
| ~05:56  | D1           |                     | X                  |                                   |
| 07:26   | E            | X                   |                    |                                   |
| ~07:34  | E1           |                     | X                  |                                   |
| 09:32   | F            | X                   |                    |                                   |
| ~09:54  | F1           |                     | X                  |                                   |
| 11:52   | G            | X                   |                    |                                   |
| ~12:13  | G1           |                     | X                  |                                   |
| 14:00   | H (Epilogue) |                     |                    | no playing, live-electronics only |
| 14:52   | END          | end of the piece    |                    |                                   |
| Starting times of the “improvised” segments are marked as approximate (eg. ~00:31), since it’s impossible to count precisely all fermatas, tempo alterations such as ritenuto and accelerando). |              |                     |                    |                                   |

# Your Personal Rate of Growth in a Rapidly Changing World

piotr peszat  
2021-22

for piano solo & VR glasses, live-electronics & live-video  
to Mabel Yu-ting Huang

electronics

00:00:21.00

00:00:25.00

00:00:27.00

*poco rit.*

*a tempo*

*poco rit.*

pno.

5

*p*

*poco*

*7:6*

*soffo voce*

*ppp*

*7:6*

*rel.*

(1/2)

*p*

*5:4*

*mp*

*3:2*

*poco*

*3:2*

*pp*

*5:4*

*poco*

(1/2)

*rel.*

97

97

electr.

**A1**

*a tempo*

[♩ = 60]

00:00:31.00

pno.

8

**IMPROVISED SECTION**

watch video-score

[A1: based on the material from segment <A> and according to video-score visible only to the pianist in VR glasses]

$\frac{97}{4}$

$\frac{97}{4}$

electr.

B

*Poco lontano, dark*  
[♩ = 60]

00:02:08.00

B1

00:02:13.00

*poco rit.* *a tempo* *poco rit.* *a tempo*

9

*mf* *poco* *mp* *poco* *mp* *poco* *pp* *soffo voce* *mp* *poco* *pp* *ddd*

rel.,

1

1/2

rel.,

IMPROVISED SECTION  
watch video-score

[B1: based on the material from segment <B> and according to video-score visible in VR glasses]

electr.

00:02:31.00

00:02:35.00

00:02:37.00

00:02:42.00

00:02:47.00

pno.

12

CLICK TRACK = ON

stop playing  
hands on keyboard,  
head down

HEAD UP  
slowly

FREEZE

HEAD DOWN  
subito

HEAD UP  
slowly

HANDS UP  
slowly

HANDS DOWN  
subito

IMPROVISED SECTION  
watch video-score

CLICK TRACK = OFF

electr.

live-video:  
ON

cut dark  
screen

prerecorded video:  
head UP

prerec. video:  
hands up  
down

***Poco lontano, dry***  
[J=60]

[09=]

00:03:28.00

sotto voce

poco

3:2

3:2

17

pno.

*sempre secco*

*sfz*

00:03:33.00

*sfz*

3:2

*poohissimo*

*poco*

3:2

3:2

*poco*

00:03:35.50

**C1**  
*a tempo*  
[♩ = 60]

[09=']

[illegible]



D  
Metallic  
[♩ = 60]

00:05:51.00

00:05:56.00

IMPROVISED SECTION  
watch video-score

[D1 : based on the material from segment <D> and according to video-score visible in VR glasses]

pno. 23

*mf* *poco* *sfz* *sub. p* *pp* *rel.*

3:2 3:2 1/2

electr.

00:06:42.00

00:06:46.00 00:06:48.00 00:06:50.00 00:06:56.50

25

CLICK TRACK = ON

stop playing  
hands on keyboard,  
look straight forward

HEAD RIGHT  
slowly  
towards the audience

FREEZE

HEAD  
BACK TO  
STRAIGHT  
subito

back to  
straight  
forward

IMPROVISED SECTION  
watch video-score

CLICK TRACK = OFF

electr.

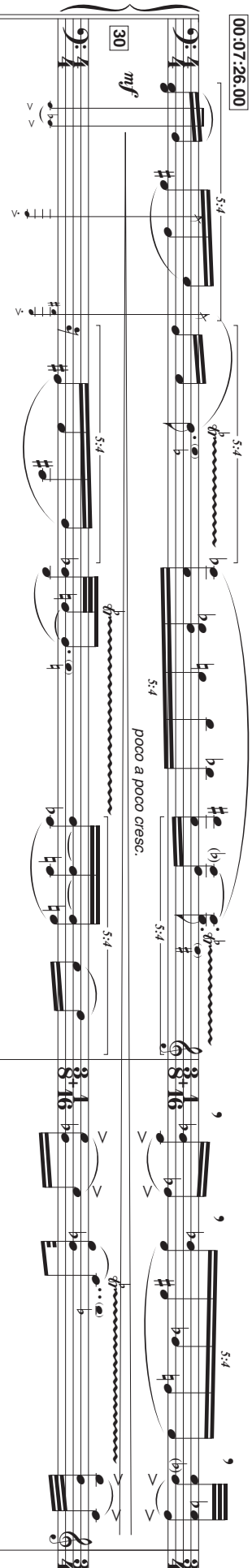
E

[♩ = 60]  
*Espressivo, energetic*

*poco a poco accelerando*


00:07:26.00

pno. *mf*



00:07:30.00

electr.



00:07:31.75

*poco a poco accelerando*

E1

00:07:34.75

*a tempo*

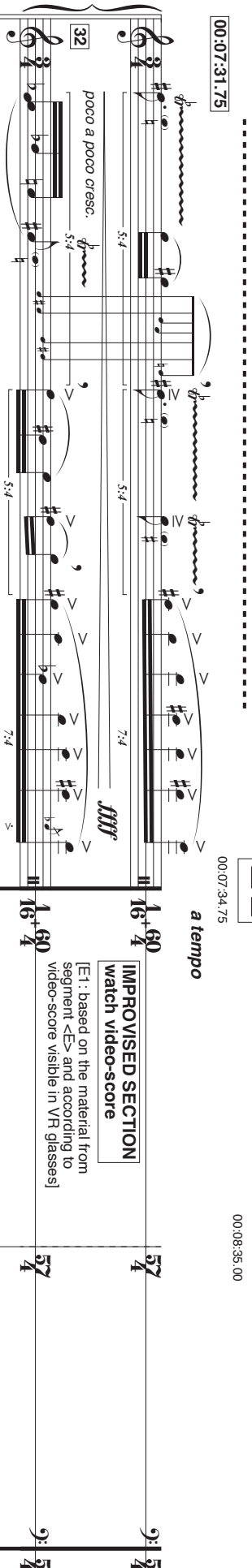
IMPROVISED SECTION

watch video-score

[E1 : Based on the material from segment <E> and according to video-score visible in VR glasses]


32

pno. *poco a poco cresc.*



00:08:35.00

electr.



***Poco lontano, dry***  
[♩ = 60]

electr.

00:09:42.00

00:09:44.00

**a tempo**

00:09:46.50

00:09:48.00

pno.

38

[to R.H.]

*ppp secco*

*simile*

electr.

[illegible]

**G**  
*Lontano, fragile*  
[♩ = 60]

00:11:52.00

poco rit.

00:11:57.00

a tempo

00:12:00.00

molto lontano

poco rit.

a tempo

pno. 46

sostenuto ped.

pp

poco

d

mp

poco

3:2

3:2

3:2

1/2

sost.

poco

3:2

rel.

1/2

rel.

mf

d

poco

3:2

ppp

mp

poco subito

1/2

electr.

00:12:03.00

00:12:07.00

00:12:09.00

poco rit.

a tempo

poco rit.

pno. 49

p

poco

7:6

spito voce

ddd

7:6

7:6

1/2

rel.

d

mp

3:2

poco

3:2

ddd

5:4

poco

1/2

rel.

electr.

G1

[♩ = 60]  
a tempo

00:12:13.00

00:13:00.00

pno.

52

IMPROVISED SECTION  
watch video-score

[G1 : based on the material from  
segment <G> and according to  
video-score visible in VR glasses]

47

4

60

4

52

4

47

4

60

4

52

4

electr.

H

00:14:00.00

pno.

54

FREEZE

until the end of the piece

52

4

52

4

electr.