# Michaël Levinas *Rebonds* 1993

portage 2020 2020

# ircam E Centre Pompidou

The setup and the execution of the electroacoustic part of this work requires a Computer Music Designer (Max expert).

# **Table of Contents**

Table of Contents	2
Work related information	3
Performance details	3
Detailed staff	3
Realisation	3
Useful links on Brahms	3
Version related information	4
Documentalist	4
Realisation	4
Upgrade Motivation	4
Comment	4
Other version(s)	4
Electronic equipment list	5
Computer Music Equipment	5
Audio Equipment	5
Files	6
Instructions	7
Presentation:	7
AUDIO and MIDI Setup:	7
Software installation	7
<span font-size:18px"="" helvetica="" neue",helvetica,arial,sans-serif;="" style="font-family:">Initialization routine</span>	8
System calibration and tests	8
MIDI tests	8
Audio Tests Locate the piano sound in space	9 9
Balance between Pianos and Resonances	9
The 16th-tone Piano	9
Adjustment of the resonances parameters	9
Quick test - Playing the Piece:	9
Details - About the pedals (documentation for the performer) Volume	9 10
Volume Bend	10
Sustain	10
Addendum : more details (Tom Mays)	10
Patch presentation - RESONATORS Configuration	10
Patch presentation - Velocity Correction	11
Patch presentation - Sample Keygroup Editor	11
Program note	13

# Work related information

# Performance details

• June 11, 1993, France, Paris, Maison de Radio France

Publisher : Lemoine

# **Detailed staff**

• flute (also piccolo, alto flute), clarinet (also E-flat clarinet), 2 pianos, violin, cello

# Realisation

• Tom Mays

# **Useful links on Brahms**

- *Rebonds* for ensemble (1992-1993), 10mn
- Michaël Levinas

Documentation date: April 7, 2020 Version state: valid, validation date : April 9, 2020, update : May 6, 2021, 3:09 p.m.

## Documentalist

Etienne Demoulin (Etienne.Demoulin@ircam.fr)

You noticed a mistake in this documentation or you were really happy to use it? Send us feedback!

## Realisation

- Etienne Démoulin (Computer Music Designer)
- Tom Mays (Computer Music Designer)

Version length: 15 mn Default work length: 10 mn

# **Upgrade Motivation**

Update for Max8 Documentation update 64 bit version of the resonator~ max object

## Comment

Not tested in concert

## Other version(s)

- Michaël Levinas Rebonds RebondsMax6 (May 13, 2014)
- Michaël Levinas Rebonds maxmsp5-version-untested (April 29, 2010)
- Michaël Levinas Rebonds transfert\_mustica\_ftp (April 14, 2010)
- Michaël Levinas Rebonds OSX Update (Oct. 1, 2005)

## **Electronic equipment list**

## **Computer Music Equipment**

- 1 MacBook Pro *Apple Laptops* (Apple) OSX 10.13
- 1 Max/MSP *Max* (Cycling74) Tested on Max8
- 1 Fireface 800 Sound Board (RME)
- 1 KX 88 *MIDI Keyboard* (Yamaha) Or Kurzweil PC88 [Heavy touch] [88 keys]
- 1 Footswitch / Sustain Pedal Footswitch / Sustain Pedal
- 1 Volume Pedal *Volume Pedal* Plugged in the keyboard

## Audio Equipment

- 4 Microphone *Microphone* 2 for each piano (Ex.: AKG C451 or KM 140)
- 1 Amplifier Amplification
- 2 Loudspeaker *Loudspeakers* Stereo, in front of the audience
- 1 Mixing Console *Mixing Console* 4 line inputs (max dacs), 4 microphone inputs, 2 Outputs (stereo), stereo reverb

# Files

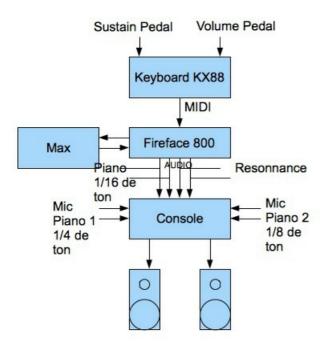
File	Туре	Author(s)	Comment
rebonds-2020	Patch		
Rebonds	Score	Levinas/Lemoine	
Record	Audio file(s)	Ensemble L'itinéraire/aeon	

# Instructions

## **Presentation:**

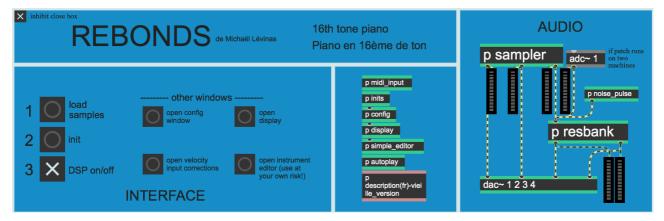
This max patch simulates a 16th-tones piano with resonators. The mix between the sampled piano and its resonances should be carefully adjusted (see the calibration and tests section below).

# **AUDIO and MIDI Setup:**



## Software installation

- 1. Download Rebonds2020.dmg on your computer. Open it. Copy the Rebonds folder in your computer.
- 2. Open Max 8 and choose .../Rebonds-2020 in Options/Files Preferences
- 3. 0pen Rebonds2020.maxpat



- 4. Check that there is no warning in the max windows, if it's the case, correct the path in *Files Preferences*, close the patch and restart from step 2\_.\_
- 5. Double click on *p config* and choose your audio and MIDI configuration (see below : "Patch Presentation Audio configuration).

Driver I/O vector size	AUDIO audio driver Core Audio vector sizes 64 64	sampler instrumet file voice stealing solyphony subjective init value SAMPLER - presets recall user preset recall user preset store user preset store user preset store user preset store user preset SAMPLER SAMPLER
Signal vector size piano left piano right resonance left	64  Coutput routing Output 1 Coutput 2 Coutput 2 Coutput 1 Coutput	sampler output level -3. d sampler to fresbank level -5. d resbank output level -7. d
resonance right planc mono in Input Device Nor Output Device Buil Overdrive schedaler in interior optimization CPU limit 00	2 Output 2 input routing off recommended on on on DSP on/off e on on on on on on on on on on	Keyboard mid in switches       MIDI Keyboard       MIDI - presets         note input       Keyboard       AU DLS Synth 1       Image: configure configure configure configure control contro control control control control control control control
tuning : divisions a semitor sustain multiplier 20. no sustain input level multiplier 6an	resonance bank sub-division pans (0=ieft, 0.5=center, 1=right) k k pan A pan B pan C	RESONATORS-presets       init recalls user preset!         recall user       recall factory         preset       revent user preset back         store user       revent user preset         amplitude       sustain decay rate multipliers       no-sustain decay rate multipliers         1.       1.         2.       1.       0.25         3.       1.       0.25
▶1. 4 NO	k ise test : noise pulse width (ms)	1.     0.25     10.       noise volume     0     trigger noise pulse     10.

## <span style="font-family:"Helvetica Neue", Helvetica, Arial, sans-serif; font-size:18px">Initialization routine

When you open the patch:

0. Check IOVS and signalVS (must be 64) and samplerate (must be 44100Hz)

1. Click on Load samples (to be done only once in each session)

The window Rebonds-sample go in front of the screen and the buffer~ objects appear:

buffer~ p3forte-do p3forte-do	buffer~ p3mf-do p3mf-do	buffer~ p3mp-do p3mp-do	buffer~ p3pp-do p3pp-do
buffer~ p3forte-do# p3forte-do#	buffer~ p3mf-do# p3mf-do#	buffer~ p3mp-do# p3mp-do#	buffer~ p3pp-do# p3pp-do#
buffer~ p3forte-re p3forte-re	buffer~ p3mf-re p3mf-re	buffer~ p3mp-re p3mp-re	buffer~ p3pp-re p3pp-re
buffer~ p3forte-re# p3forte-re#	buffer~ p3mf-re# p3mf-re#	buffer~ p3mp-re# p3mp-re#	buffer~ p3pp-re# p3pp-re#
buffer~ p3forte-mi p3forte-mi	buffer~ p3mf-mi p3mf-mi	buffer~ p3mp-mi p3mp-mi	buffer~ p3pp-mi p3pp-mi
buffer~ p3forte-fa p3forte-fa	buffer~ p3mf-fa p3mf-fa	buffer~ p3mp-fa p3mp-fa	buffer~ p3pp-fa p3pp-fa
buffer~ p3forte-fa# p3forte-fa#	buffer~ p3mf-fa# p3mf-fa#	buffer~ p3mp-fa# p3mp-fa#	buffer~ p3pp-fa# p3pp-fa#
buffer~ p3forte-sol p3forte-sol	buffer~ p3mf-sol p3mf-sol	buffer~ p3mp-sol p3mp-sol	buffer~ p3pp-sol p3pp-sol
buffer~ p3forte-sol# p3forte-sol#	buffer~ p3mf-sol# p3mf-sol#	buffer~ p3mp-sol# p3mp-sol#	buffer~ p3pp-sol# p3pp-sol#
buffer~ p3forte-la p3forte-la	buffer~ p3mf-la p3mf-la	buffer~ p3mp-la p3mp-la	buffer~ p3pp-la p3pp-la
buffer~ p3forte-la# p3forte-la#	buffer~ p3mf-la# p3mf-la#	buffer~ p3mp-la# p3mp-la#	buffer~ p3pp-la# p3pp-la#
buffer~ p3forte-si p3forte-si	buffer~ p3mf-si p3mf-si	buffer~ p3mp-si p3mp-si	buffer~ p3pp-si p3pp-si
buffer~ p3forte-do4 p3forte-do4	buffer~ p3mf-do4 p3mf-do4	buffer~ p3mp-do4 p3mp-do4	buffer~ p3pp-do4 p3pp-do4

- 2. Click on Init on the main window
- 3. Click on DSP on/off on the main window

# System calibration and tests

## **MIDI** tests

After the setup process, test the MIDI input sent by keyboard to the subpatcher "Display>MIDI keyboard input display".

Check:

- sustain pedal
- volume pedal
- pitch bend controler
- keys

If you have any further problems, check the MIDI configuration in the window configuration.

Don't forget that the keyboard should be on MIDI channel 1.

#### **Audio Tests**

Activate the toggle DSP on/off and play some notes with the keyboard

#### Locate the piano sound in space

To make the setup easier, set the autoplay in the Interactive panel to 1 and the velocity to 70

In the mixer device cut the volume of the resonators

The stereo image of the direct piano must be as wide as possible (low notes to the left, hight notes to the right). Use pan and speaker position to give the feeling that the piano sound is coming from the KX88

The piano sound must not be "attached" to the speaker! In this diagram, the distance between the 2 speakers is used to create a wide virtual space. The main purpose is to simulate an acoustic piano mixed with the 2 other pianos

### **Balance between Pianos and Resonances**

Set the level of the resonance to a minimum **10** or **11** seconds. The effect must be heard but subtle. You should not hear a "Lost in Space" effect ! In the Interactive panel, disable the autoplay. Play any sample from the MIDI keyboard, the sound must disappear after 7 seconds and the resonators continue for 3 or 4 seconds more. If the durations are too long or if you have the impression of hearing "Star Wars", decrease the level of the resonances (config patcher, level section).

Staccato notes can be simulated by activating the toggle sampler/res sustain of the interactive panel.

## The 16th-tone Piano

Adjust the 16th-tone piano to balance it with the acoustic pianos

1. Set the acoustic pianos mics to have a good amplification in the speakers used by the 16th-tone piano. Use similar pan.

2. Play the 16th-tone piano with the other; then with the two pianos simultaneously. At the same time, set the direct piano output equalizer parameters to produce a "spatial and timbral/harmonic" mix. Play especially tremolo, sostenuto around the F (middle of the 1/16 of a tone piano)

3. Adjust the location of the speakers and the panoramics if necessary

## Adjustment of the resonances parameters

If the sound of the resonances is too poor, you can change them. Open the sub-patcher config>RESONATORS

To save the modifications, click on the button "store user preset" in the part RESONATORS - presets

## **Quick test - Playing the Piece:**

After the initialization routine:

- press any note on the keyboard. If the signal is sent to the mixing consol, that means it works.
- test the pedal
- The patch is ready !

## **Details - About the pedals (documentation for the performer)**

#### Volume

To have optimum control of the dynamic on this piano, a volume pedal has been added. The performer must adapt his style to the sensitivity of the pedal to find the dynamic of this piece.

#### Bend

In this version, the sampler is integrated in the patch. That allows you to activate the pitch bend only for certain keys of the keyboard. There is a bend zone in the left part of the keyboard (between F1 and G#0).

The Bend pedal works only in this area. This allows you to play as far as the bass C by pressing slowly the pedal, leave the pedal pressed, then continu to play in the right side of the keyboard.

At the end of the resonance time of the note, release the pedal. In this way, medium et treble notes are not affected by the pitch.

#### Sustain

The sustain is used continuously. The patch implement this functionality (cf. toggle sampler/res sustain locate in display>Interactive panel ).

## Addendum : more details (Tom Mays)

## Patch presentation - RESONATORS Configuration

- Tuning: resonators are tuned with the samples (in 16th-tone)
- divisions of a semitone: 8 division of the half-tone
- starting note: 60 for central C
- Sustain input level multiplier: 20, when sustain is activated the resonances are longer so you will need more volume
- No-sustain input level multiplier: 1, when sustain is disable the resonances are shorter so you will need less volume
- Resonance bank sub-division pans: each bank of resonators is composed of 3 parts to create 3 panoramic positions
- Frequency multipliers: each bank is related to an harmonic range on the piano (Frequency multiplier = harmonic)
- Amplitude multipliers: amplitude of each bank
- Sustain decay rate multipliers: coefficient of decay of the resonators during the sustain
- No-sustain decay rate multipliers: coefficient of decay of the resonators without sustain
- Mutes: each bank can be stopped to get more CPU load. If you use a powerful macintosh you can activate all 4 banks (desactivate the toggle mutes)

#### Noise test:

- noise pulse width: timing in millisecond of the noise pulse
- noise volume: volume of the noise
- trigger noise pulse: click here to activate noise pulse in the resonators

10/13

RESONATORS			RESONATO rec.	all user 🛛 🦳	init recalls use recall factory preset	r preset!			
tuning :	divisions of a semitone		starting note	60		o stor pre	re user set	revert user pre to factory prese	
sustain input level multiplier			e bank sub- 5=center, 1:	division pans =right)	frequency multipliers	amplitude multipliers	sustain decay rate multipliers	no-sustain decay rate multipliers	* mutes
20. no sustain input level multiplier	bank Bank Bank Bank Bank	pan A ▶ 0.1	pan B ▶ 0.5	pan C ▶ 0.9	1. 2. 3. 4.	) 1. ) 1. ) 1. ) 1.	0.25 0.25 0.25 0.25 0.25	10. 10. 10. 10.	
	4	e test :		pulse (ms) 150	noise volum 0-127		trigger noise pulse		

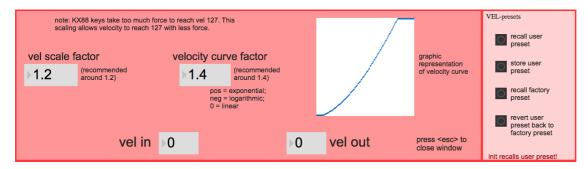
#### Patch presentation - Velocity Correction

In the INTERFACE part of the main window, click on the velocity input corrections button.

The response curve of the velocity has been set to have the best response from the KX88 keys. This should allow you to play pianissimo, then increase to 127 without pressing the keys too hardly.

- Vel scale factor: muliplier factor of volume values where 1 = no change (default = 1.2).
- Velocity curve factor: curve definition. Positive for exponentiel, negative for logarithmic (default = 1.4).

VEL - presets (Cf.: SAMPLER Configuration).



### Patch presentation - Sample Keygroup Editor

In the INTERFACE part of the main window, click on the "open instrument editor" button



# © IRCAM (CC) BY-NC-ND

This documentation is licensed under a Creative Commons Attribution-NonCommercial-NoDerivatives 4.0 International License.

# Program note

*Rebonds* est fondée sur le principe de la superposition de trois modes écrits pour trois pianos accordés différemment : l'un sur le principe du tempérament, l'autre en relation de quarts de tons et le troisième en seizièmes de tons. L'intérêt de ces superpositions ne se résume pas à l'utilisation paradoxale des battements. Ce qui me semblait essentiel était la relation enharmonique des différents modes qui provoque lors de la rencontre micro-intervallique des unissons et des battements complexes.

*Rebonds* utilise deux principes d'écriture. Le premier élucide la signification du titre : il s'agit d'une polyphonie par rebondissements à l'unisson de lignes écrites en canon selon les principes que j'ai déjà développées dans *Préfixes* et dans mes *Trois études pour piano*. Le second principe est celui de l'ornementation. Le piano en seizièmes de tons ornemente des unissons de la flûte, du violon, du violoncelle et de la clarinette.

La forme de l'œuvre est conçue en boucle fermée ou spirale. Le système tournoyant qui se referme donc sur lui-même procède de la superposition des modes micro-intervalliques. La forme n'est donc pas conçue comme une évolution directionnelle mais comme un système clos.

Michaël Levinas.

Version documentation creation date: April 7, 2020, 12:19 p.m., update date: May 6, 2021, 3:09 p.m.