Sasha J. Blondeau

Cortèges

2023

premiere
2023

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

Table of Contents

Work related information

Performance details

- June 8, 2023, France, Paris, Philharmonie de Paris, festival ManiFeste

Useful links on Brahms

- ***Cortèges*** **for a dancer/singer, large orchestra and electronics (2023), 35mn**
- **Sasha J. Blondeau**

Version related information

First performance
Documentation date: June 12, 2023
Version state: valid, validation date : Sept. 6, 2023, update : Sept. 6, 2023, 5:09 p.m.

Documentalist

Serge Lemouton (Serge.Lemouton@ircam.fr)

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

Realisation

- Bagnoli Luca (Sound engineer)

Default work length: 35 mn

No other version available

Electronic equipment list

Computer Music Equipment

- 1 MacBook Pro - *Apple Laptops* (Apple)
- 1 iPad - *Tablets* (Apple)
  with Mira installed
- 1 SuperCollider - *Music Software* (Open Source)
  version 1.13.0 + install sc3-plugins extensions
- 1 Max 8 - *Max* (Cycling74)
  In Rosetta emulation mode
- 1 antescofo~ - *External objects* (Ircam)
  version 1.0.465 - intel version
- 1 Ircam Spat - *Library* (Ircam)
  version 5 (spat5.panoramix~)
- 1 Mira - *Library* (Cycling74)
- 1 BlackHole - *Misc* (Existential Audio)
  64 channel - to route supercollider to Max (Panoramix)
- 1 Digiface Dante - *Sound Board* (RME)
- 1 MIDI Keyboard - *MIDI Keyboard*
  two octaves
- 1 BCF 2000 - *MIDI Mixer* (Behringer)
  optional

Files

File	Type	Author(s)	Comment
Technical Rider	Technical rider	Luca Bagnoli	
Corteges_electro : Electronic part	All-in-one	Sasha Blondeau	contains all the required elements to perform the electronic part
antescofo external object	Software	Jean-Louis Giavitto	version 1.0.465
midi keyboard score	Score	Sasha Blondeau	
Corteges_electro : Full version	All-in-one	Sasha Blondeau	contains a multichannel simulation of the whole piece

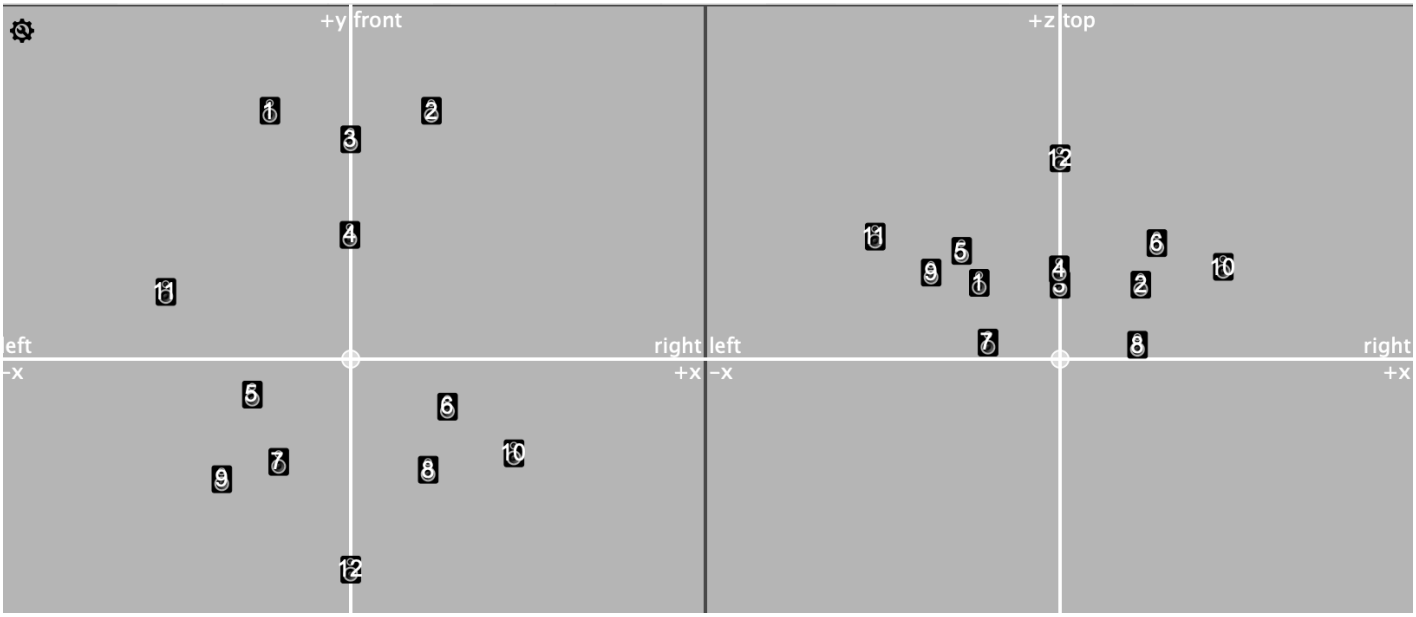
Instructions

Audio Setup

- All the electroacoustic part of *Corteges* is synthesised in Supercollider.
- The audio output of Supercollider is routed to the Spatialisateur (spat5.panoramix~) in Max using
  - loopbacked channels in the audio board
  - or through *Blackhole-64ch*.
- The audio output of max is send to the surround loudspeaker system.

Loudspeaker setup

- A frontal PA system for voice amplification (see Tech Rider)
- 12 loudspeakers around the audience
- Subwoofers



Midi setup

- A 2 octave keyboard in the orchestra to trigger the electronic events

Software installation

- install supercollider (version 3.13.0)
  - install *sc3-plugins* extensions
- install Blackhole 64ch
- copy the *Corteges_ELECTRO_light* onto your hard disk.

Supercollider

- open *Corteges-startup.scd*
- edit the *Corteges-startup.scd* and *Corteges-ph2.scd* files to point to the location of the *Corteges_ELECTRO_light* folder
- evaluate each line of *Corteges-startup.scd* one after the other (supercollider menu “evaluate line”)

Max

- open *SJB_Corteges.maxpat* in Max8
- SR = 48 kHz
- IO Vector Size 256
- Signal Vector Size 64

Patch presentation

Shortcuts

- “a” : start the antescofo score
- right arrow : next event

Main patch

Initialization routine

- start the supercollider server
- in Max :
  - press “a” to initialize
  - DSP on

Orchestra Simulation

There is a multichannel version of the whole piece in the folder *Corteges_simulation* folder located in the *Corteges_ELECTRO.dmg* disk image

- open the *00_Cortéges_Maquette.RPP* session in Reaper
- open the *Corteges_simul.maxpat* in MAX

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