

Emmanuel Nunes

Lichtung II

1996

2000,

2021-Max8

2021



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

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Work related information

Performance details

- May 16, 1996, création partielle : Portugal, Lisbonne, vingtièmes rencontres Gulbenkian de musique contemporaine
- June 22, 2000, création intégrale : France, Paris

Publisher : Ricordi

Detailed staff

- 2 clarinets, bass clarinet, horn, trombone, tuba (also euphonium), 4 percussionists, harp, strings, violin, viola, cello, double bass

Realisation

- Eric Daubresse
- Ipke Starke

Useful links on Brahms

- [Lichtung II](#) for ensemble and live electronics (1995-2000), 31mn
- [Emmanuel Nunes](#)

Version related information

Performance date: Sept. 8, 2007

Documentation date: May 20, 2021

Version state: valid, validation date : Dec. 9, 2021, update : June 27, 2022, 8:47 a.m.

Documentalist

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

Realisation

- Emmanuel Nunes (Composer)
- Eric Daubresse (Computer Music Designer)

Default work length: 31 mn

Upgrade Motivation

2021 port (Max8 64bit with 48Khz SR) of the 2004 version

Other version(s)

- [Emmanuel Nunes - Lichtung II - premiere 1996 archive NeXT \(Nov. 27, 2020\)](#)
- [Emmanuel Nunes - Lichtung II - 2007 version \(Max4\) \(Nov. 27, 2020\)](#)

Electronic equipment list

Computer Music Equipment

- 1 MacBook Pro - *Apple Laptops* (Apple)
- 1 Max 8 - *Max* (Cycling74)
- 1 Fireface 802 - *Sound Board* (RME)
- 1 MIDI Mixer - *MIDI Mixer*

Audio Equipment

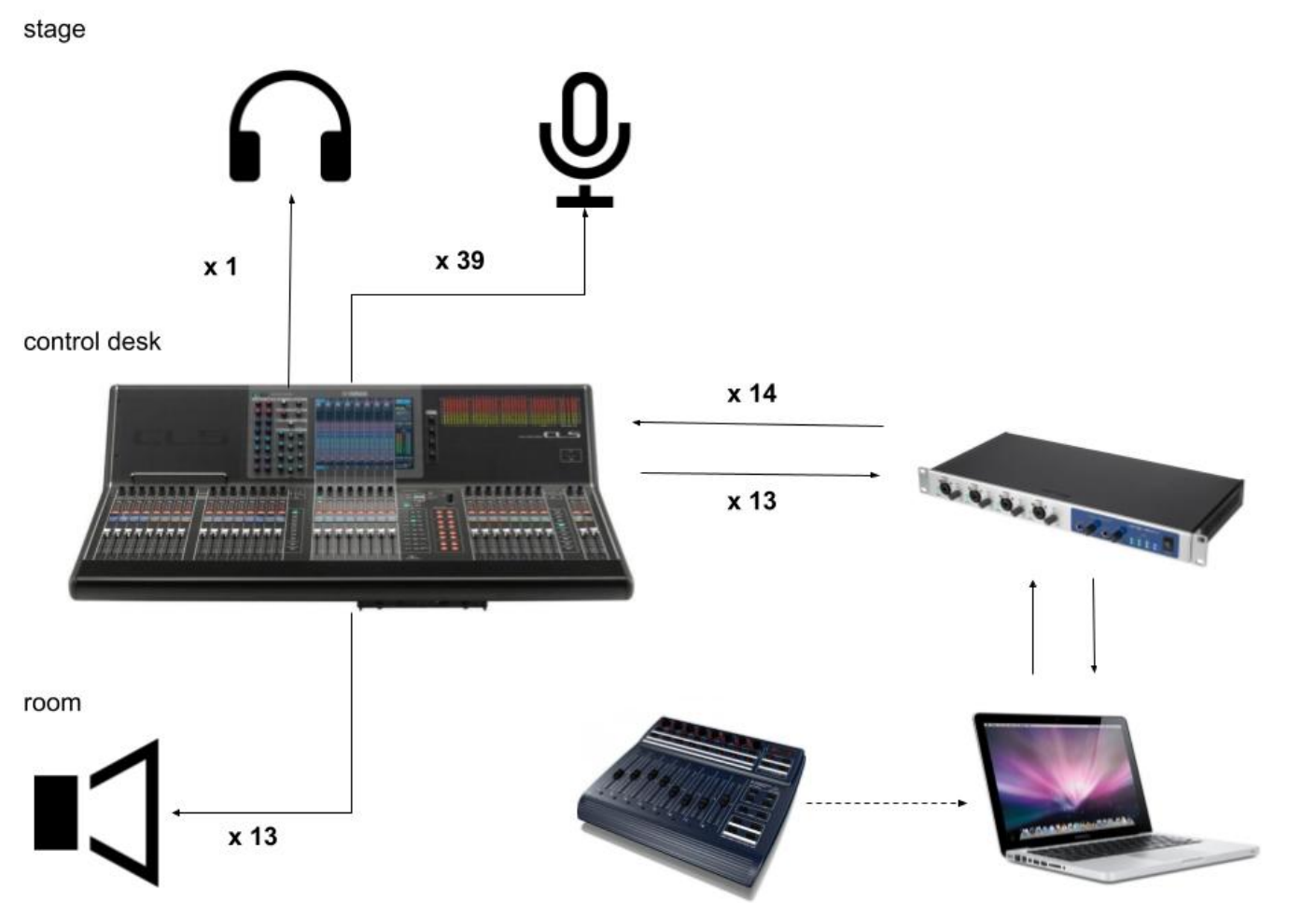
- 14 Loudspeaker - *Loudspeakers*

Files

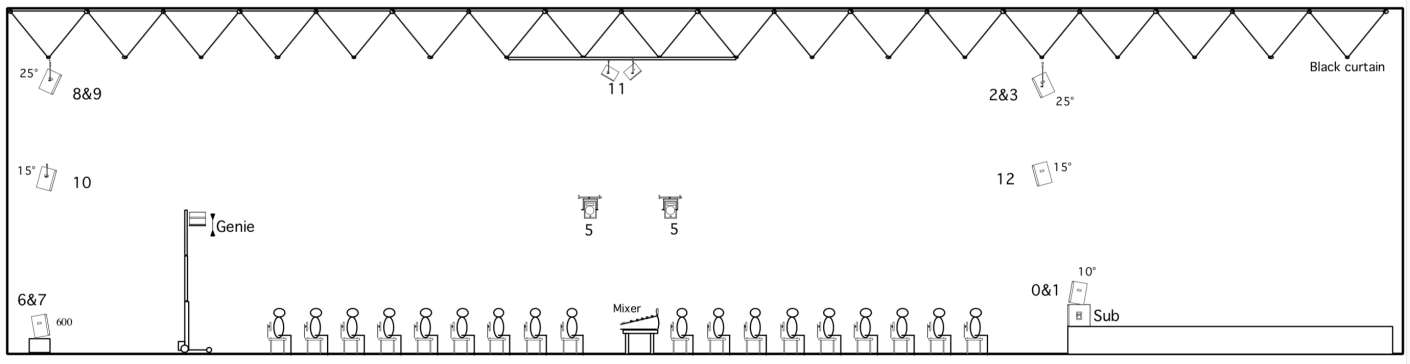
File	Type	Author(s)	Comment
L2-Score	Score		Ricordi
L2-Simulation	Simulation files		WARNING !! The simulation sound files are only for testing. These are not real recordings.They were generated with virtual instruments from the midi file. Some differences with the the score may happen.
Midi files	Simulation files		
L2-Patch	Patch		

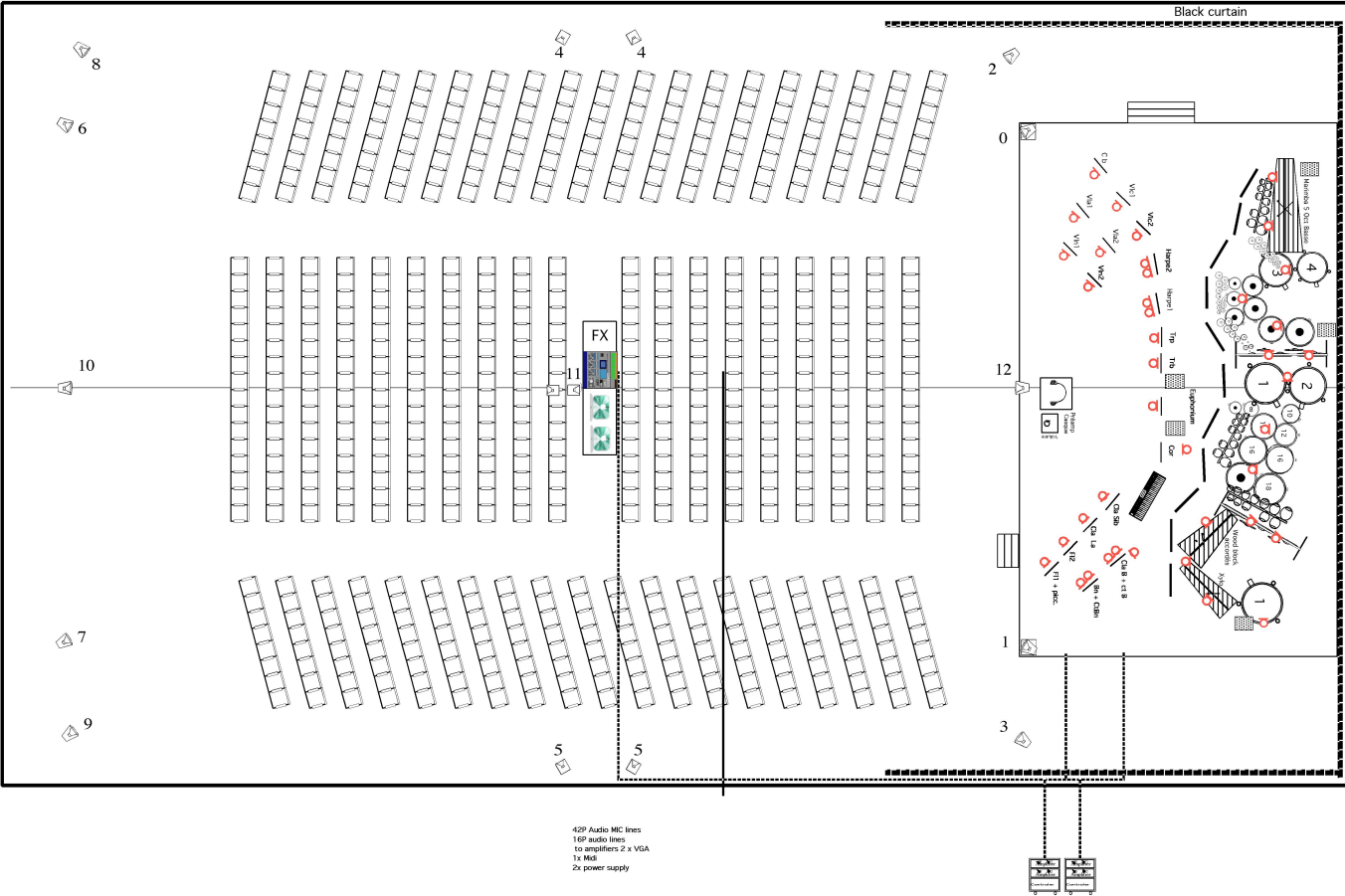
Instructions

Audio and MIDI setup



Loudspeaker setup





18 stands with boom
8 small stands with boom

Use BCF-2000 or Lemur to control levels of treatment (change the “Midi device” in the main patch).
Sliders:

- Control 1 [ctlin 7 1] = Direct level in dB
- Control 2 [ctlin 7 2] = Frequency Shifter level
- Control 3 [ctlin 7 3] = Harmonizer 0 1 2 level
- Control 4 [ctlin 7 4] = Harmonizer 3 and FFT level in dB
- Control 5 [ctlin 7 5] = Filters and reverb level in dB
- Control 6 [ctlin 7 6] = Synthesis level in dB
- Control 7 [ctlin 7 7] = Factorization envelopes length (1 normal length, 2 two times longer, 0.5 two times shorter)

1. Download *L2-Patch.dmg* and *L2-Simulation.dmg* files.
2. In *Max 8*, choose *.../Lichtung2_2021* in *option > File preferences*
3. Check the *Audio status* in *option > Audio Status*:
4. Close max and open *L2-2021.maxpat* (red label)

Lichtung2_2021	
	Rechercher
Nom	Date de modif
_L2-2021.maxpat	aujourd'hui à
DATA-1-80b.maxpat	28 avril 2021
DATA-2-78l.maxpat	24 avril 2021
▶ lib	hier à 16:18
midinotes.coll	aujourd'hui à
▶ snd	21 avril 2021 à

DSP status

Performance and Scheduler

Sampling Rate	48000	▼
I/O Vector Size	128	▼
Signal Vector Size	64	▼
Scheduler in Overdrive	✕	Audio Interrupt ✕

Patch presentation

The concert patch layout, as well as the DSP and control system, are based on the original version. The original patches have been put together in a single patch.

Lichtung II

(1988 - 1991)

1 configure audio status:
dep status
configure audio driver in the DSP status window

4 CHECK Audio and MIDI
DAC ON/OFF
midi 1
midi 0
MIDI ON/OFF

5 SET section
start
s init-section
s go
s stop

2 choose MIDI inputs:
midi faders
Réseau Session 1

3 initialize
init bang
reset bang

enveloppes longues
patcher envelopes
patcher envelopes
p Control-ALL
patcher generation.1.2.3.4
patcher generation.5.6.7.8

patcher MIDI
patcher changes
patcher tests
patcher reset
p DATA-1-80b
patcher generation.9.10.11.12
patcher generation.13.14.15.16

loadbang
reset midifader on/off
r reset
s faderresetgate
gate
RESET
direct shift harm o 1 2 harm 3 FFT filters rev synt fac
patcher in
48
r time-adjust
256
s fade time
patcher hmconv
0.0.0.0.0.0.0.0
patcher in
127 127 127 127 127 127 127 127
ADC 1 ADC 2 ADC 3 ADC 4 ADC 5 ADC 6 ADC 7 ADC 8

IN LEVELS
p inputlevels
OUT LEVELS
patcher DSP~
0 1 2 3 4 5 6 7 8 9 10 11 12

loadbang
r reset
PANIC RESET
r midi
r click-track
set \$1
click-track \$1
loadbang
100 : from PGM 30 to end
95
95 % du tempo
etirement d'une se 1... ms
patcher tempo_global
s printpgms

choose sound here
WOO
choose pitches here
first beat other beats default user
E5 C6
13 out HP
click
1-19 fort entrée 6-3 21-2

10/12

The DSP patch is accessible in the [patcher DSP~], at the left, just bellow “OUT LEVELS”
 The two control system are in the middle [DATA-1-80b] and [DATA-2-78].

DSP engine

The DSP part consists of ring modulation, frequency shifter, harmonizer, reverb and FFT. They are based on the original version.
 See the Eric Daubresse’s document for more information regarding DSP and spatialization.
http://brahms.ircam.fr/media/uploads/EN_L_92-FR.pdf

Spatialization

Sounds are fixed or they move using rhythmic movements.

Movements are controlled by patches called circuit, BNP and lope. Rhythms are controlled by the patcher generation. The three ways of moving can be used at the same time.

The sound envelope could be controlled with the fader “Factorization envelopes length” which controls factorization of the envelope duration. The bigger superfac is, the longer will be the sound envelope in each HP.

See the Eric Daubresse’s document for more information regarding spatialization.
<http://brahms.ircam.fr/media/files/2021/05/24/Lichtungen-eric.pdf>

System calibration and tests

1. Follow the Initialization routine (see it bellow).
2. Check the DSP status.
3. Check the Midi controller input.
4. Adjust the instruments input level.
5. Listen to the spatialisation. If the sound which goes from one to another HP is too long, decrease the superfactor. However, if you have holes of sound when the sound goes from an HP to another, increase the superfactor (see patch presentation, spatialization above for more details).

Simulation system

The simulation files could be used to test the setup before the rehearsal.

1. download *L2-Simulation* .
2. open *L2-Simulation.maxpat*.
3. Use it as a simulation of the adc mic input (the [r go] button in the main patch is synchronized with Simulation Patch).

WARNING !!

The simulation sound files are only for testing. They are not real recordings. It was generated with virtual instruments from the midi file.
 Some differences with the the score may happen.

Initialization routine

Check all the points explained in the main patch:

WARNING: Opening the main patch may take a long time due to the size of the file.

1. Configure audio status (see DSP status above).
2. Select the midi controller
3. Press “init” and “reset bang” buttons.
4. Turn on the DSP and midi.
5. Set the section according to the score. In the case of playing from the beginning, set “1” by pressing message 1, just below “start”.
6. Press “Go” button (it must be synchronized with the conductor).

All the events are trigged automatically. The conductor must follow the click track whose output is the Dac 13.

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