

Michael Jarrell
Formes-Fragments IIb
1999

Max6_2014-untsted
2014



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

- June 27, 1999, Paris, Ircam, Espace de projection

Publisher : Lemoine

Detailed staff

- ensemble of vocal soloists à 4 voix (solo soprano [], solo mezzo-soprano [], solo tenor [], solo baritone [])
- clarinet (also bass clarinet), bassoon (also contrabassoon), horn, trumpet, trombone, tuba, percussionist, harp, electronic/MIDI keyboard/synthesizer, cello, double bass

Realisation

- Gilbert Nouno

Useful links on Brahms

- [Formes-Fragments IIb](#) for four voices, ensemble and electronics (1999), 15mn
- [Michael Jarrell](#)

Version related information

Documentation date: Sept. 4, 2014

Version state: valid, validation date : May 3, 2018, update : May 6, 2021, 3:09 p.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

- Gilbert Nouno (Computer Music Designer)

Default work length: 15 mn

Upgrade Motivation

Max6 update

Other version(s)

- [Michael Jarrell - Formes-Fragments IIb - portage 2020 \(April 9, 2020\)](#)
- [Michael Jarrell - Formes-Fragments IIb - transfert-boites-2014 \(June 13, 2014\)](#)
- [Michael Jarrell - Formes-Fragments IIb - maxmsp5-version-untested \(Oct. 11, 2010\)](#)

Electronic equipment list

Computer Music Equipment

- 1 MacBook Pro - *Apple Laptops* (Apple)
- 1 Max 6 - *Max* (Cycling74)
version 6.1.x or above
- 1 Fireface 800 - *Sound Board* (RME)
at least 4 audio outputs
- 1 KX 88 - *MIDI Keyboard* (Yamaha)
for triggering soundfiles. pgm change buttons needed

Files

File	Type	Author(s)	Comment
formes-fragments patch and sounds	All-in-one	Augustin Muller	

Instructions

Audio setup

- No input (adc)
- 4 outputs

Loudspeaker setup

- 4 loudspeakers around the audience :

Stage

1 ----- 2

Audience

3 ----- 4

- DAC 1 : L
- DAC 2 : R
- DAC 3 : LB
- DAC 4 : RB

Midi setup

1 midi keyboard for triggering.

Software installation

Place the folder in your max file preferences

System calibration and tests

Test midi connexion and pgm changes.

PGM button 1 corresponds to PGM 1 (beware of KX88 !)

Initialization routine

Check audio and midi.

Patch presentation

The patch uses the first 1,2,3,4 outputs and also duplicates them on to 5,6,7,8 in case you need it.
You should map the 1-2-3-4 outputs as the scheme above describing the loudspeakers around the audience.

**The maxmsp patch pre-loads the soundfiles.
when pre-loading is finished, turn dac on with the toggle at the left of the dac~ object.**

You can adjust the main level with the fader at the upper right of the patch (default is 0 dB)
 You can see the program numbers in the patch when changing program change with the keyboard (midi channel 1)
 Playing a note run a soundfile if one is attached to this note (see score)
 You can follow the cues number in the patch display.
 The pink bang button is used to stop all the current playing sounds.
 The toggle notegates deactivate the note in from keyboard (default on)
 The toggle pgmgate deactivates the program change from keyboard (default on)
 You can set the audio configuration by double-clicking in the dac~ object.

Top 8 faders give a visual feedback of the current levels of the files played.

To check the midinotes/sounds mapping, have a look in the "p cues" section.

Notes trig cues which combines soundfile, level and eventually pcm pgm change indications.

Cues are triggered by the keyboard with specific notes & pgm change

play_list syntax

"play_list_01" this is the play list where the soundfiles are defined to be played as the following :

program_change*1000 + midinote , the file name, the level in dB, the output type.

as example the following line "1038 , mes_003.spat 6 4;"

means the file "mes_003.spat" is trigger when we are in program 1 (*1000) and play the D1 (38) note (1000 + 38 = 1038), then the level is +6dB and the output is 4 i.e. real quadra file

the different types of output are :

- 0 off
- 1 front stereo (i.e. 1-2)
- 2 rear stereo (i.e. 3-4)
- 3 cross stereo (stereo on 1-2 and 3-4)
- 4 real quadra (i.e. 1-2-3-4)

- You can test sounds using the graphic keyboard in the "note 2 file" subpatcher, and also change manually the pgm change (1 to 5 are used)

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