

Luca Francesconi  
*Sirene/Gespenster*  
1997  
max8 48kHz  
2020



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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

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### Performance details

- April 25, 1997, Allemagne, Cologne, Witten, Tage für neue Kammermusik

Publisher : Ricordi

### Detailed staff

- women's choir à 12 voix (soprano [colorature], 5 soprano, 5 contralto, mezzo-soprano [])
- trumpet (also piccolo trumpet [en mib] ), percussionist, 2 horns [sur scène] , 2 trumpets [sur scène] (also 1 piccolo trumpet [en mib] ), 2 trombones [sur scène] , bass tuba [sur scène] , 3 percussionists [sur scène] , 2 electronic/MIDI keyboards/synthesizers [sur scène]

### Realisation

- Eric Daubresse

### Useful links on Brahms

- [Sirene/Gespenster](#) pagan oratorio for four female choirs, brass, percussion and electronics (1996), 35mn
- [Luca Francesconi](#)

## Version related information

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Documentation date: April 4, 2020

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

### Documentalist

Benoit Meudic (Benoit.Meudic@ircam.fr)

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

### Realisation

- Eric Daubresse (Computer Music Designer)
- Franck Rossi (Sound engineer)

Version length: 41 mn

Default work length: 35 mn

### Upgrade Motivation

update for Max8 48kHz

### Comment

untested in concert

### Other version(s)

- [Luca Francesconi - Sirene/Gespenster - max6-untested \(Nov. 12, 2013\)](#)
- [Luca Francesconi - Sirene/Gespenster - oslo-2006 \(Oct. 7, 2006\)](#)

## Electronic equipment list

### Computer Music Equipment

- 1 MacBook Pro - *Apple Laptops* (Apple)  
OS 10.12.6
- 1 Max 8 - *Max* (Cycling74)  
8.1.1
- 1 Fireface 400 - *Sound Board* (RME)
- 2 KX 88 - *MIDI Keyboard* (Yamaha)  
Both keyboards are stacked
- 1 Footswitch / Sustain Pedal - *Footswitch / Sustain Pedal*
- 1 Volume Pedal - *Volume Pedal*
- 1 Midi interface - *MIDI Interfaces*
- 1 MIDI booster - *Booster*

### Audio Equipment

- 8 Loudspeaker - *Loudspeakers*
- 2 subwoofer - *Subwoofers*
- 1 DM2000 - *Digital Mixers* (Yamaha)

**Files**

File	Type	Author(s)	Comment
<a href="#">disposition-percu-Sirene.zip</a>	Setup		percussion sets pictures
<a href="#">FicheTecSirene2006oslo.pdf</a>	Technical rider	Franck Rossi	
<a href="#">KEYBOARD A.pdf</a>	Score	Luca Francesconi	keyboard A (sampler) score - Program Changes are missing, see in conductor score (P.O.)
<a href="#">KEYBOARD B .pdf</a>	Score	Luca Francesconi	keyboard B (event triggers) score
<a href="#">LF_S_97-FR.pdf</a>	Cahier d'exploitation	Marc Battier	historic "cahier d'exploitation" for reference
<a href="#">Oslo.pdf</a>	Setup	Franck Rossi	Loudspeaker and audio setup plan
<a href="#">Sirenes-Gespenster2020-max8-samplor.dmg</a>	Patch		software emulation of the Akai sampler
<a href="#">Sirenes-Gespenster2020-max8.dmg</a>	Patch		max patch, libraries and sound files

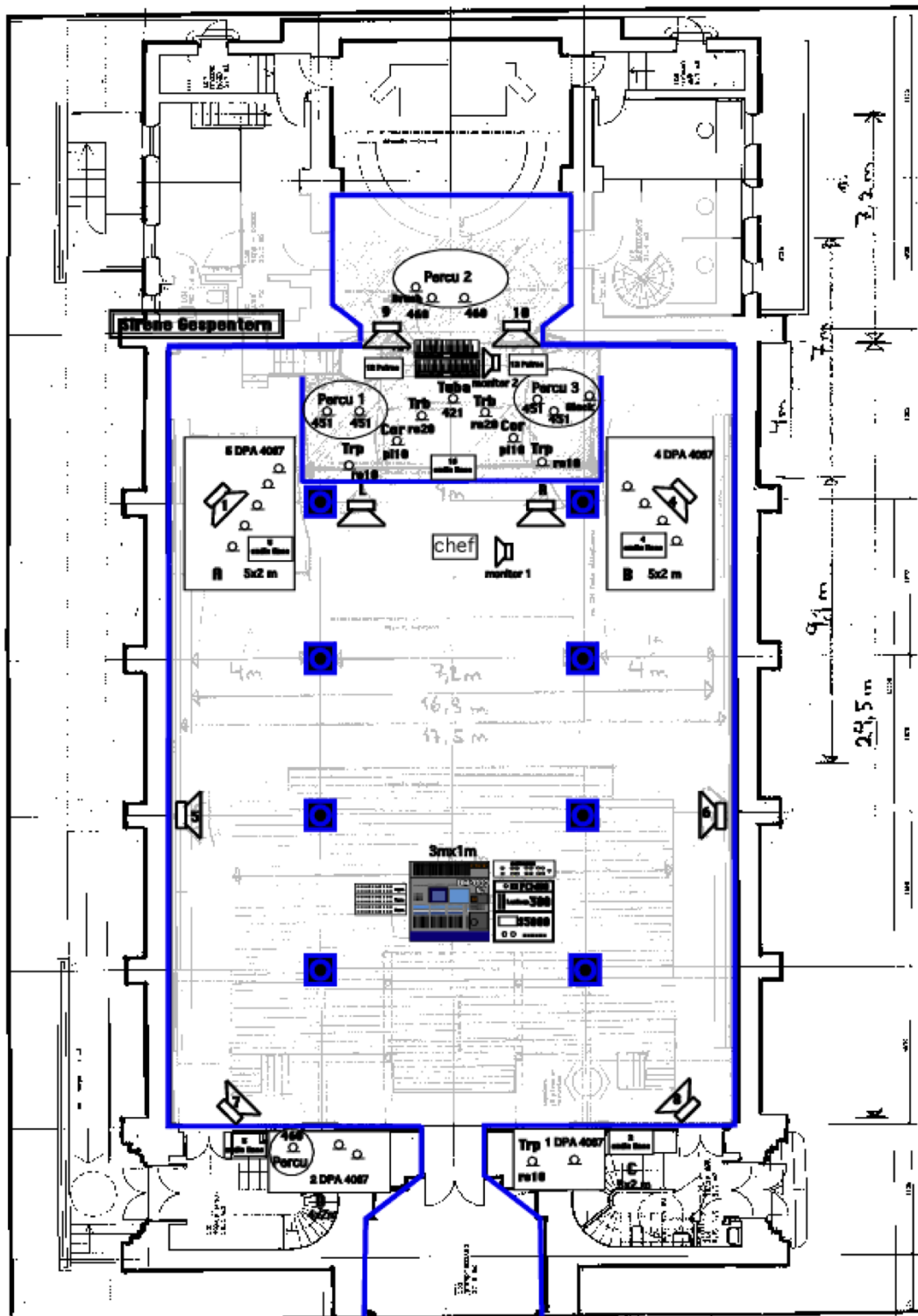
## Instructions

### Presentation of the piece:

Sirene-Gespenter is a piece for voice, ensemble and real time electronics.

The electronics consists in spatialised soundfiles and harmonizers on voice and percussions.

### Loudspeaker, audio and stage setup



### Midi setup

Two master keyboard for one instrumentalist on stage, connected via midi to the main computer.

The first keyboard ("A") plays the sampler~ object to emulate the akai z8. A folder called 'Sirenes-Gespenster2020-max8-samplor' contains bank programs that will set it up before the concert. This keyboard should have :

- a midi sustain pedal
- a midi volume pedal
- easily accessible program change buttons

The second keyboard ("B") triggers events (soundfiles and real time effect).

## Software installation

Open max8.

Add the folder *Sirenes-Gespenster2020-max8* to the file preferences.

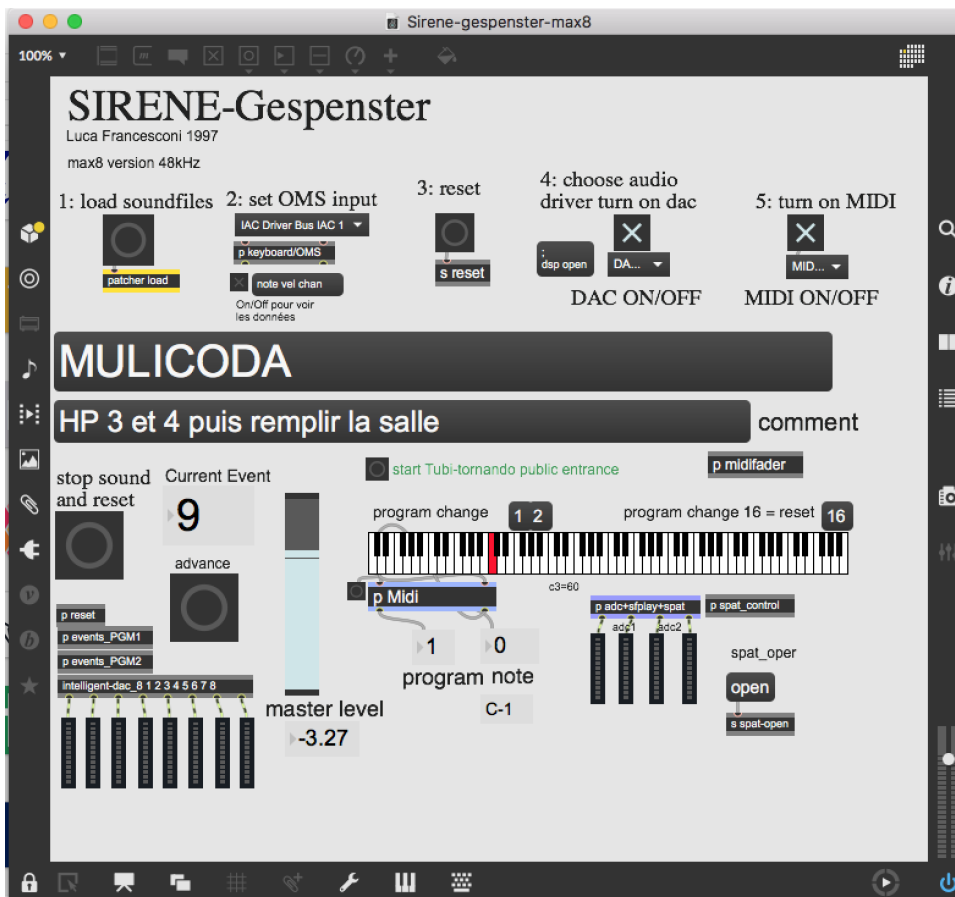
Open *Sirene-gespenster-max8.maxpat*

## Patch presentation

Each event (soundfiles and/or treatments) is triggered by a specific note on keyboard B coupled with a specific program (1 or 2).

Program 16 stops all the soundfiles.

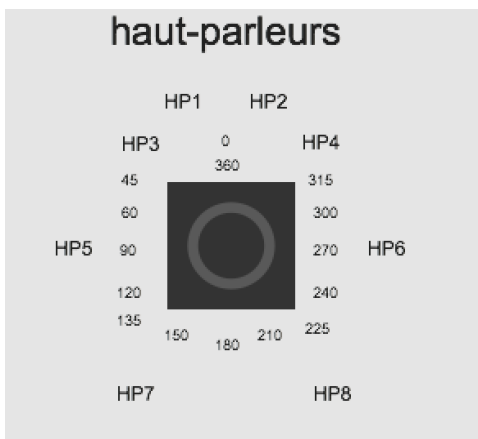
The mixing level of percu, voice and master can be controlled during the performance with a BCF 2000 (cf. "p midifaders")



There are 4 adc ins: 1 & 2 for voice, 3 & 4 for percussion

There are 8 dac outs: 1 & 2 for far hps on stage, 3 4 5 6 for hps left front, right front, left middle, right middle, left back and right back.





### Initialisation of the patch:

1- Press "load soundfiles"

2- Choose the midi port from keyboard B and check that the patch is receiving midi notes

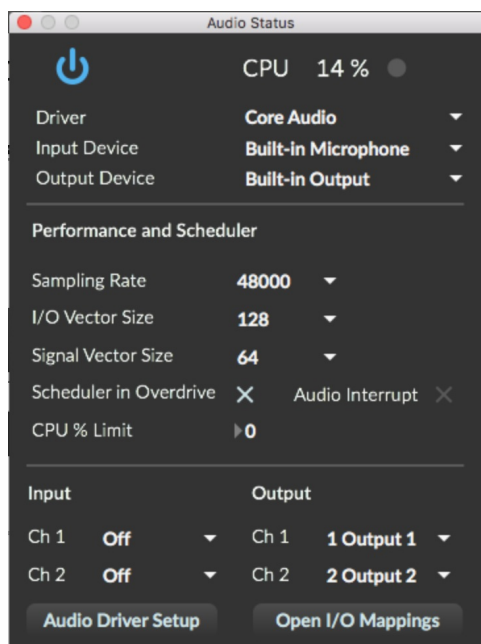
In 'p midifader' choose the midi port for the midi mixer and check it (it controls percu, voice and master levels on controler 7 channel 1, 2 and 3) .

3- press 'reset'

4- dac on

5- midi on

Check the DSP status



### Execution de la pièce:

Initialise the patch.

Just before the public entrance, play the sound file 'Tubi-tornado' (there is a bang button for that in the main patch) and play it pianissimo until the first event (triggered by keyboard B).

### Software Sampler (sampler~ version)

The Akai sampler is now replaced by a software solution.

Start *sirenes-gespenster-sampler-mono.v1.maxpat* with max8

NB : Max File preferences should point to *Sirenes-Gespenster2020-max8-sampler*

This max patch uses the sampler~ object to emulate the hardware sampler.

Francesconi - sirenes/gespenter  
soft sampler

CHANNEL 0

0

0

Fireface 800 (2EC) P.

stopall 222

load sirenes-gespenter-multis

load sirenes-gespenter-banks

0	1	PIANO HC2 -L.wav	60.00	21	38	1	127	0	0	0.00	24.00
1	1	PIANO HD#2-L.wav	60.00	39	42	1	127	0	0	0.00	21.00
2	1	PIANO HA2 -L.wav	60.00	43	50	1	127	0	0	0.00	15.00
3	1	PIANO HD#3-L.wav	60.00	47	54	1	127	0	0	0.00	9.00
4	1	PIANO HA3 -L.wav	60.00	55	59	1	127	0	0	0.00	3.00
5	1	PIANO HF#4-L.wav	60.00	60	67	1	127	0	0	0.00	-6.00
6	1	PIANO HC5 -L.wav	60.00	68	120	1	127	0	0	0.00	-12.00
7	1	PIANO HF#5-L.wav	60.00	74	120	1	127	0	0	0.00	-18.00
8	1	PIANO HA5 -L.wav	60.00	80	120	1	127	0	0	0.00	-21.00
9	2	PIANO HC2 -L.wav	60.00	21	38	1	127	0	0	0.00	24.00
10	2	PIANO HD#2-L.wav	60.00	39	43	1	127	0	0	0.00	21.00
11	2	PIANO HA2 -L.wav	60.00	44	46	1	127	0	0	0.00	15.00
12	2	PIANO HD#3-L.wav	60.00	47	54	1	127	0	0	0.00	9.00
13	2	PIANO HA3 -L.wav	60.00	55	59	1	127	0	0	0.00	3.00

active voices 0

Soundbanks :

1. Sirenes1
2. Sirenes2
3. Sirenes3
4. OFF
5. Sirenes5

All these 5 sound banks are completely described into the "sirene-gespenter-multis" text file :

```
0, 1 "PIANO HC2 -L.wav" 60. 21 38 1 127 0 0 0. 24.;
1, 1 "PIANO HD#2-L.wav" 60. 39 42 1 127 0 0 0. 21.;
2, 1 "PIANO HA2 -L.wav" 60. 43 50 1 127 0 0 0. 15.;
3, 1 "PIANO HD#3-L.wav" 60. 47 54 1 127 0 0 0. 9.;
4, 1 "PIANO HA3 -L.wav" 60. 55 59 1 127 0 0 0. 3.;
5, 1 "PIANO HF#4-L.wav" 60. 60 67 1 127 0 0 0. -6.;
6, 1 "PIANO HC5 -L.wav" 60. 68 120 1 127 0 0 0. -12.;
7, 1 "PIANO HF#5-L.wav" 60. 74 120 1 127 0 0 0. -18.;
8, 1 "PIANO HA5 -L.wav" 60. 80 120 1 127 0 0 0. -21.;
9, 2 "PIANO HC2 -L.wav" 60. 21 38 1 127 0 0 0. 24.;
10, 2 "PIANO HD#2-L.wav" 60. 39 43 1 127 0 0 0. 21.;
11, 2 "PIANO HA2 -L.wav" 60. 44 46 1 127 0 0 0. 15.;
12, 2 "PIANO HD#3-L.wav" 60. 47 54 1 127 0 0 0. 9.;
```

13, 2 "PIANO HA3 -L.wav" 60. 55 59 1 127 0 0 0. 3.;

14, 2 "PIANO HF#4-L.wav" 60. 60 67 1 127 0 0 0. -6.;

15, 2 "PIANO HC5 -L.wav" 60. 68 120 1 127 0 0 0. -12.;

16, 2 "PIANO HF#5-L.wav" 60. 74 120 1 127 0 0 0. -18.;

17, 2 "PIANO HA5 -L.wav" 60. 80 120 1 127 0 0 0. -21.;

18, 2 "PIANO A#0-L.wav" 60. 21 28 1 127 0 0 0. 36. -11.2;

19, 2 "PIANO G1 -L.wav" 60. 29 34 1 127 0 0 0. 29. -11.2;

20, 2 "PIANO D2 -L.wav" 60. 35 40 1 127 0 0 0. 22. -11.2;

21, 2 "PIANO G#2-L.wav" 60. 41 47 1 127 0 0 0. 16. -11.2;

22, 2 "PIANO D#3-L.wav" 60. 48 54 1 127 0 0 0. 9. -11.2;

23, 2 "PIANO A#3 -L.wav" 60. 55 62 1 127 0 0 0. 2. -11.2;

24, 2 "PIANO F4 -L.wav" 60. 63 70 1 127 0 0 0. -5. -11.2;

25, 2 "PIANO B4 -L.wav" 60. 71 82 1 127 0 0 0. -11. -11.2;

26, 2 "PIANO G5 -L.wav" 60. 83 120 1 127 0 0 0. -19. -11.2;

27, 3 VENTICELLOVV.wav 60. 21 120 1 127 0 0 0. -4.;

28, 3 "CORO 6 LOOP.wav" 60. 21 120 1 127 0 0 0. -9.;

29, 3 RESPANIVIESO.wav 60. 21 57 1 127 0 0 0. 12.;

30, 3 "CLYMIB4 -L.wav" 60. 21 63 1 127 0 0 0. -15.;

31, 3 "CLYFAD4 -L.wav" 60. 64 65 1 127 0 0 0. -18.;

32, 3 "CLYLA4 -L.wav" 60. 66 120 1 127 0 0 0. -21.;

33, 3 "CLCMIB3 -L.wav" 60. 21 65 1 127 0 0 0. -3.;

34, 3 "CLCFAD3 -L.wav" 60. 66 68 1 127 0 0 0. -6.;

35, 3 "CLCLA3 -L.wav" 60. 69 71 1 127 0 0 0. -9.;

36, 3 "CLCDO4 -L.wav" 60. 72 74 1 127 0 0 0. -12.;

37, 3 "CLCMIB4 -L.wav" 60. 73 75 1 127 0 0 0. -15.;

38, 3 "CLCFAD4 -L.wav" 60. 76 120 1 127 0 0 0. -18.;

39, 5 VENTICELLOVV.wav 60. 21 120 1 127 0 0 0. -4.;

40, 5 "CORO 6 LOOP.wav" 60. 21 120 1 127 0 0 0. -9.;

41, 5 RESPANIVIESO.wav 60. 21 57 1 127 0 0 0. 12.;

42, 5 "CLYMIB4 -L.wav" 60. 21 63 1 127 0 0 0. -15.;

43, 5 "CLYFAD4 -L.wav" 60. 64 65 1 127 0 0 0. -18.;

44, 5 "CLYLA4 -L.wav" 60. 66 120 1 127 0 0 0. -21.;

45, 5 "CLCMIB3 -L.wav" 60. 21 65 1 127 0 0 0. -3.;


46, 5 "CLCFAD3 -L.wav" 60. 66 68 1 127 0 0 0. -6.;

47, 5 "CLCLA3 -L.wav" 60. 69 71 1 127 0 0 0. -9.;

48, 5 "CLCDO4 -L.wav" 60. 72 74 1 127 0 0 0. -12.;

49, 5 "CLCMIB4 -L.wav" 60. 73 75 1 127 0 0 0. -15.;

50, 5 "CLCFAD4 -L.wav" 60. 76 120 1 127 0 0 0. -18.;

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