Germán Toro Pérez
Rulfo/voces I
for string trio and electronics (2004)

Performance instructions

(March 2023)

ACTUAL VERSION

The actual version of the concert patch is:
RVI_2023_MAINPATCH+Test.maxpat

The actual preset files are:
RVI_Q-List_2023.txt
RVI_matrix_2023.maxpresets
RVI_spat_presets_2023.txt

Back-up is stored at Switchdrive

SCORE AND PARTS

Universal Edition, Vienna (gtp 009a, ©2023)

HARDWARE

Tested with MacBook Pro / Apple M1 Pro / macOS 13.1 Ventura

MAX PACKAGES

– SPAT5 https://forum.ircam.fr/projects/detail/spat/ ©IRCAM please load the package!
– Jimmies1.1 ©IRCAM (used objects are included in folder "RIV_Lib")
– fiddle~ v1.2 by Miller Miller Puckette, 64 bit version by Völker Böhm, 2015, recompiled 2021 by Isabel Kaspriskie (included in folder "RIV_Lib")

fiddle~ requires a signal vector size of 64 and an output vector size of 2048 samples.

INPUT

A high quality condenser microphone and a high quality contact microphone (e.g. Schertler) will be used for each instrument. The signals will be mixed in the mixing desk and routed to inputs adc~ 1, 2 and 3 following the order violin, viola, violoncello.

If necessary, adjust the sum levels in the patch and store them in a preset.

OUTPUT

The output goes to two (or three) high quality loudspeakers set in front of and close to the musicians, at floor level. The goal is to achieve a perfect blend of natural and electronic sound.

If using three loudspeakers, the middle loudspeaker gets a mixture of 1 (left) and 2 (right) at -6dB.

The "MASTER OUT" can be controlled with a Fader:

– Press "midi info" and select your controller
– Open the sub-patch "p. MIDI" and set-up your controller
(The "MASTER OUT" is default set to Fader 8, BDF2000)

Alternatively, set the "MASTER OUT" to 0 dB, or change the "loadmess" value in edit mode and control the output gain directly in the mixer.

The instruments should not be amplified.

START

1. Toggle "PATCH IS ACTIVE" should be manually checked (X) for single performances or via RVE_Master_Patch (Remote) in case that the whole cycle Rulfo/voces/ecos (4 different patches) is performed.

2. Be sure that the q-list „RVI_Q-List_2023.txt" is loaded.

3. Load the same spat preset file "RVI_spat_presets_2023.txt" to each module A and B pressing the corresponding bang objects.

4. In concert be sure that the toggle "DEACTIVATE rehearse player" is checked (X). In this case the keys for playing different sound files are *deactivated* avoiding rehearse files to be played by mistake during concert.

5. Reset the patch with "INIT"

6. Go to cue nr. 1 (up-arrow-key) you are ready to go!

ANALYSIS RESINTHESIS

live
The bang "live" can be pressed in order to test the fiddle~ object with an incoming signal. it flashes when activated via Q-List during performance. During performance it never will be pressed manually.

freq-presets
In some cues, frequency presets stored in the patch are used instead of a live-analysis ("live")

empty
Press the bang "empty" to fade out the re-synthesis

a
Start a sample for tunning (stop with "enter"-key)

Q-LIST

press the "arrow-up"-key to trigger the next cue

go to
activates the given cue

reset q-list
Jumps to position 0

open q-list
Read and edit (only if you know what you do) the messages triggered in every cue

read, write q-list
From or to disk, if necessary

REVERB

Consists of two spat5 modules A & B. Two presets are used. The presets 3 & 5 in the q-list correspond to the cues #1 and 2 in spat.

The spat preset file "RVI_spat_presets_2023.txt„ must be loaded manually to each module. Press the corresponding bang and you will be prompted to give the path in your disk.

Adjust the presets using "Spat_Oper" (if you know what you are doing) and store them in a separate file.

The reverb gain faders will not be changed. Only if absolute necessary change the preset #1 in edit mode. Deactivate first "ignore Click" via inspector in order to change values. You can restore original values loading the file "RVI_spat_maxpresets_2023.txt".

REHEARSING THE LIVE-ELECTRONICS WITHOUT INSTRUMENTS

– Open the sub-patch "RVI_RehearsePlayer"

– If necessary, adjust "L.E. FEED GAIN (to fiddle~)" and "DIRECT OUT GAIN (stereo mix from three mic. input files of each instrument)" and store them in the "AMPLITUDE PRESET (l.e. feed & direct out)".

– Uncheck the Toggle "DEACTIVATE rehearse player" to *activate* the keys.

– The "dry" recordings can be triggeres with keys *s* (start sequence) and *a, b, c, d, e, f, g, h, i* according to the rehearse letters in the score.

– Trigger the cues with "up-arrow"-key according to the score.

KEYS

o	open Q-List
up-arrow	next cue
s	rehearse file bars 1-7 ("start")
a	rehearse file section A
b	rehearse file section B
c	rehearse file section C
d	rehearse file section D
e	rehearse file section E
f	rehearse file section F
g	rehearse file section G
h	rehearse file section H
i	rehearse file section I
enter	stop sf