

RESIDUAL ENERGIES

for two electric guitars and computer

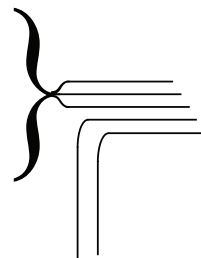
2014

composed by

Brandon J. Rolle

Published by

PRECIOUS NOISE MUSIC



Link to Recording:

<https://soundcloud.com/brandonjrolle/residual-energies>

RESIDUAL ENERGIES

Residual Energies is performed with two guitars and a computer-generated part (including both fixed and live-processing elements), written as a standalone application by Rolle and utilizing Rolle's "conductEAR" program for coordinating interactive electronics with live performers.

The two electric guitars send their output directly to input 1 and 2 (respectively) of the computer's audio interface; all processing of their sound is carried out by the standalone application and is mixed internally before being sent out as a stereo signal from the computer's audio interface.

The UI of the application is a performance clock, which is used for coordinating the performers with one another and with the live and fixed elements of the electronics, but the application includes support for additional performance clocks to be coordinated/synced remotely via Open Sound Control, should the performers want the electronics run from a board rather than stage.

For clarity and coordination of the performers, the 20-second and minute-interval marks in the score are reinforced with yellow and green flashes on the performance clock.

****Residual Energies* was premiered on April 26, 2014 in Santa Barbara, California.**

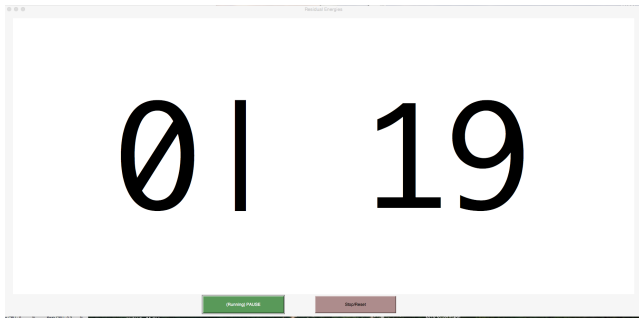
RESIDUAL ENERGIES

Documentation:



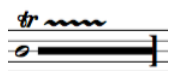
Icon that appears on computer; double-click to launch

When the application launches, your screen displays the performance clock (below). In the format [minutes | seconds], once any computer with an instance of the performance clock clicks green 'start' button, any/all clocks coordinate/sync and piece begins. As a courtesy, the screen flashes yellow at 20-second intervals (see below) and green at 1-minute intervals to coordinate the performers with their score (see next 2 pages):

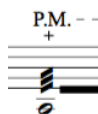


RESIDUAL ENERGIES

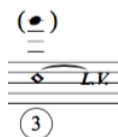
Performance Notes



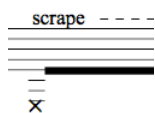
Extension lines indicate to continue performed technique for duration



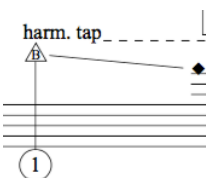
Palm Mute with right hand; tremolo as fast as possible for given dynamic.



Harmonics notated with node, string and resultant pitch (parenthesized)



Slowly scrape the indicated string (e.g., 6th string E) with pick



Use side of pick to tap indicated string, lightly bouncing it as rapidly as possible; pick position glissando from bridge target node



Double-stop moving glissando to target notes

Score

Residual Energies

Brandon J. Rolle

0:00 0:20 0:40

Electric Guitar 1

Electric Guitar 2

1:00 1:20 1:40

E.Gtr. 1

E.Gtr. 2

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2

2:00

2:20

Residual Energies

2:40

E.Gtr. 1

mf *f* *mf* *pp* *f*

E.Gtr. 2

mf *f* *mp* *fp* *f* *mp* *pp* *f*

2

3:00

3:20

3:40

E.Gtr. 1

pp *ff* *mp* *pp* *mf* *pp*

E.Gtr. 2

pp *ff* *p* *f* *p* *mf* *niente*

harm. tap

scrape

4

1

6

1

The musical score for E.Gtr. 1 and E.Gtr. 2 is divided into two sections: 4:00 and 4:20. The 4:00 section features a complex melodic line for E.Gtr. 1 with notes marked with circled numbers (3, 2, 4, 6, 1, 2, 2, 6, 1) and dynamic markings (mp, mf, f, mf, p, pp). E.Gtr. 2 plays a supporting role with notes marked with circled numbers (6, 1, 2, 4) and dynamic markings (f, mp, f, p, mf). The 4:20 section continues the melodic development for E.Gtr. 1 with notes marked with circled numbers (2, 2, 6, 1, 5, 4, 6) and dynamic markings (mf, p, pp, mp, mf). E.Gtr. 2 plays a supporting role with notes marked with circled numbers (5, 4) and dynamic markings (mf, mp). The score includes various musical notations such as notes, rests, and dynamic markings (mp, mf, f, p, pp, ff).

[illegible]

4

6:00

6:20

Residual Energies

6:40

E.Gtr. 1

ff *mf* *f* *mf* *f* *mp* *ff* *mf* *ff*

E.Gtr. 2

ff *mf* *f* *mp* *f* *ff* *mp* *f* *ff*

7:00

7:20

E.Gtr. 1

fp *ff*

E.Gtr. 2

fp *ff*

end