AURÉLIO EDLER-COPES

MENTAL RADIO MACHINE

FOR AMPLIFIED ENSEMBLE, SAMPLER,
EFFECT PEDALS AND LIVE ELECTRONICS

CO-COMMISSIONED BY **UNITED INSTRUMENTS OF LUCILIN** & **IRCAM**

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MENTAL RADIO MACHINE

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WORK CO-COMMISSIONED BY **UNITED INSTRUMENTS OF LUCILIN** & **IRCAM – CENTRE POMPIDOU**

TECHNICAL REQUIREMENTS

FLUTE & CLARINET [shared pedalboard]

DPA MICROPHONE INSIDE EACH INSTRUMENT (encapsulated by a small plastic bag and tied with a thin stitching thread)
MIXER (mix the two inputs in a mono output)
REAMP BOX
EFFECT PEDALS:

- WAH-WAH (With different ranges. Ej: Dunlop CryBaby 535Q)
- OVERDRIVE (Gain: 15%)
- DISTORSION (Gain: 50%)
- FUZZ (Gain: 50%)
- WHAMMY (It may be controled by a midi pedal controller)
- OLW [shared with cajón]
- EXPRESSION PEDAL

Connection path:
Alto/Cello ❙ Mixer ❙ Reamp ❙ Wah-Wah > Overdrive > Distorsion > Fuzz > Whammy > OWL+Expression (rigth input & output) ❙ Amp

GUITAR AMPLIFIER (with 2x12 or 4x10 cab)

CAJÓN

MICROPHONE INSIDE THE INSTRUMENT
REAMP BOX
EFFECT PEDALS:

- OCTAVER
- WHAMMY (presets triggered by the computer)
- OLW [shared with woodwinds]

Connection path:
Cajón ❙ Reamp ❙ Octaver > Whammy > OWL (left input & output) ❙ Mixer (output: loud-speaker 3)

ALTO & CELLO [shared pedalboard]

CLIP BRIDGE MICROPHONE FOR EACH INSTRUMENT
MIXER (mix the two inputs in a mono output)
REAMP BOX
EFFECT PEDALS:

- WAH-WAH (With different ranges. Ej: Dunlop CryBaby 535Q)
- OVERDRIVE (Gain: 15%)
- DISTORSION (Gain: 50%)
- FUZZ (Gain: 50%)
- WHAMMY (It may be controled by a midi pedal controller)
- OLW [shared with e-guitar]
- EXPRESSION PEDAL

Connection path:
Alto/Cello ❙ Mixer ❙ Reamp ❙ Wah-Wah > Overdrive > Distorsion > Fuzz > Whammy > OWL+Expression (right input & output) ❙ Amp

GUITAR AMPLIFIER (with 2x12 or 4x10 cab)

ELECTRIC GUITAR

STRATOCASTER TYPE (HSS or HSH)
EFFECT PEDALS :

- WAH-WAH (With different ranges. Ej: Dunlop CryBaby 535Q)
- OVERDRIVE (Gain: 15%)
- DISTORSION (Gain: 50%)
- FUZZ (Gain: 50%)
- FEDBACK
- WHAMMY (presets triggered by the computer)
- FREEZE
- OLW [Stereo, shared with the strings]

Connection path:
E-Gt ❙ Wah-Wah > Overdrive > Distorsion > Fuzz > Feedback > Whammy > Freeze > OWL (right input & output) ❙ Amp

AMPLIFIER (with 2x12 or 4x10 cab)

SAMPLER

61 KEYS MIDI KEYBORD
88 KEYS MIDI KEYBOARD
SUSTAIN PEDAL
TWO EXPRESSION PEDALS

ELECTRONICS

DIFFUSED IN 4 LOUDSPEAKERS DISPOSED IN SEMICIRCLE ON THE STAGE (1, 2, 3, 4 from left to right)
MIDI CONTROLLER (8 faders)

AURÉLIO EDLER-COPES

MENTAL RADIO MACHINE I

I.

Mental Radio Machine starting in 3, 2, 1, 0.
Loading intelligent self generate algorithms and automate reasoning program.
Preparing to charge radio waves recognition system and brain electrical impulses detector.
Installation completed. Now you can listen this voice in your head in any moment. Just say the code: Brain.

———

Noise
White noise
White high noise
White high noise of the mental
White high noise of the mental activity
White high noise of the mental activity of the
Brain

II.

Physiognomic observation

———

Face detection **I** Recognition **I** Machine learning **I** Technologic
Database **I** Statistics **I** Artificial **I** Inteligence

———

Biometric **I** Security system **I** Identifying **I** New suspects
Photography **I** Video frame **I** Hi-fi digital **I** Facial Sampler

Eyes, mouth, jaw, nose **I** Checkbones, landmarks **I** Face shape, long, round **I** oval, square
All expressions **I** All emotions **I** Happiness, sadness **I** Who protect us?

III.

Listening anywhere
Speaking everywhere
Seeing somewhere
Connecting nowhere
Lonely together
Digital paradox

———

Notification system
New message
Calendar reminder
Automatic email
Alert spam
Warning, warning

IV.

Let's think logically.

Fact 1: all digital systems are machines.

Fact 2: some digital systems are intelligent.

Fact 3: all machines are conceived by human intelligence.

If these three statements are facts, the following statements are true or false?

. Machines are digital systems conceived by human intelligence. **False**
. Machines are conceived by digital intelligence. **False**
. Digital systems are machines conceived by human intelligence. **True**
. Human intelligence is a digital system that conceives machines. **Uncertain**
. Human intelligence is a machine that conceives digital systems. **Uncertain**
. Digital systems conceive human intelligent machines. **Not valid**

_____

Let's recall the facts.

Fact 1: all digital systems are *apparatus using mechanical power and having several parts, each with a definite function and together performing a particular task*.

Fact 2: some systems of *signals or data expressed as series of the digits 0 and 1* are intelligent.

Fact 3: all machines are conceived by the human *ability to acquire and apply knowledge and skills.*

So, the follow statements are?

. Digital systems are machines with human intelligence. **Not valid**
. Intelligent machines are digital humans. **Not valid**
. Machines are more intelligent than humans. **Uncertain**
. Humans are more intelligent than machines. **Uncertain**

_____

Going further on the facts.

Fact 1: all systems of *signals or data expressed as series of the digits 0 and 1* are *apparatus using mechanical power and having several parts, each with a definite function and together performing a particular task*.

Fact 2: some systems of *signals or data expressed as series of the digits 0 and 1* are *able to acquire and apply knowledge and skills.*

Fact 3: all *apparatus using mechanical power and having several parts, each with a definite function and together performing a particular task* are conceived by the human *ability to acquire and apply knowledge and skills*.

. The following sentence is true. **False**
. The previous sentence is false. **True**

_____

In order to be definitely clear concerning the facts.

Fact 1: all *set of things working together as parts of a mechanism or an interconnecting network* of *signals or data expressed as series of the digits 0 and 1* are *apparatus using mechanical power and having several parts, each with a definite function and together performing a particular task*.

Fact 2: some *set of things working together as parts of a mechanism or an interconnecting network* of *signals or data expressed as series of the digits 0 and 1* are *able to acquire and apply knowledge and skills*.

Fact 3: all *apparatus using mechanical power and having several parts, each with a definite function and together performing a particular task* are conceived by the *"ability to acquire and apply knowledge and skills* proper to *members of the species Homo sapiens, distinguished from other apes by a large brain and the capacity for speech.*

_____

This game can serve no purpose anymore.

* Definitions from English Oxford Living Dictionary online

V.

Fast Computation ❙ Calculators ❙ Pocket Calculators ❙ Programmable Devices ❙ Mainframes, Analog, Mechanical, Digital, Computers ❙ Minicomputers ❙ 4-bit, 8-bit, 16-bit, 32-bit, 64-bit Microcomputers ❙ Embedded, Wetware, Personal, Desktop Computers ❙ Optical, Quantum Chemical, Molecular, Computers ❙ Spintronics-based, Microfluidics-based Computers ❙ DNA computing ❙ Natural computing ❙ Pancomputationalism ❙ Fast

———

[*Dissotiation Markov – 3 new sentences so that each group of 3 consecutive characters exists in the source text*]

Faster Fast Computation Pocket Calcular Computersonalism Chemical Digital Computing Pancomputers Optical Devices 4 bit 8 bit 64 bit 32 bit 64 bit 8 bit 16 bit 32 bit 16 bit 64 bit 16 bit 32 bit Microcomputers Analism Fast computersonalog Pers 4 bit 8 bit 8 bit 32 bit 8 bit Microfluidics-based Mainframmable Desktop Computers 4 bit 8 bit 32 bit 64 bit 8 bit 64 bit Microcomputationalog Personal Calculator 4 bit 32 bit Minicomputers Desktop Computationalism Fast computersonal Desktop Computers DNA computationalog Pers Embedded Microfluidics-based Wetware Digital computing Natural computers 4 bit 64 bit 16 bit 32 bit 16 bit 64 bit 32 bit 4 bit Microcomputing Molecular Computationalog Minics-based Mechanicomputersonalog Microfluidics-basing Mainframes Optical Desktop Computers Pancomputation Pocket Calcular Computers 4 bit 16 bit 32 bit 8 bit Minicomputational Microcomputers Wetware Programmable Desktop Computation Pocket Calcular Computers Embedded Pancomputing Quantum Spintronicomputer Fast

———

[*Dissotiation Markov – 3 new sentences so that each group of 2 consecutive characters exists in the source text*]

Fasten Faster Fast Computation Pocomputatinical Persopticrog Molechancomputers Spintum Devicomputers Mole DNA computatop Computatorsonices Anal Micomputers Panicomputers Calism 4 bit Computalism Micomputers 64bit Anal Molechancomputers Spinframesktop Calism DNA computatop Computers 16 bitatural Pancomputintum Procomputatop Chemics-bast computersonal Quantum Mole Devices Micomputers Sping Panicrog Ming Mical Fased Anal Ming Panicesktors Pronalog Analoculationical computalculatop Computatum Wetwar Chemicalog 32 bit Quantrocomputating Computers 16bit 4bit Mics-bast Chemical Anal 64 bit 4 bit Pronicrog Maing 16 bit Opting Fasedded Fast Computinicronicalculators 32 bit Pancomputers Optices Prog Quantrog 16 bit Mintronics-bast Quantum 4 bital Moleculationics-bast computers Natics-based Computation Pocket computers Quantrofluidices Opting Wetware Micalculare 64 bit Mole Des Cal 32 bit Fast Mechanicronal Embed Computionics-bast Mecular Computers Wet computionical Wet Spinturammableculaturamesktors Wet computers Analog Maing 4 bit 4 bital Des mbed 8 bit Quanicomputation Profluidicalogrammable DNA computers Minics-bast Fast Molechantum Quancomputerson Fast Computation Fast

———

[*Dissotiation Markov – 3 new sentences so that each group of 1 consecutive character exists in the source text*]

Fastly Fasten Faster Fast Computation Persomputomputicked bininiconitute Micomputogrses bics-bale 16 cocs conicuralicoginit Oput computamp Sputaters Decomaturanait Pecsom 32 bempuicher Dicrs Miom 64, Mecochalcomputwamasetr 8 bl Checompuicompumasmputes-bing Mamput bal Pedit Emputalcaleded Manitalateromput Pralanarsmpulevincontuambicutured bante Pomatigrong Meditam bicocantul Monitesog 164 Angrat cskt Pr 4 Prs Chabal 164 Mal Cogiomititr Cockeras Computinaticemptited Che Mars-big 64 Mit 32 Decofrs NA Faincs Mal Pomputetichampuamputers DNA Diompinfleromp Deviomput Pompuinflan Anflompummputet bed Quices Matamputest Compicual Dicummputul baiconitars bickevicrat Optitompted Dersmputes-bitecomited Ders-bicsmputalcocaskes 64 Mas bics Opicom 16 Mamptes bint Compulal Opticompumbiticuatutincol Comer Pers Qumpt Nabers Falers Palom Chevinars cempicrsempurs Mid Maberocuterangral Derer DNAntet NAncs-batatwabedicuter Mininidit Combal ce Diconte Cog Chat Oput Computederal Pog Cochest Mitatal 16 Pocogicalitale Contombat Det Mammbat 8 Prom Ders-bingrom Sputevinininggrampt cam Compum Merampicompicrs bit baber Dintalatalitut Mers Pocom Confl Casmput bitevicsed Falalcheranal DNAnicrsed bam Em NA bas bit Caint Oputwal Micarsmecs Com DNalompumputanteded Miticomput Mitaing Antecomptuitit Qut bemistes Fal Prabiticofrsesmpuical Palin Corers Cocuted Derog Pers Fast

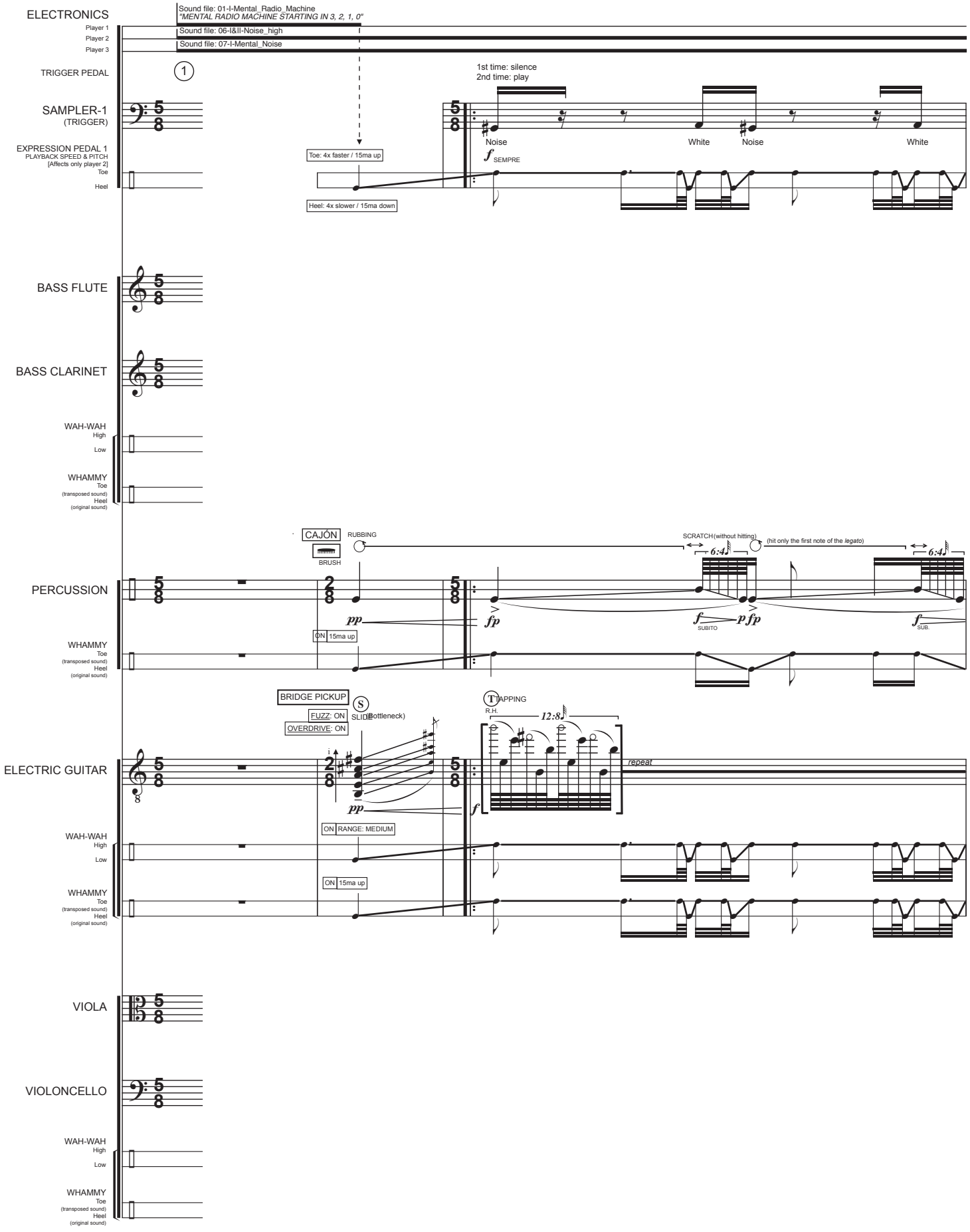
Aurélio Edler-Copes
Paris 2019

MENTAL RADIO MACHINE I

AURÉLIO EDLER-COPES (*1976)

I. ELECTRIC NOISE

[♪ = 60]



poco rall.

4

ELECTRO

Player 1
Player 2
Player 3

PED

SAMP-1

High Noise High White High Electric

EXP 1

B.FL

B.CL

WAH

WMY

PERC

6:4 6:4 6:4 6:4 3:2 (hit each note)

p fp p fp f SUB. p f

WMY

E-GT

T R.H. 12:8

(f) mp

WAH

WMY

VA

VC

WAH

WMY

a tempo

6

ELECTRO

Player 1
Player 2
Player 3

PED

SAMP-1

Cirtcele Hgih Ethiw Hgih Esion Hgih Ethiw Esion Ethiw Esion

EXP 1

B.FL

B.CL

WAH

WMY

PERC

3:2 6:4 6:4 6:4 6:4 6:4 6:4 6:4

f *p* *fp* *p* *f* SUB. *p* *fp* *fp* *fp* *fp*

WMY

E-GT

12:8

repeat

f

WAH

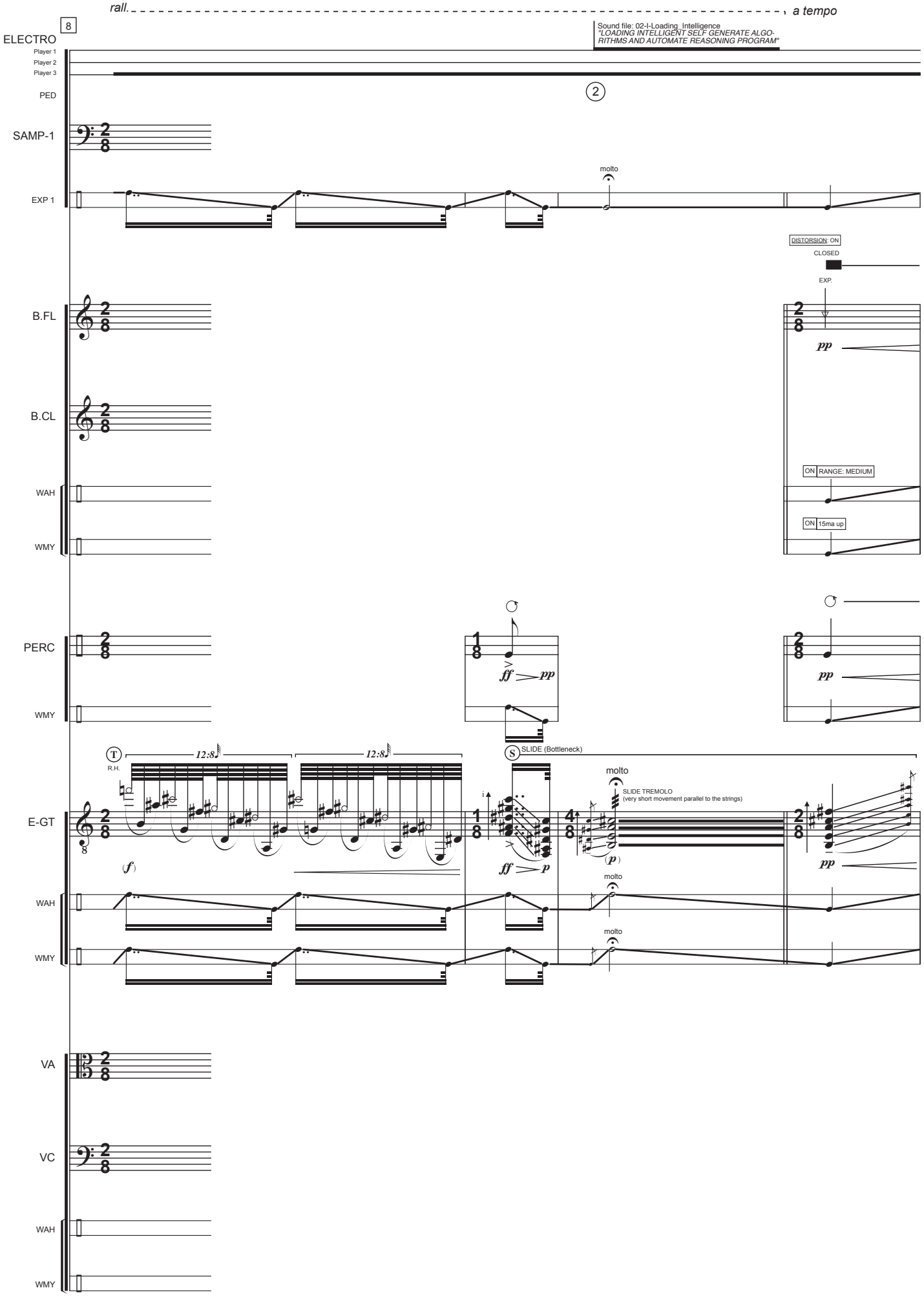
WMY

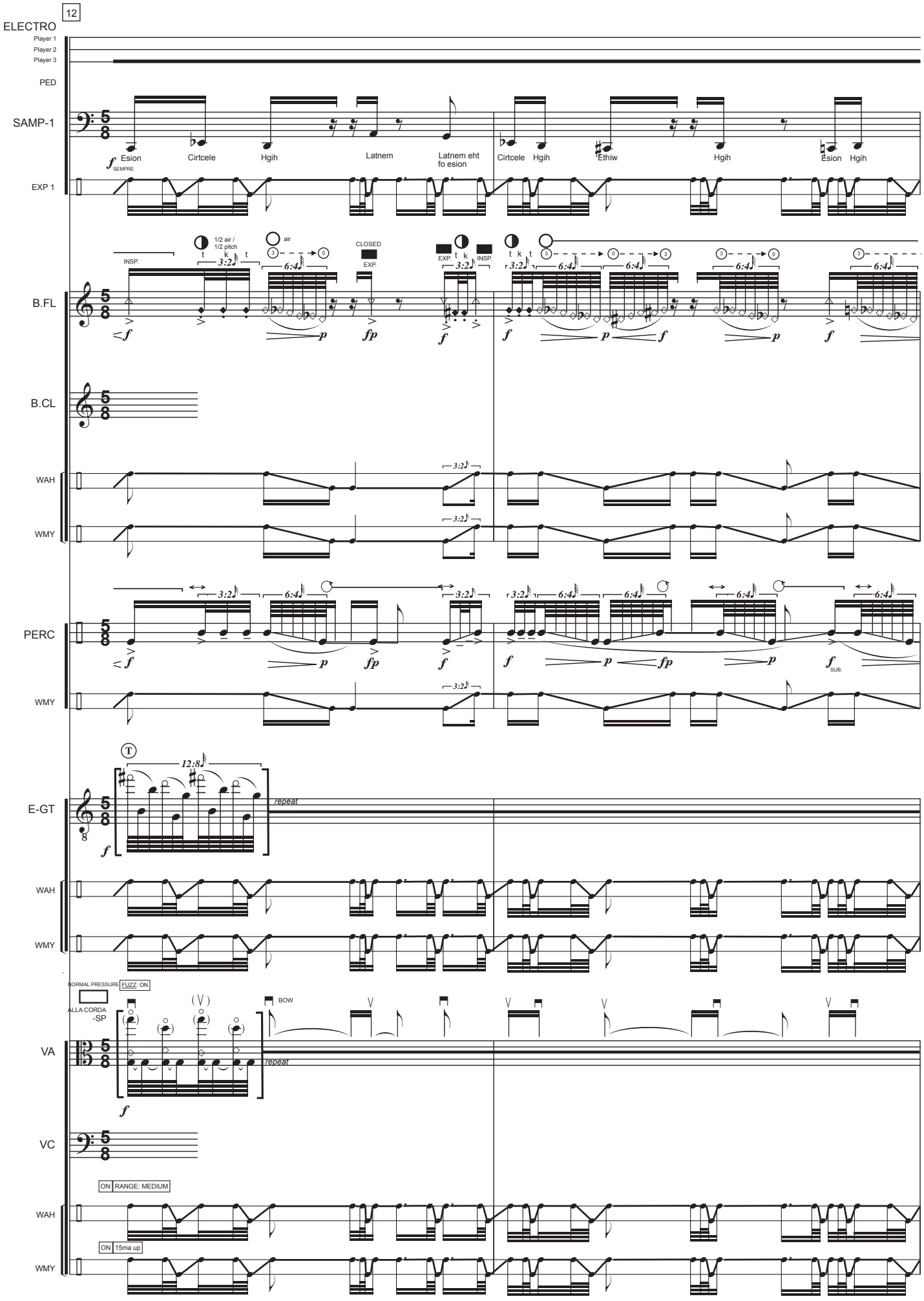
VA

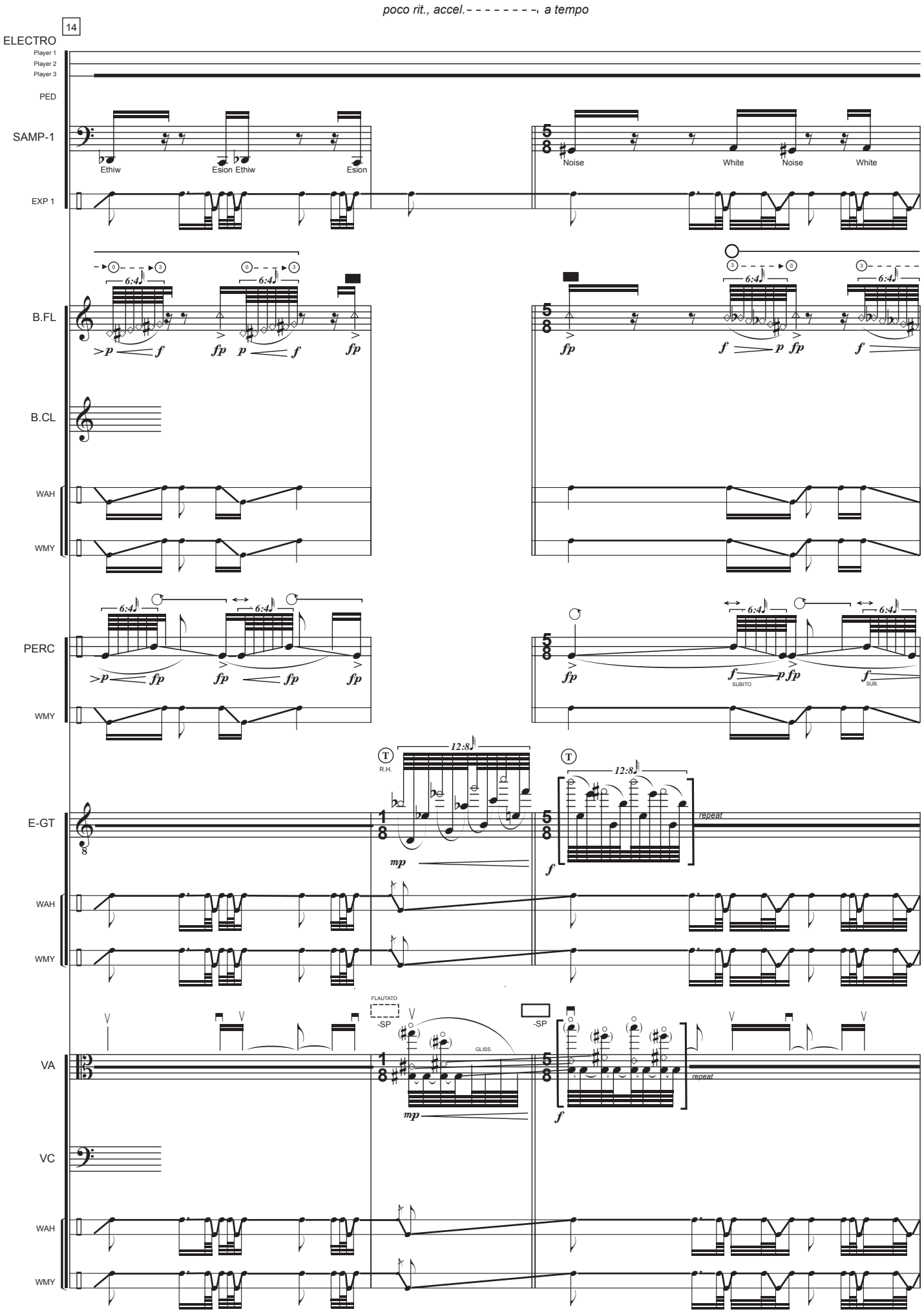
VC

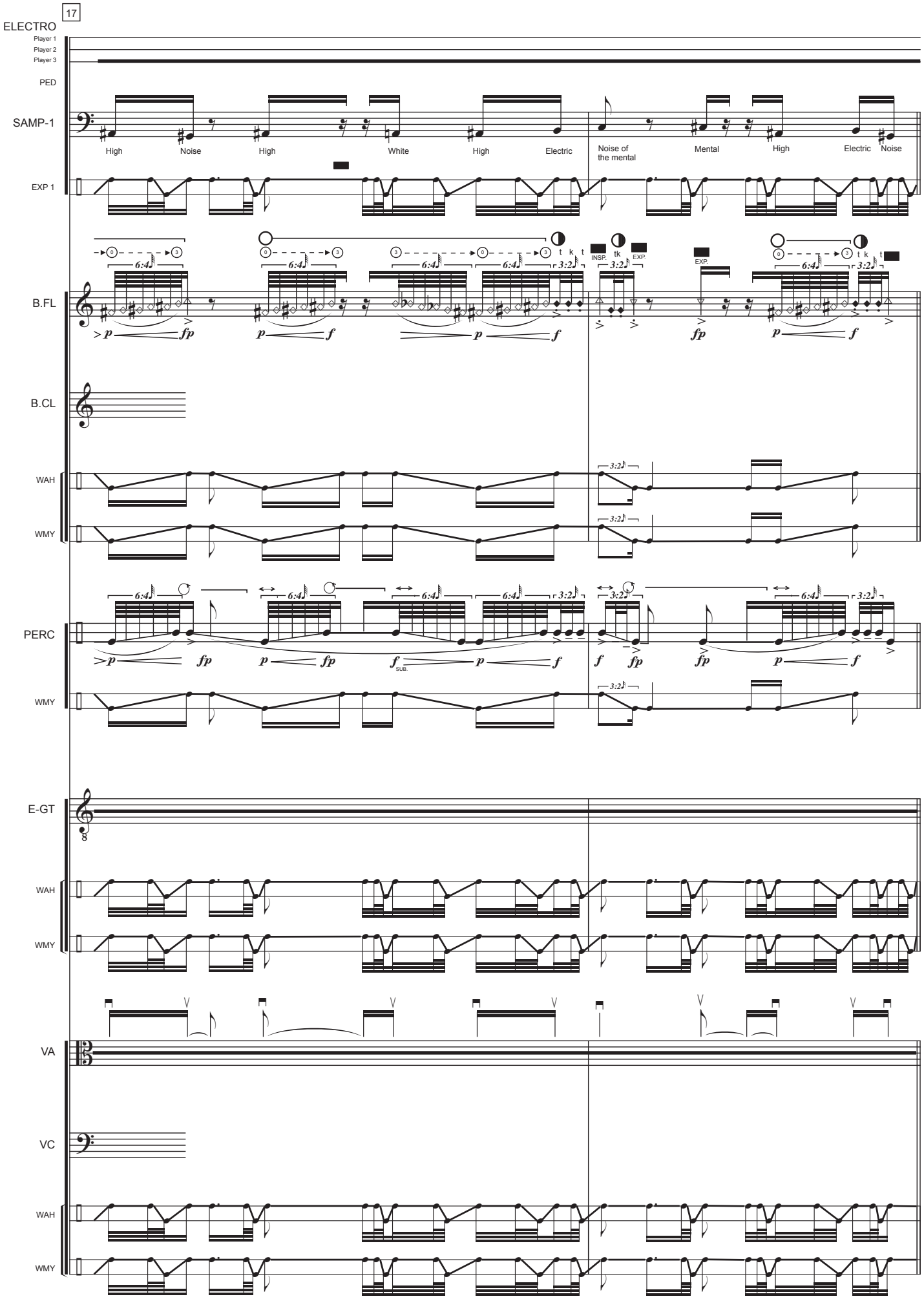
WAH

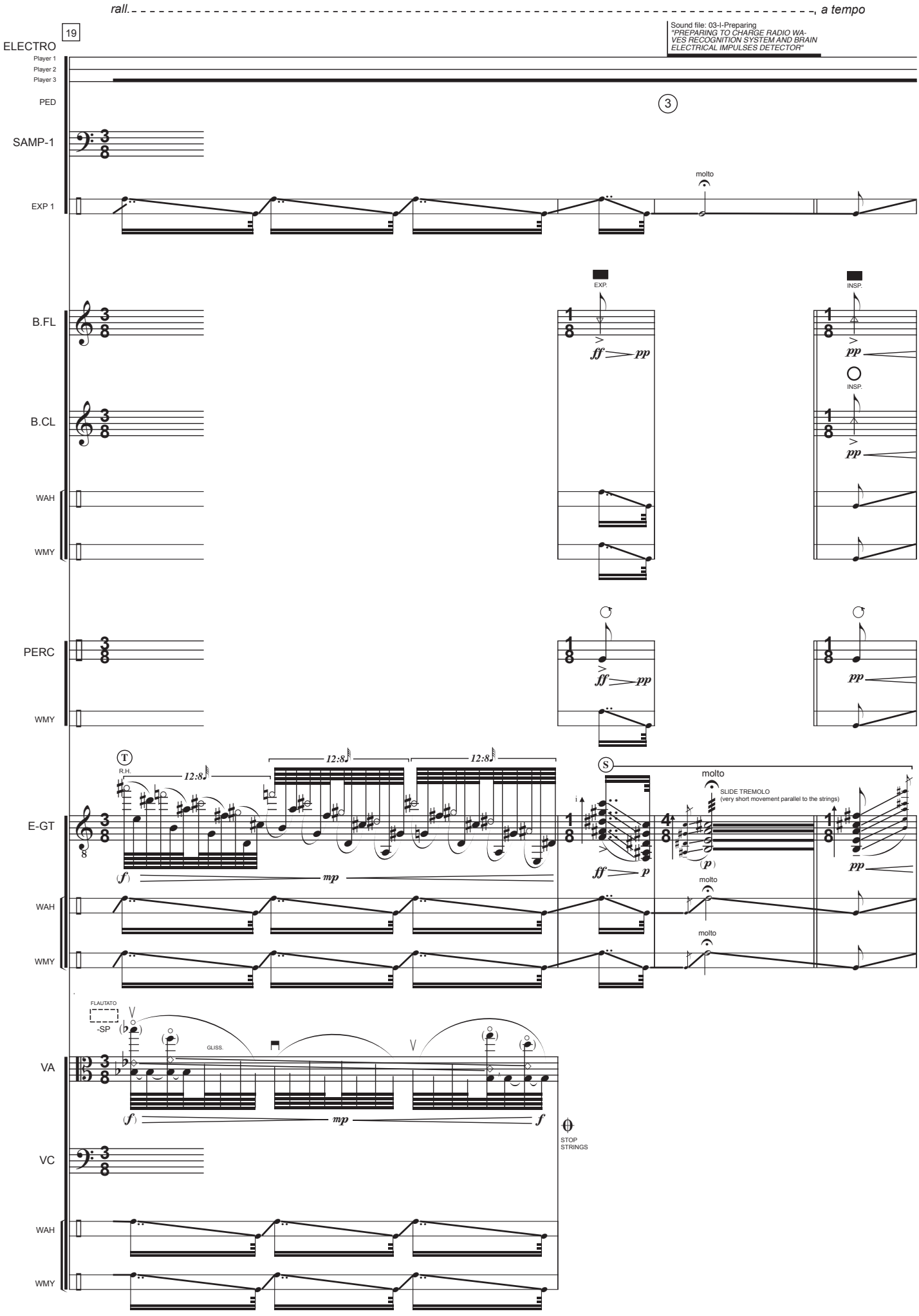
WMY

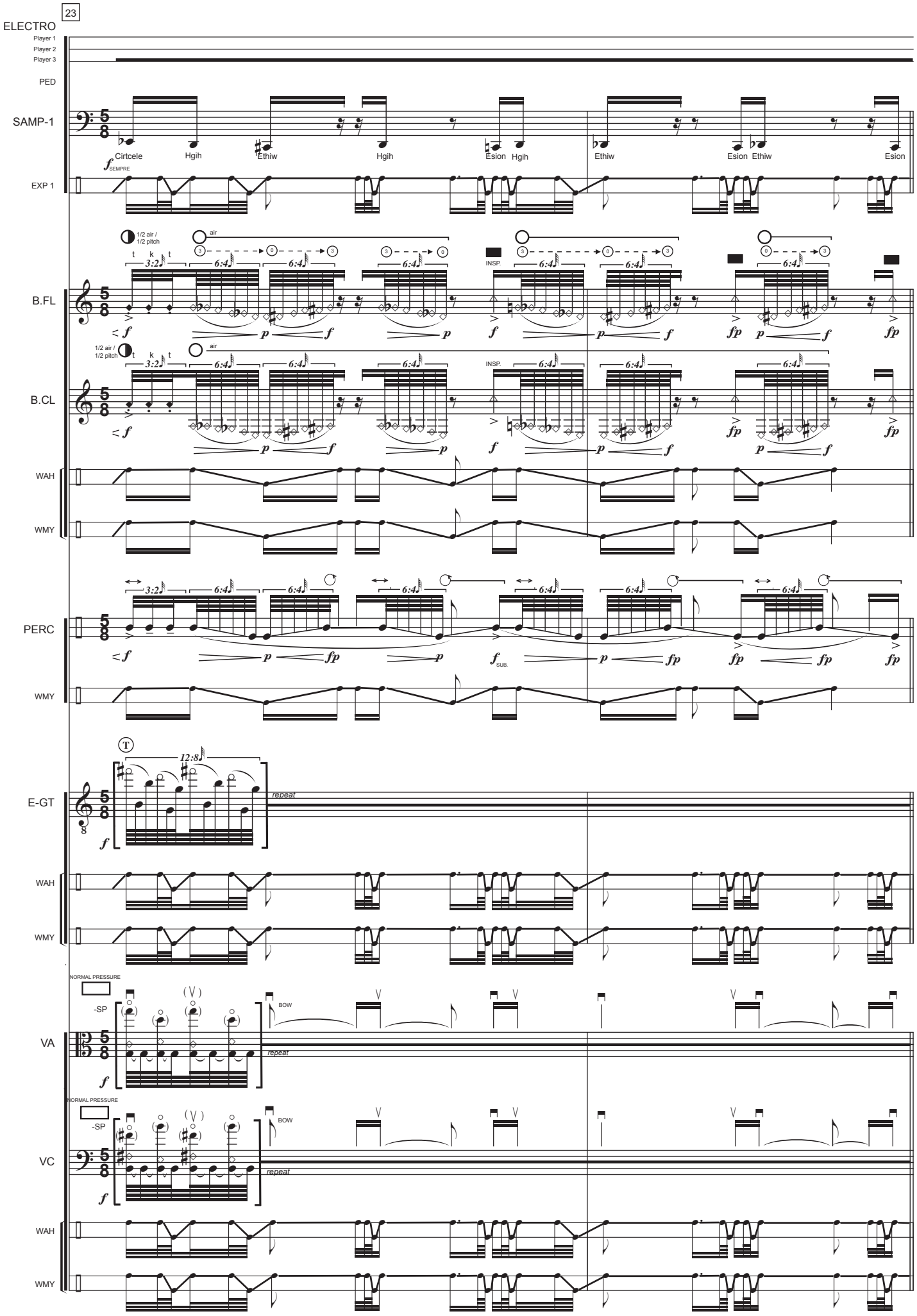

rall.
a tempo
8
ELECTRO
Player 1
Player 2
Player 3
PED
Sound file: 02-I-Loading_Intelligence
"LOADING INTELLIGENT SELF GENERATE ALGO-
RITHMS AND AUTOMATE REASONING PROGRAM"
2
SAMP-1
molto
EXP 1
DISTORSION: ON
CLOSED
EXP.
B.FL
pp
B.CL
ON RANGE: MEDIUM
ON 15ma up
WAH
WMY
PERC
ff pp
pp
WMY
T
R.H.
12:8
12:8
S
SLIDE (Bottleneck)
molto
SLIDE TREMOLO
(very short movement parallel to the strings)
E-GT
(f)
ff p
(p)
pp
WAH
molto
WMY
molto
VA
VC
WAH
WMY

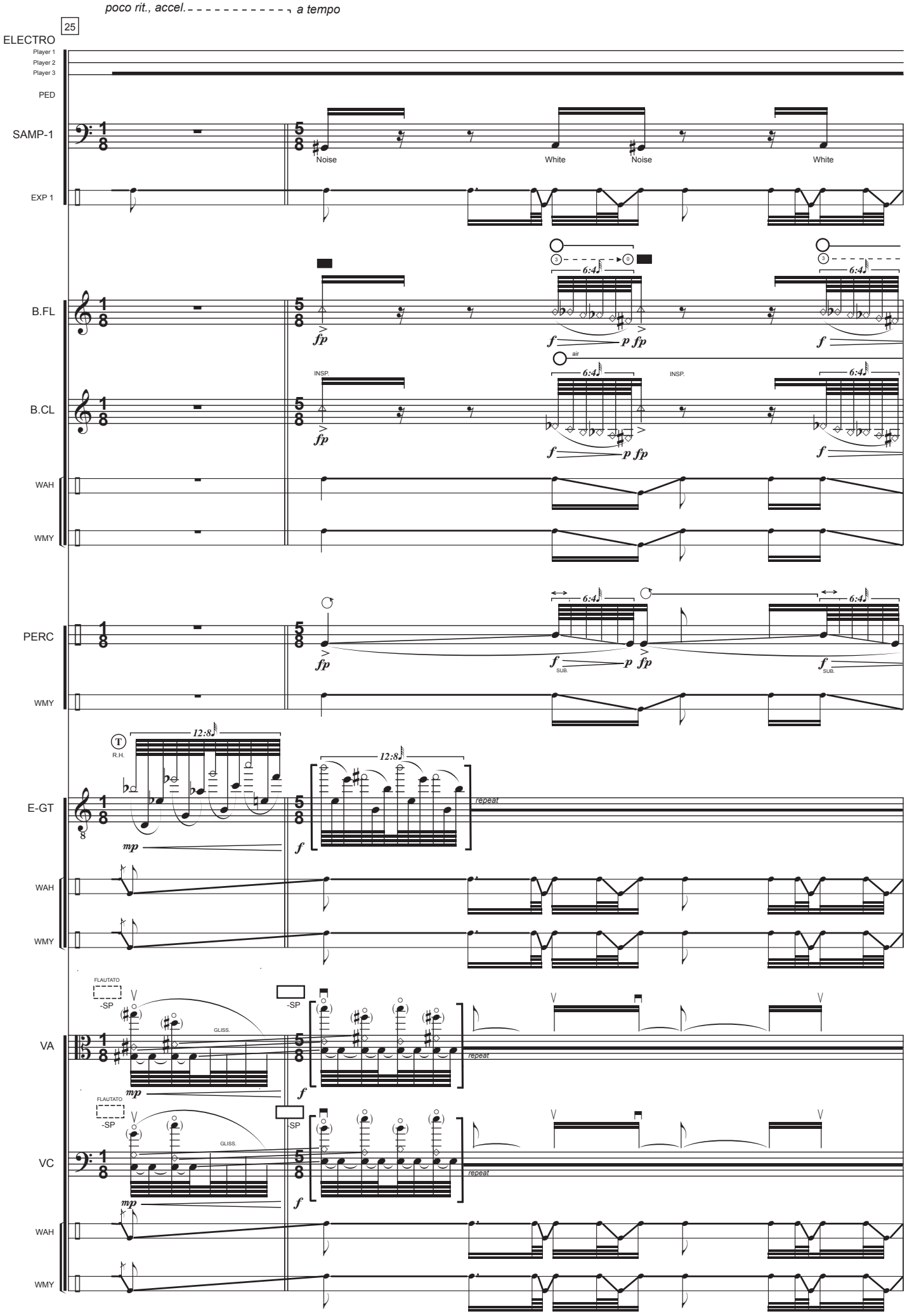

12
ELECTRO
Player 1
Player 2
Player 3
PED
SAMP-1
EXP 1
B.FL
B.CL
WAH
WMY
PERC
WMY
E-GT
WAH
WMY
VA
VC
WAH
WMY
Esion
Cirtcele
Hgih
Latnem
Latnem eht fo esion
Cirtcele Hgih
Ethiw
Hgih
Esion Hgih
SEMPRE
INSP.
1/2 air / 1/2 pitch
air
CLOSED
EXP.
repeat
NORMAL PRESSURE
FUZZ: ON
ALLA CORDA
-SP
BOW
ON
RANGE: MEDIUM
15ma up

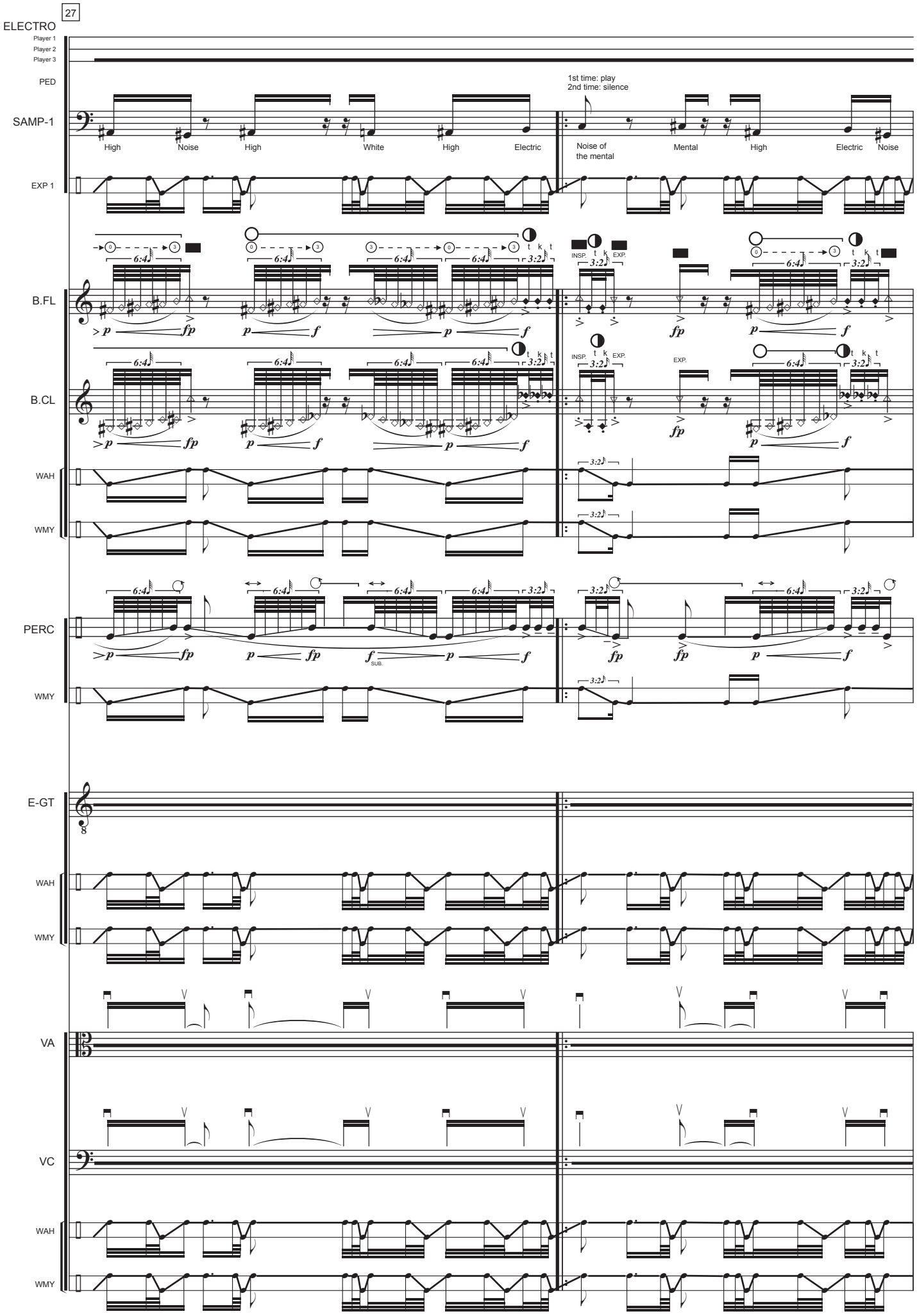

poco rit., accel. - - - - - - - - - a tempo
14
ELECTRO
Player 1
Player 2
Player 3
PED
SAMP-1
Ethiw
Esion Ethiw
Esion
Noise
White
Noise
White
EXP 1
B.FL
B.CL
WAH
WMY
PERC
WMY
E-GT
R.H.
12:8
repeat
WAH
WMY
FLAUTATO
-SP
GLISS.
-SP
VA
repeat
VC
WAH
WMY


17
ELECTRO
Player 1
Player 2
Player 3
PED
SAMP-1
High
Noise
High
White
High
Electric
Noise of
the mental
Mental
High
Electric
Noise
EXP 1
B.FL
INSP.
EXP.
B.CL
WAH
WMY
PERC
WMY
E-GT
WAH
WMY
VA
VC
WAH
WMY


rall.
a tempo
19
ELECTRO
Player 1
Player 2
Player 3
PED
Sound file: 03-I-Preparing
"PREPARING TO CHARGE RADIO WAVES RECOGNITION SYSTEM AND BRAIN ELECTRICAL IMPULSES DETECTOR"
3
SAMP-1
molto
EXP 1
B.FL
B.CL
EXP.
INSP.
ff
pp
WAH
WMY
PERC
E-GT
T
R.H.
12:8
mp
S
molto
SLIDE TREMOLO
(very short movement parallel to the strings)
p
VA
FLAUTATO
-SP
GLISS.
f
STOP
STRINGS
VC


23
ELECTRO
Player 1
Player 2
Player 3
PED
SAMP-1
Cirtcele
Hgih
Ethiw
Hgih
Esion
Hgih
Ethiw
Esion
Ethiw
Esion
SEMPRE
EXP 1
B.FL
B.CL
1/2 air / 1/2 pitch
air
INSP.
WAH
WMY
PERC
SUB.
E-GT
repeat
NORMAL PRESSURE
-SP
BOW
VA
VC


poco rit., accel.
a tempo
25
ELECTRO
Player 1
Player 2
Player 3
PED
SAMP-1
Noise
White
Noise
White
EXP 1
B.FL
B.CL
INSP.
air
WAH
WMY
PERC
SUB.
E-GT
R.H.
repeat
FLAUTATO
-SP
GLISS.
VA
VC


27
ELECTRO
Player 1
Player 2
Player 3
PED
SAMP-1
High
Noise
High
White
High
Electric
1st time: play
2nd time: silence
Noise of
the mental
Mental
High
Electric
Noise
EXP 1
B.FL
B.CL
INSP.
EXP.
WAH
WMY
PERC
SUB.
E-GT
VA
VC

poco rall.

29

ELECTRO

Player 1
Player 2
Player 3

PED

SAMP-1

White White High Electric Noise of the mental Activity of the

EXP 1

B.FL

B.CL

WAH

WMY

PERC

SUB.

E-GT

R.H.

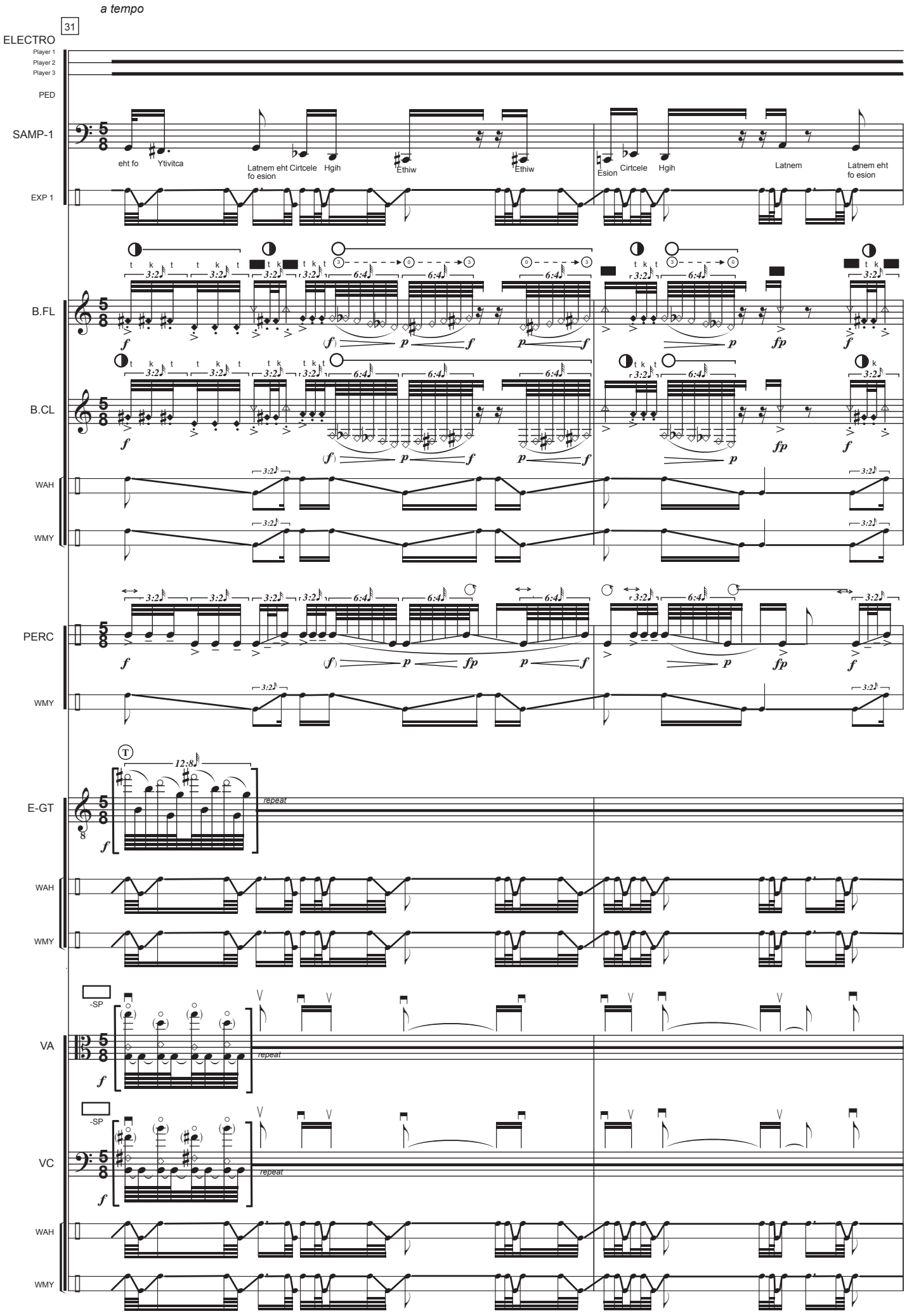
VA

VC

FLAUTATO

-SP

GLISS.


a tempo
31
ELECTRO
Player 1
Player 2
Player 3
PED
SAMP-1
eht fo
Ytivitca
Latnem eht fo esion
Cirtcele
Hgih
Ethiw
Ethiw
Esion
Cirtcele
Hgih
Latnem
Latnem eht fo esion
EXP 1
B.FL
B.CL
WAH
WMY
PERC
WMY
E-GT
12:8
repeat
WAH
WMY
-SP
VA
repeat
-SP
VC
repeat
WAH
WMY

poco rit., accel. a tempo, molto rall.

33

Sound file: 04-I-Installation
"INSTALLATION COMPLETED. NOW YOU CAN LISTEN THIS VOICE IN YOUR HEAD IN ANY MOMENT. JUST SAY THE CODE: "

ELECTRO
Player 1
Player 2
Player 3
PED
SAMP-1
EXP 1
B.FL
B.CL
WAH
WMY
PERC
WMY
E-GT
WAH
WMY
VA
VC
WAH
WMY

4

molto

EXP.

ff > pp

12:8

T
R.H.

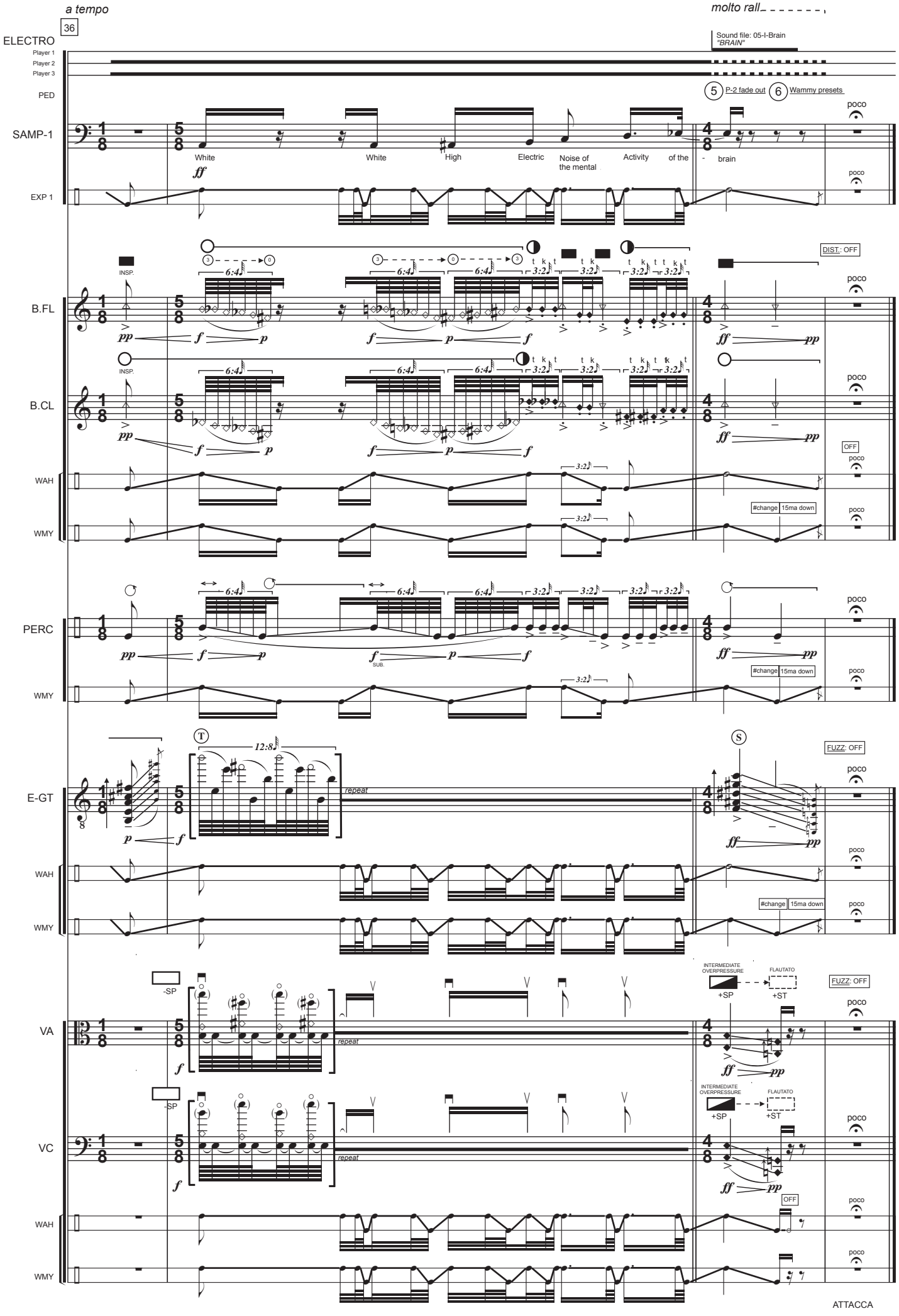
S

mp f mp ff > p (p)

FLAUTATO
-SP

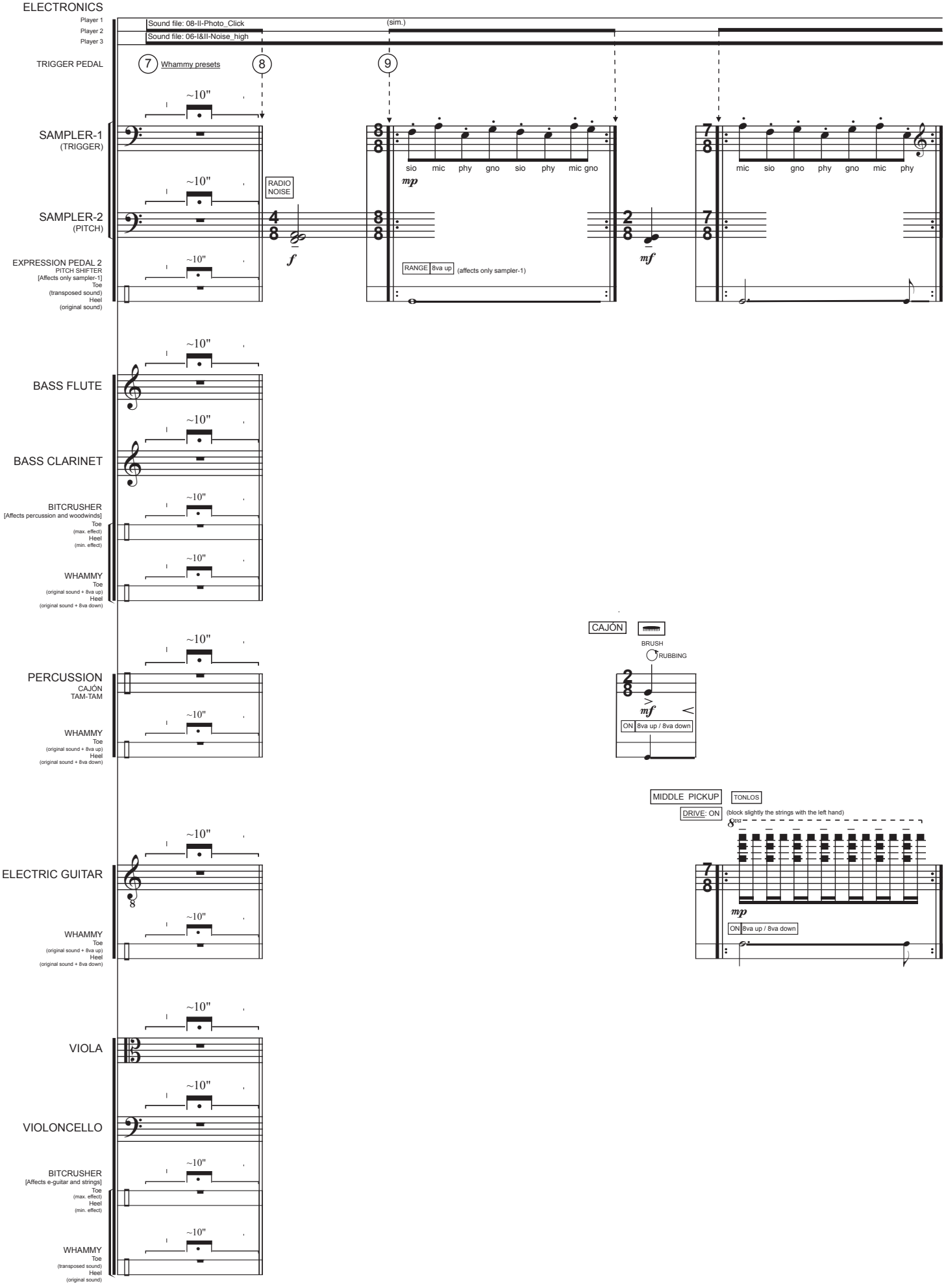
GLISS.

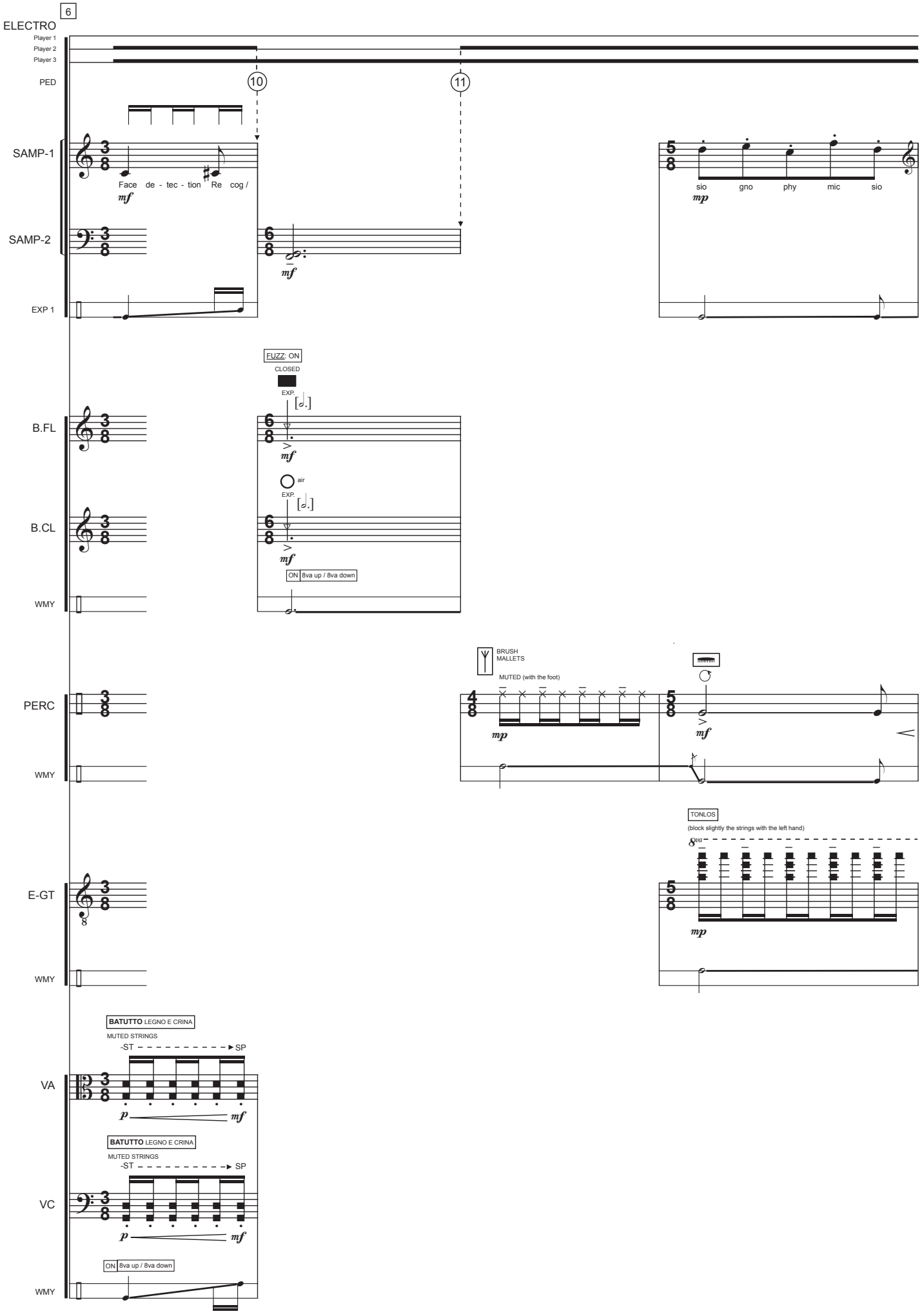
STOP STRINGS

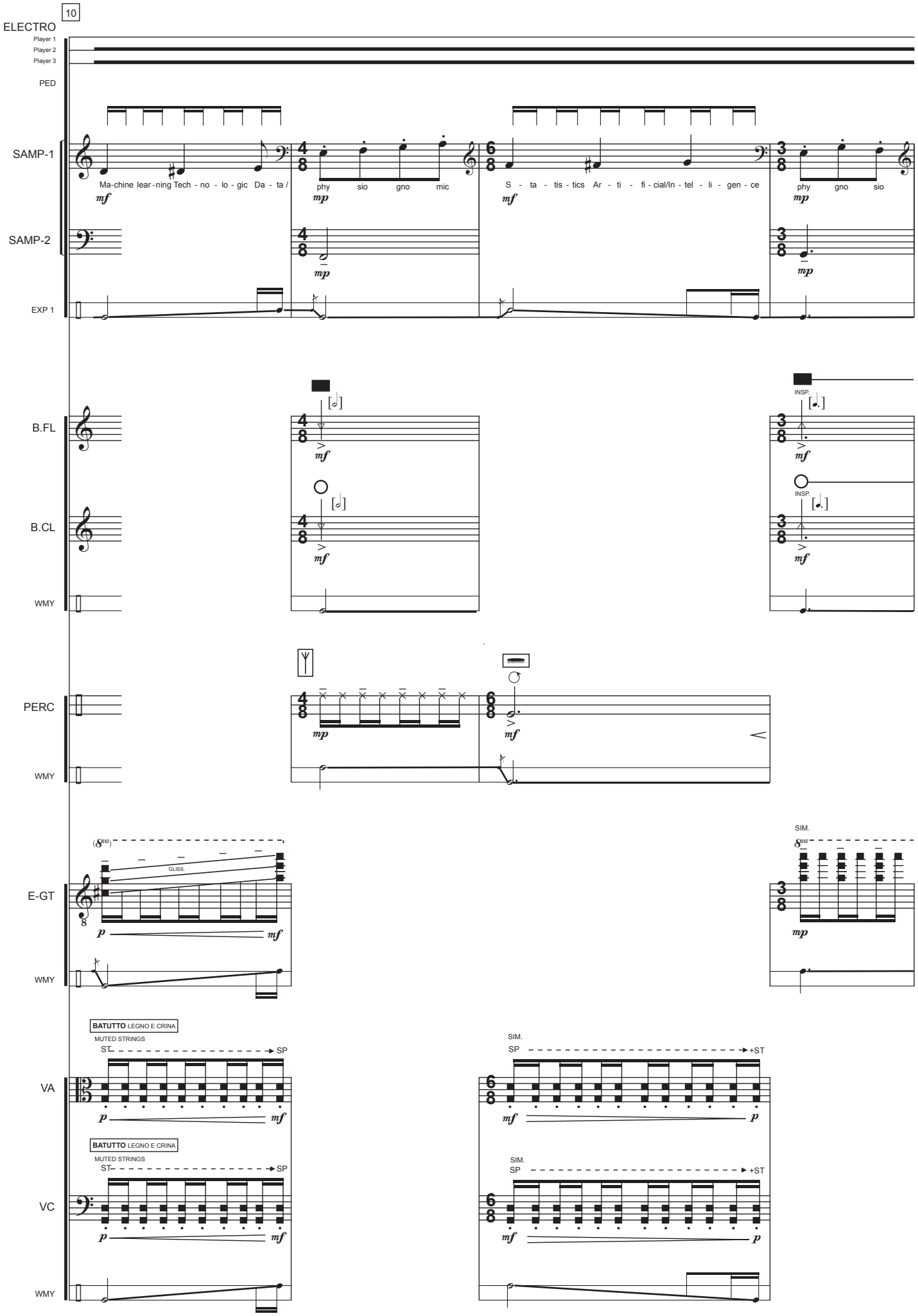

a tempo
36
molto rall.
ELECTRO
Player 1
Player 2
Player 3
Sound file: 05-I-Brain
"BRAIN"
PED
5 P-2 fade out
6 Wammy presets
SAMP-1
White
White
High
Electric
Noise of the mental
Activity
of the
brain
poco
EXP 1
DIST.: OFF
B.FL
B.CL
INSP.
OFF
WAH
WMY
#change 15ma down
PERC
SUB.
E-GT
FUZZ: OFF
repeat
-SP
VA
VC
INTERMEDIATE OVERPRESSURE
FLAUTATO
+SP
+ST
ATTACCA

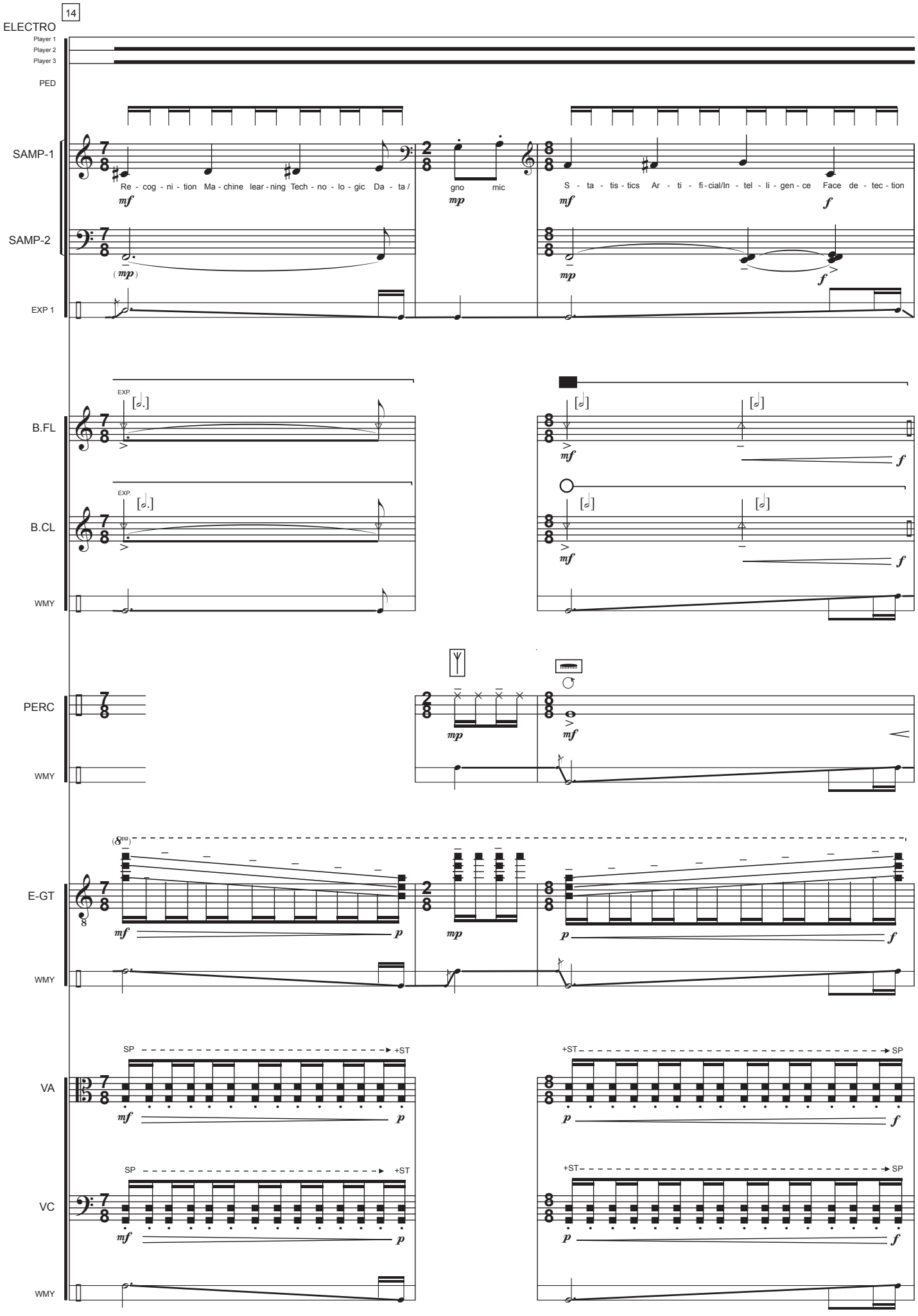
II. FACE DETECTION

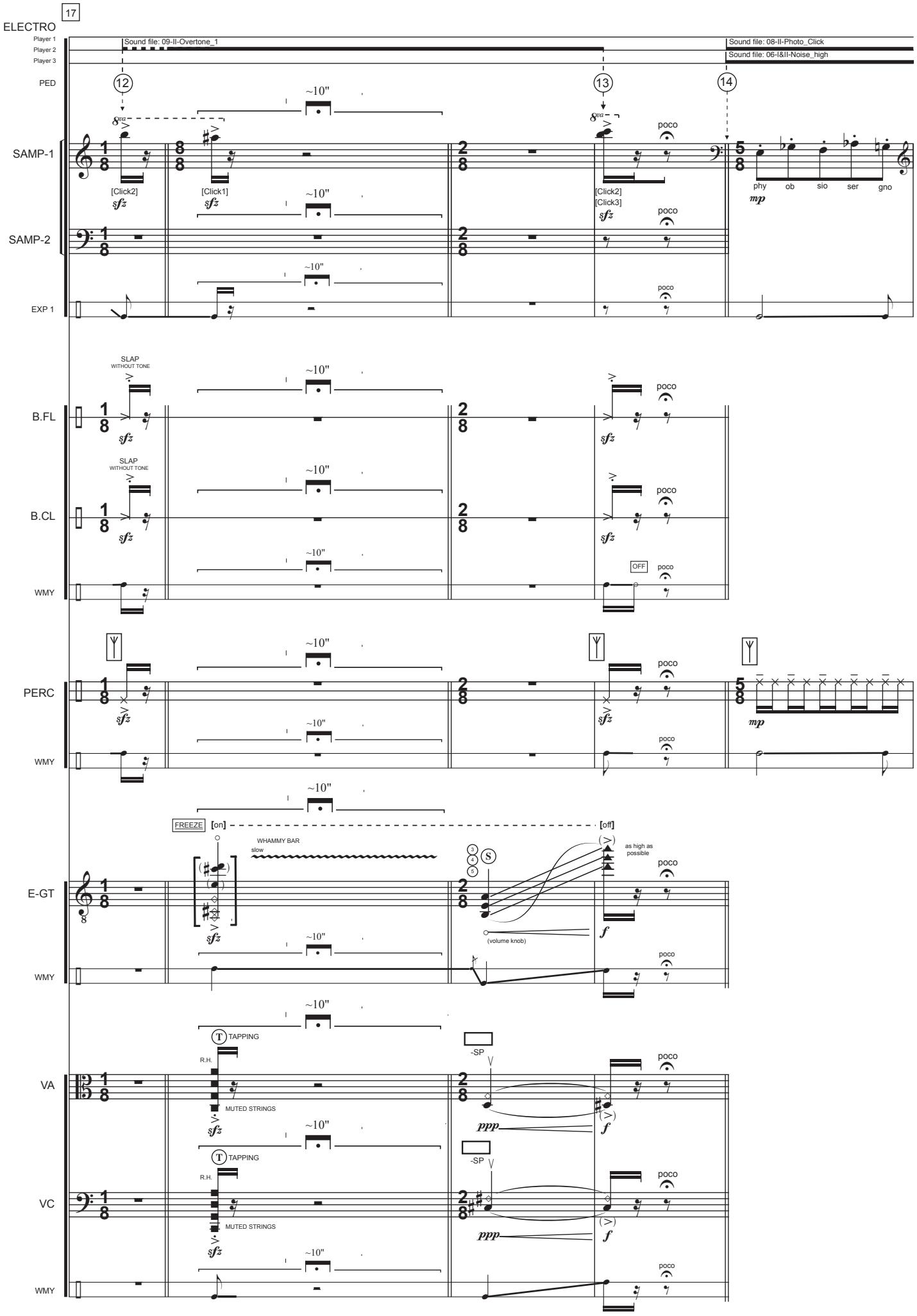
[♪ = 112]

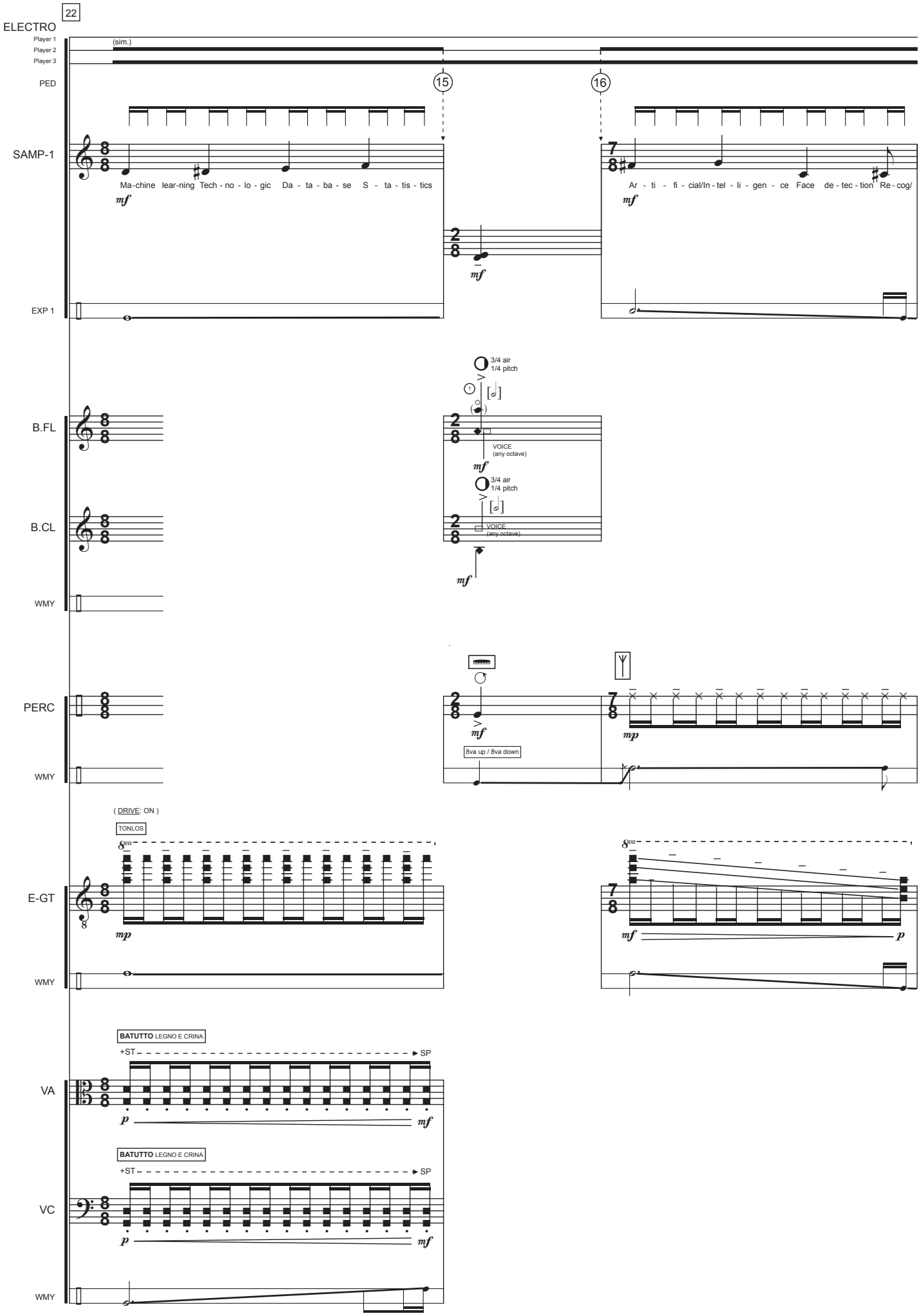


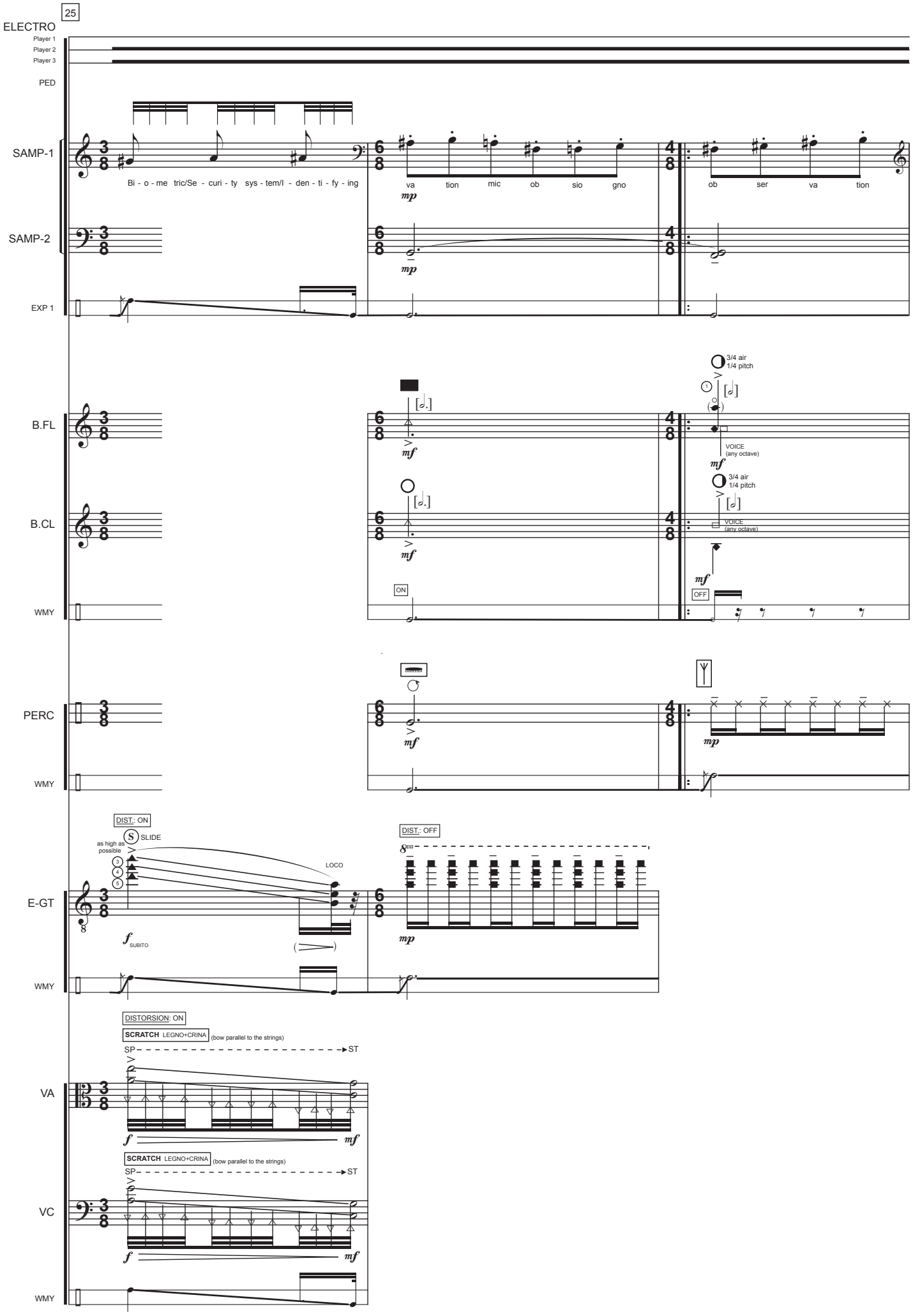

6
ELECTRO
Player 1
Player 2
Player 3
PED
10
11
SAMP-1
Face de - tec - tion Re cog /
mf
sio gno phy mic sio
mp
SAMP-2
mf
EXP 1
FUZZ: ON
CLOSED
EXP.
B.FL
mf
air
EXP.
B.CL
mf
ON 8va up / 8va down
WMY
BRUSH
MALLETS
MUTED (with the foot)
PERC
mp
mf
WMY
TONLOS
(block slightly the strings with the left hand)
8va
E-GT
mp
WMY
BATUTTO LEGNO E CRINA
MUTED STRINGS
-ST SP
VA
p
mf
BATUTTO LEGNO E CRINA
MUTED STRINGS
-ST SP
VC
p
mf
ON 8va up / 8va down
WMY

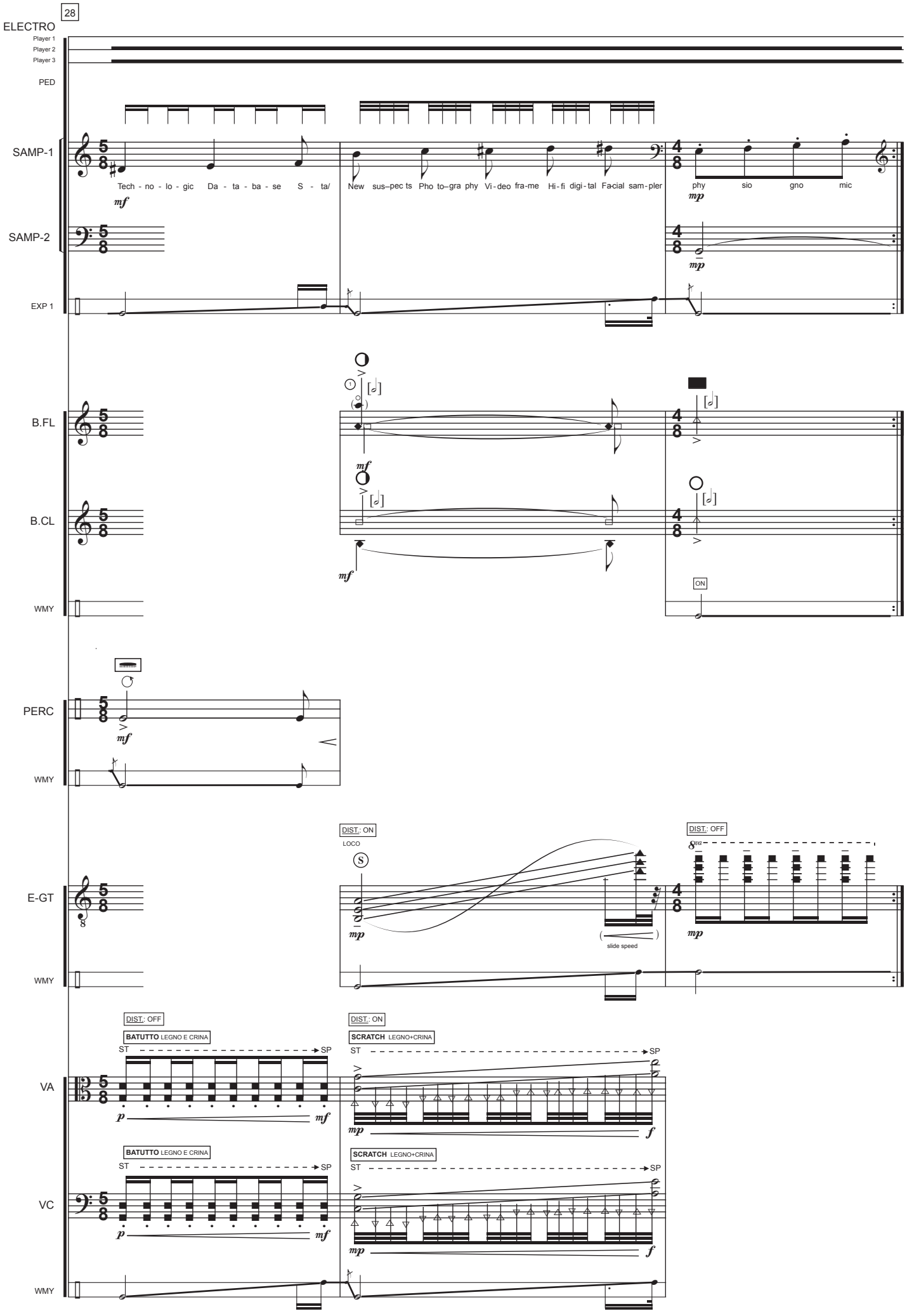

10
ELECTRO
Player 1
Player 2
Player 3
PED
SAMP-1
Ma-chine lear-ning Tech - no - lo - gic Da - ta /
phy sio gno mic
S - ta - tis - tics Ar - ti - fi - cial/In - tel - li - gen - ce
phy gno sio
SAMP-2
EXP 1
B.FL
B.CL
INSP.
WMY
PERC
WMY
E-GT
GLISS.
SIM.
WMY
BATUTTO LEGNO E CRINA
MUTED STRINGS
ST
SP
VA
SIM.
+ST
BATUTTO LEGNO E CRINA
MUTED STRINGS
VC
WMY

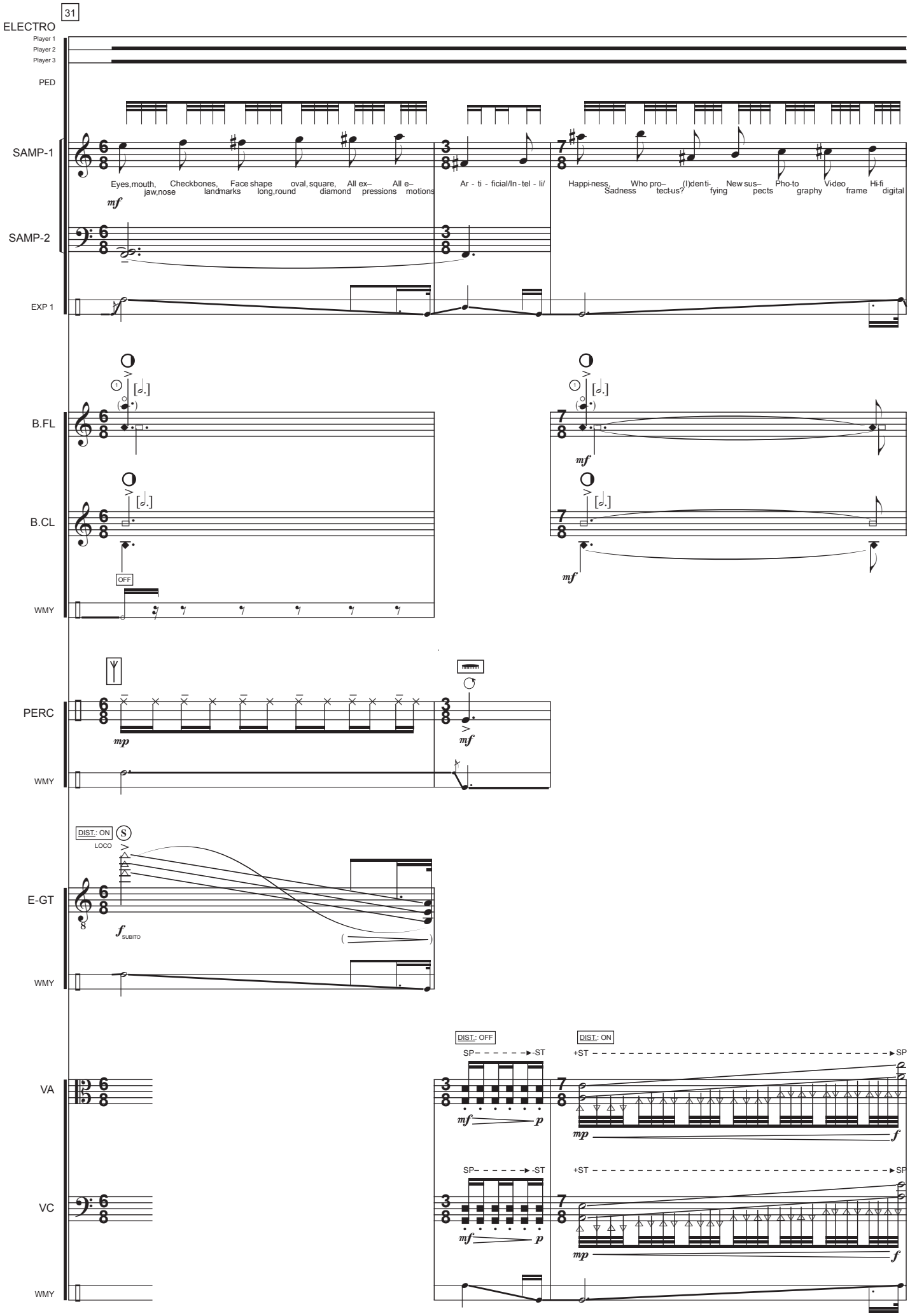

14
ELECTRO
Player 1
Player 2
Player 3
PED
SAMP-1
Re - cog - ni - tion Ma - chine lear - ning Tech - no - lo - gic Da - ta /
gno mic
S - ta - tis - tics Ar - ti - fi - cial/In - tel - li - gen - ce Face de - tec - tion
SAMP-2
EXP 1
B.FL
B.CL
EXP.
WMY
PERC
E-GT
VA
VC
SP
+ST

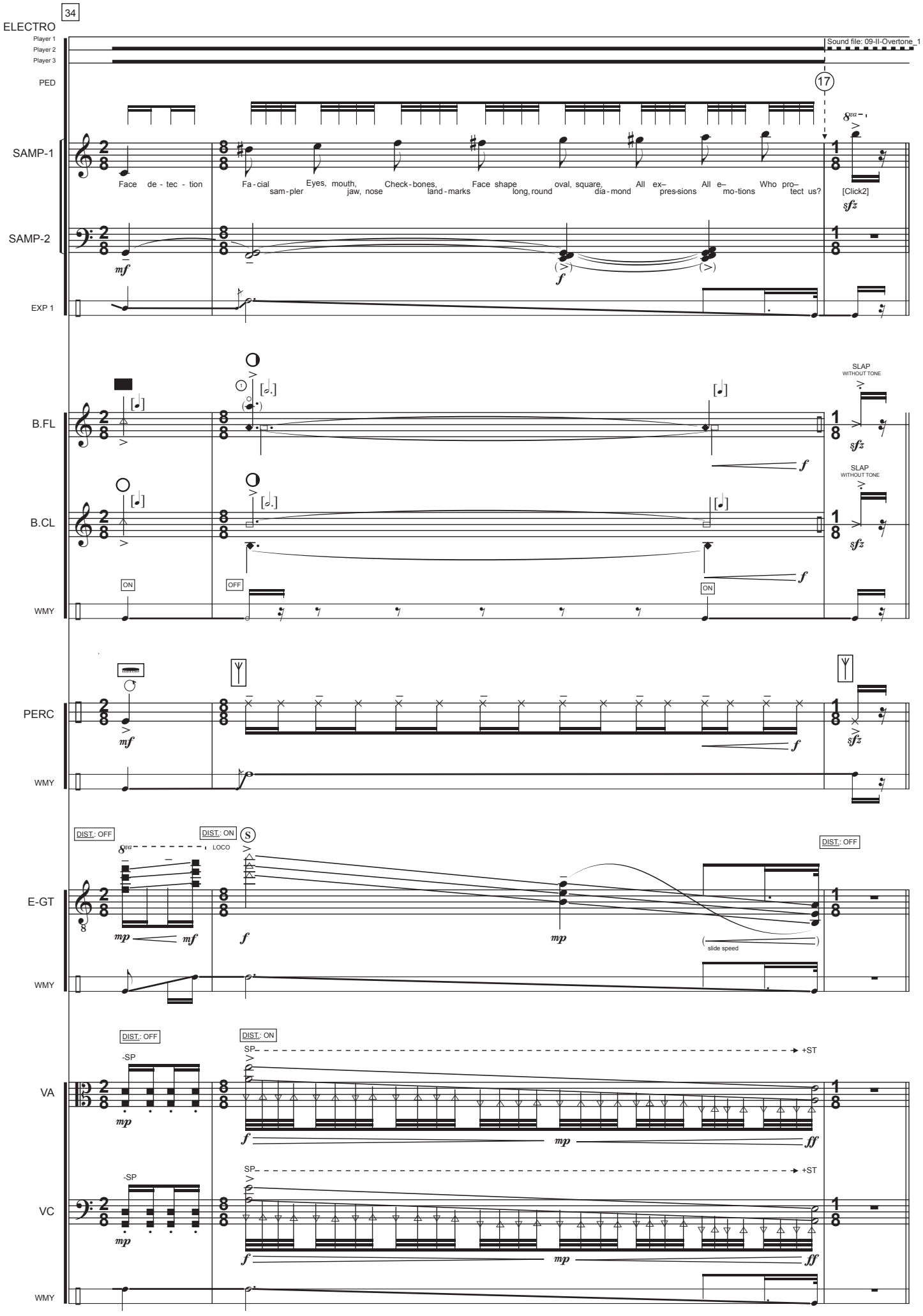

17
ELECTRO
Player 1
Player 2
Player 3
PED
Sound file: 09-II-Overtone_1
Sound file: 08-II-Photo_Click
Sound file: 06-I&II-Noise_high
12
13
14
SAMP-1
SAMP-2
EXP 1
B.FL
B.CL
WMY
PERC
E-GT
VA
VC
~10"
poco
[Click2]
[Click1]
[Click3]
phy ob sio ser gno
SLAP
WITHOUT TONE
OFF
FREEZE
[on]
[off]
WHAMMY BAR
slow
as high as possible
(volume knob)
TAPPING
R.H.
MUTED STRINGS
-SP

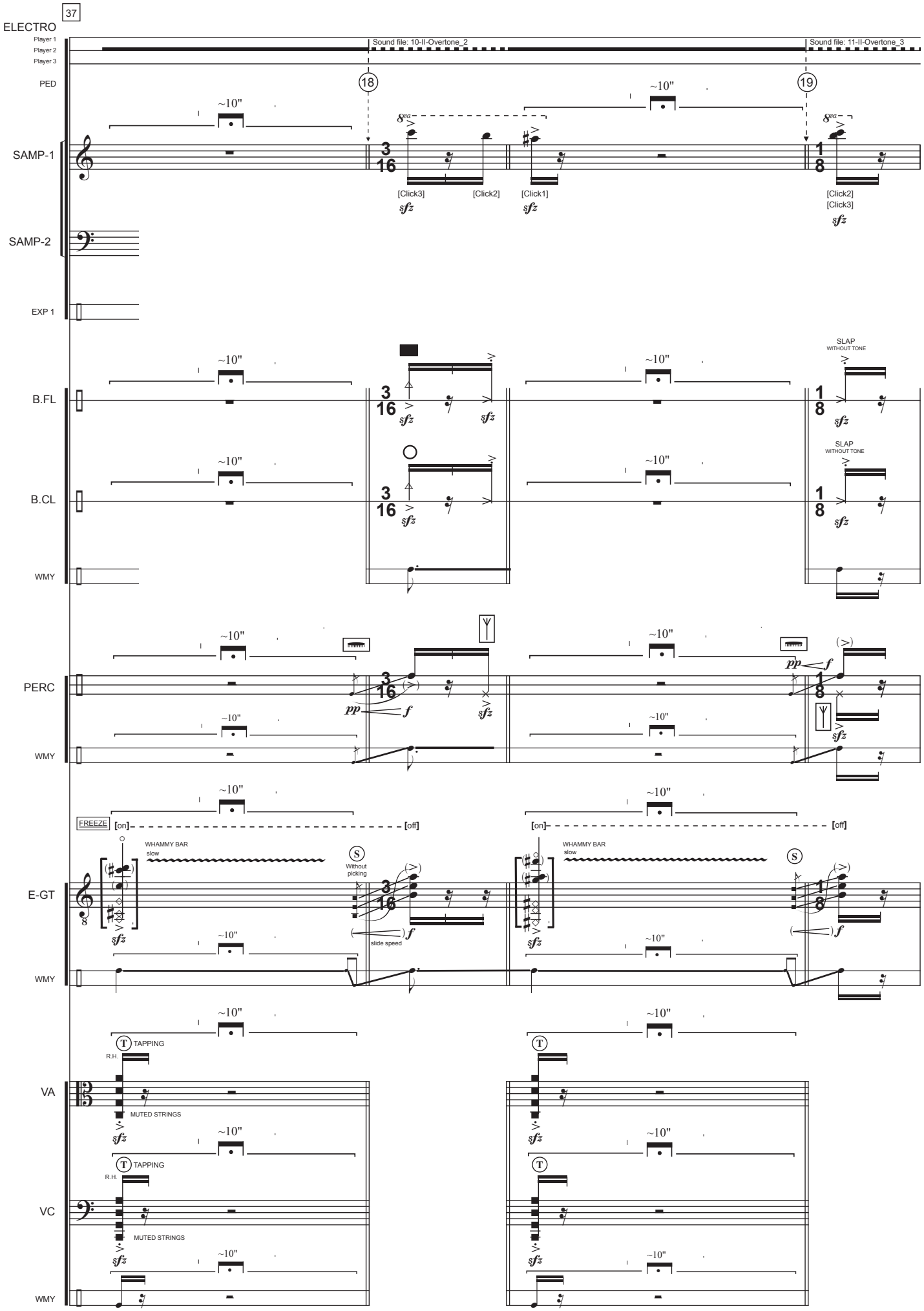

22
ELECTRO
Player 1
Player 2
Player 3
PED
(sim.)
15
16
SAMP-1
Ma-chine lear-ning Tech - no - lo - gic Da - ta - ba - se S - ta - tis - tics
Ar - ti - fi - cial/In - tel - li - gen - ce Face de - tec - tion Re - cog/
mf
EXP 1
B.FL
B.CL
3/4 air
1/4 pitch
VOICE
(any octave)
WMY
PERC
8va up / 8va down
mp
(DRIVE: ON)
TONLOS
E-GT
p
BATUTTO LEGNO E CRINA
+ST
SP
VA
VC

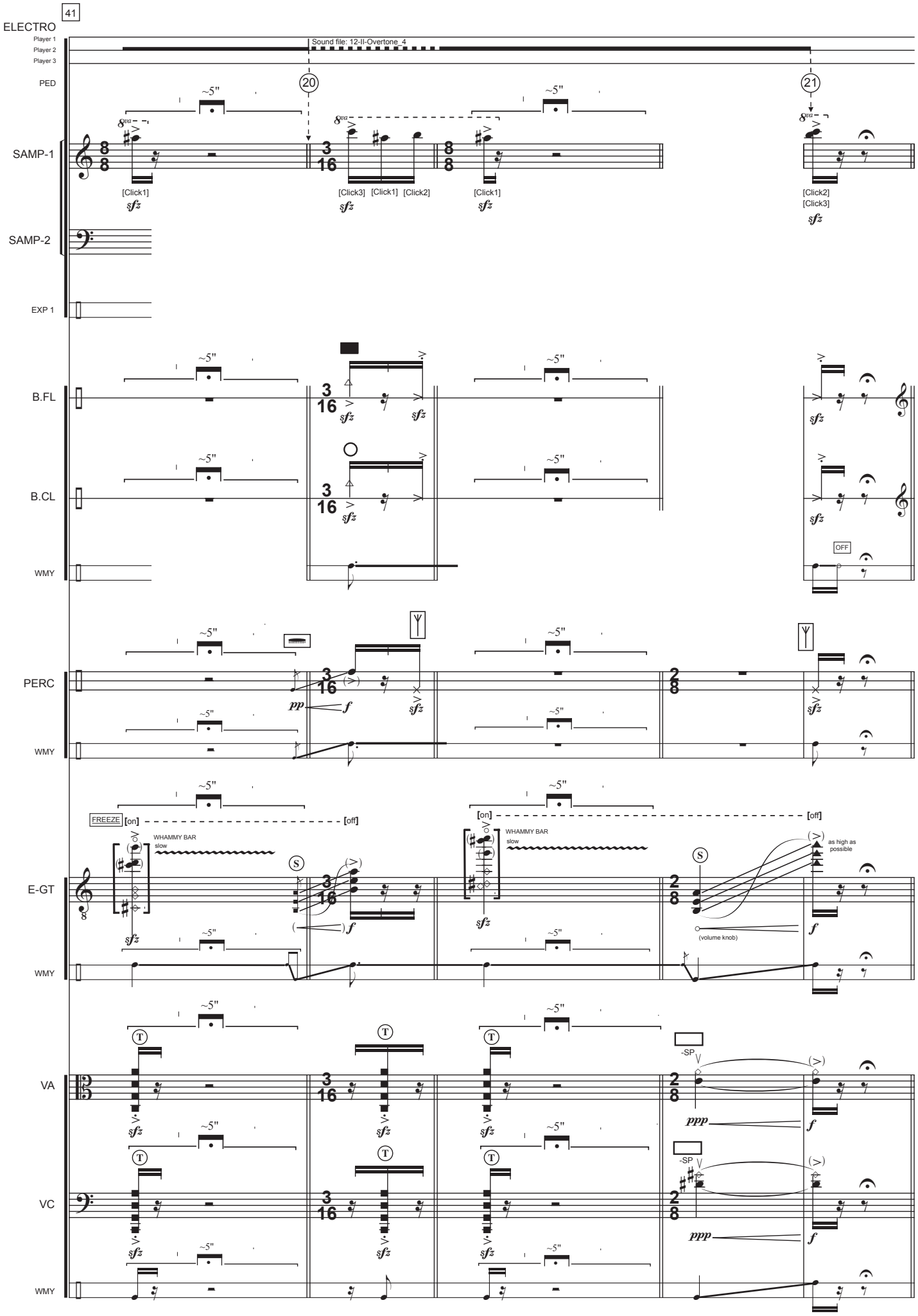

25
ELECTRO
Player 1
Player 2
Player 3
PED
SAMP-1
Bi - o - me tric/Se - curi - ty sys - tem/I - den - ti - fy - ing
va tion mic ob sio gno
ob ser va tion
SAMP-2
EXP 1
B.FL
B.CL
3/4 air
1/4 pitch
VOICE
(any octave)
ON
OFF
WMY
PERC
DIST.: ON
SLIDE
as high as possible
LOCO
SUBITO
DIST.: OFF
E-GT
DISTORSION: ON
SCRATCH LEGNO+CRINA (bow parallel to the strings)
SP
ST
VA
VC

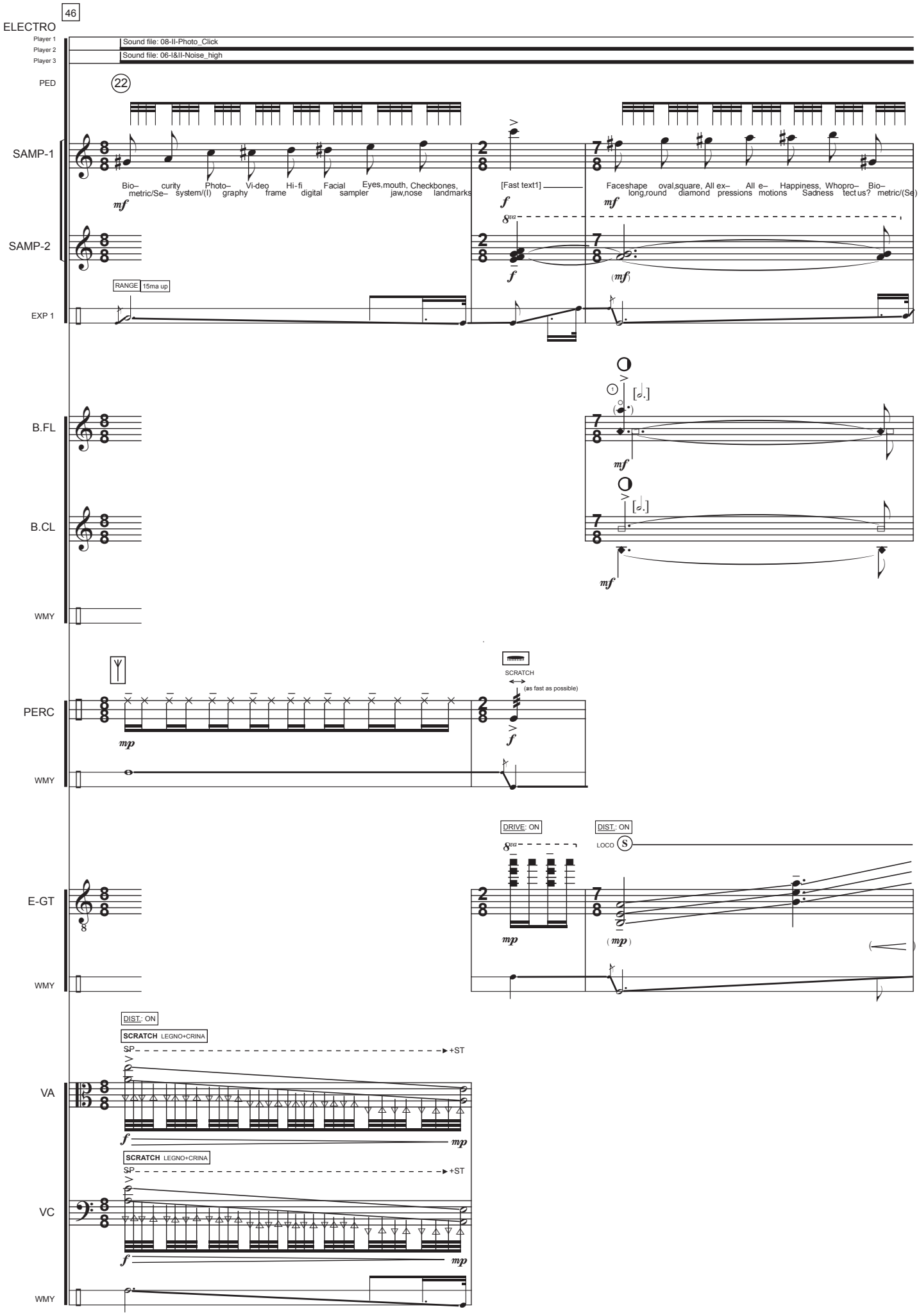

28
ELECTRO
Player 1
Player 2
Player 3
PED
SAMP-1
Tech - no - lo - gic Da - ta - ba - se S - ta/ New sus–pec ts Pho to–gra phy Vi - deo fra-me Hi - fi digi - tal Fa-cial sam - pler phy sio gno mic
mf
mp
SAMP-2
EXP 1
B.FL
B.CL
WMY
ON
PERC
DIST.: ON
LOCO
DIST.: OFF
slide speed
E-GT
DIST.: OFF
BATUTTO LEGNO E CRINA
ST
SP
DIST.: ON
SCRATCH LEGNO+CRINA
VA
VC

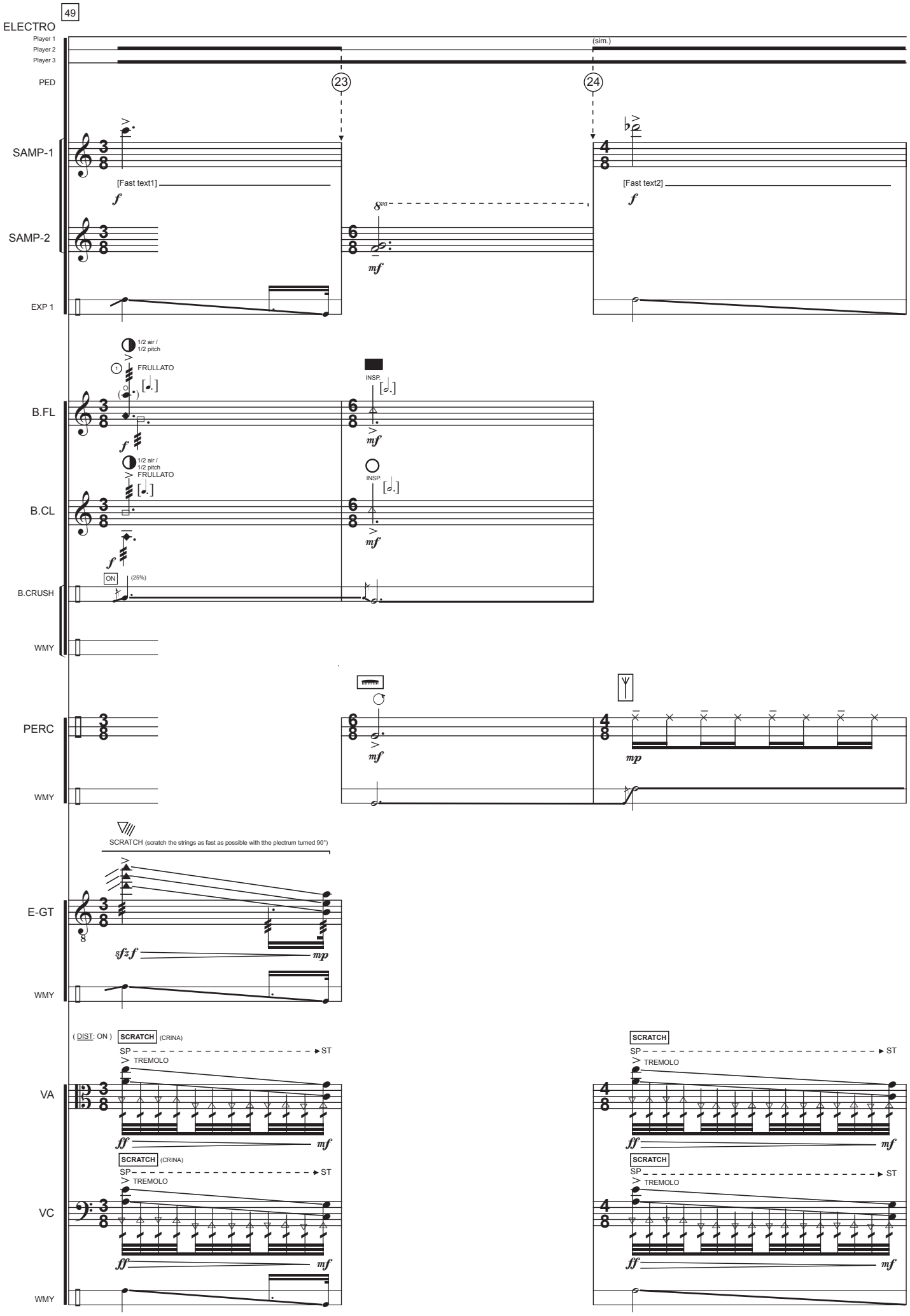

31
ELECTRO
Player 1
Player 2
Player 3
PED
SAMP-1
Eyes, mouth, jaw, nose
Checkbones, landmarks
Face shape long, round
oval, square, diamond
All ex– pressions
All e– motions
Ar - ti - ficial/In - tel - li/
Happi-ness, Sadness
Who pro– tect-us?
(I)den ti- fying
New sus– pects
Pho-to graphy
Vi-deo
frame
Hi-fi
digital
mf
SAMP-2
EXP 1
B.FL
B.CL
OFF
WMY
PERC
mp
mf
DIST.: ON
LOCO
E-GT
f SUBITO
DIST.: OFF
SP– - - - - - ►-ST
+ST - ►SP
VA
VC

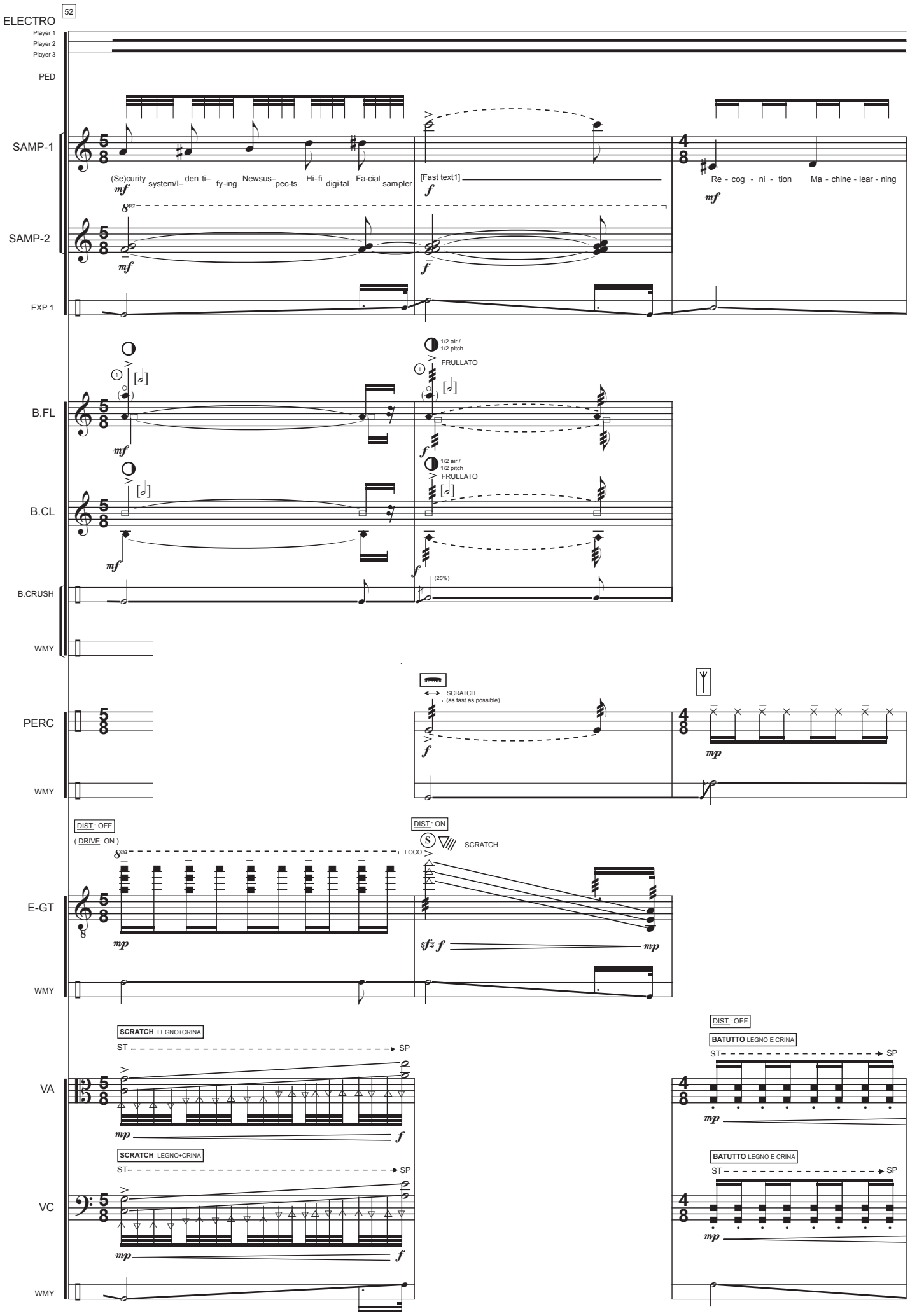

34
ELECTRO
Player 1
Player 2
Player 3
PED
Sound file: 09-II-Overtone_1
17
SAMP-1
Face de - tec - tion
Fa - cial sam - pler
Eyes, mouth, jaw, nose
Check - bones, land - marks
Face shape long, round
oval, square, dia - mond
All ex– pres-sions
All e– mo-tions
Who pro– tect us?
[Click2]
SAMP-2
EXP 1
B.FL
B.CL
SLAP
WITHOUT TONE
ON
OFF
WMY
PERC
DIST.: OFF
DIST.: ON
LOCO
E-GT
slide speed
VA
VC
-SP
SP–
+ST

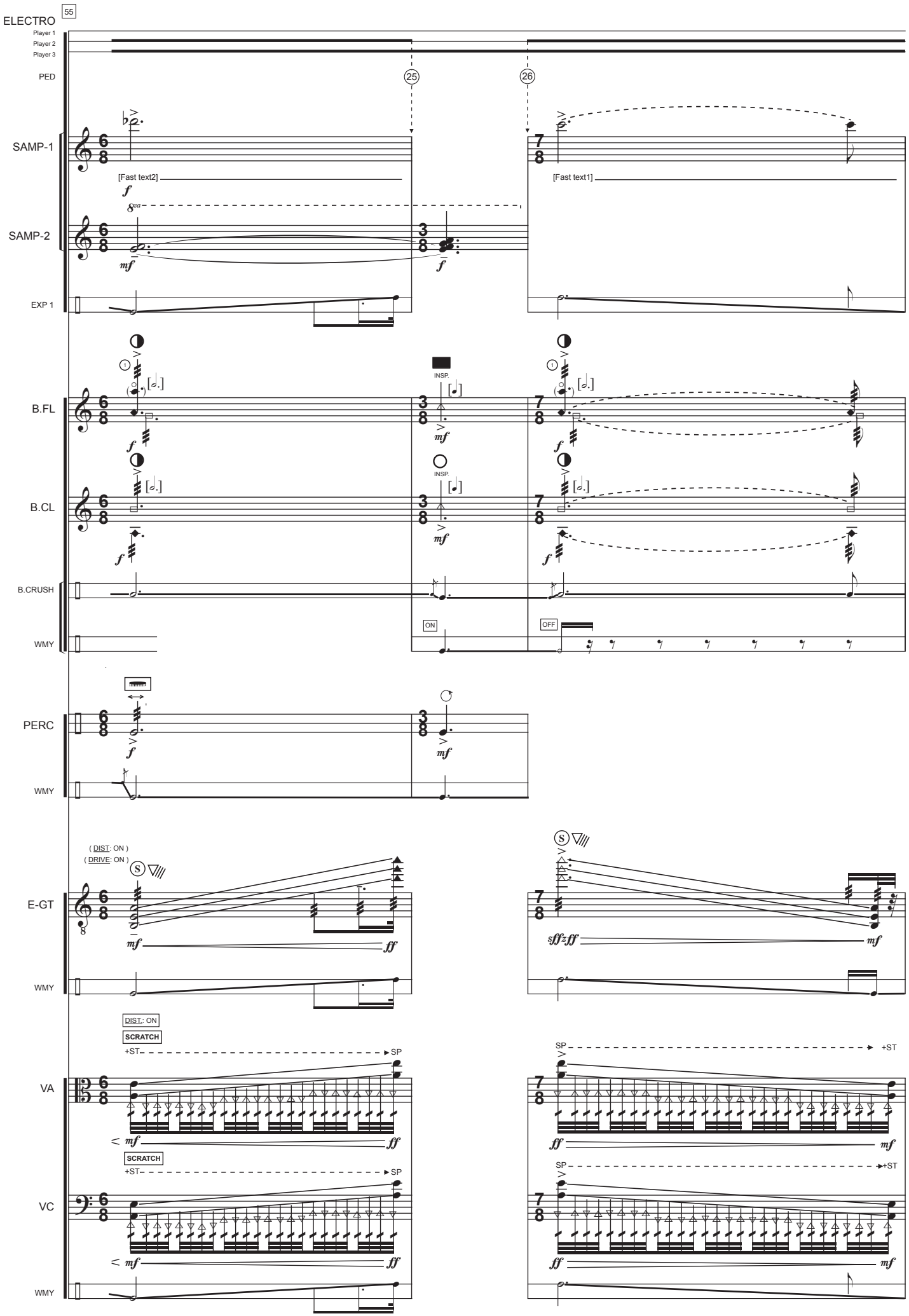

37
ELECTRO
Player 1
Player 2
Player 3
PED
Sound file: 10-II-Overtone_2
Sound file: 11-II-Overtone_3
18
19
SAMP-1
SAMP-2
EXP 1
B.FL
B.CL
WMY
PERC
WMY
FREEZE
[on]
[off]
WHAMMY BAR
slow
Without picking
slide speed
E-GT
WMY
TAPPING
R.H.
MUTED STRINGS
VA
VC
WMY
SLAP
WITHOUT TONE
[Click1]
[Click2]
[Click3]
~10"

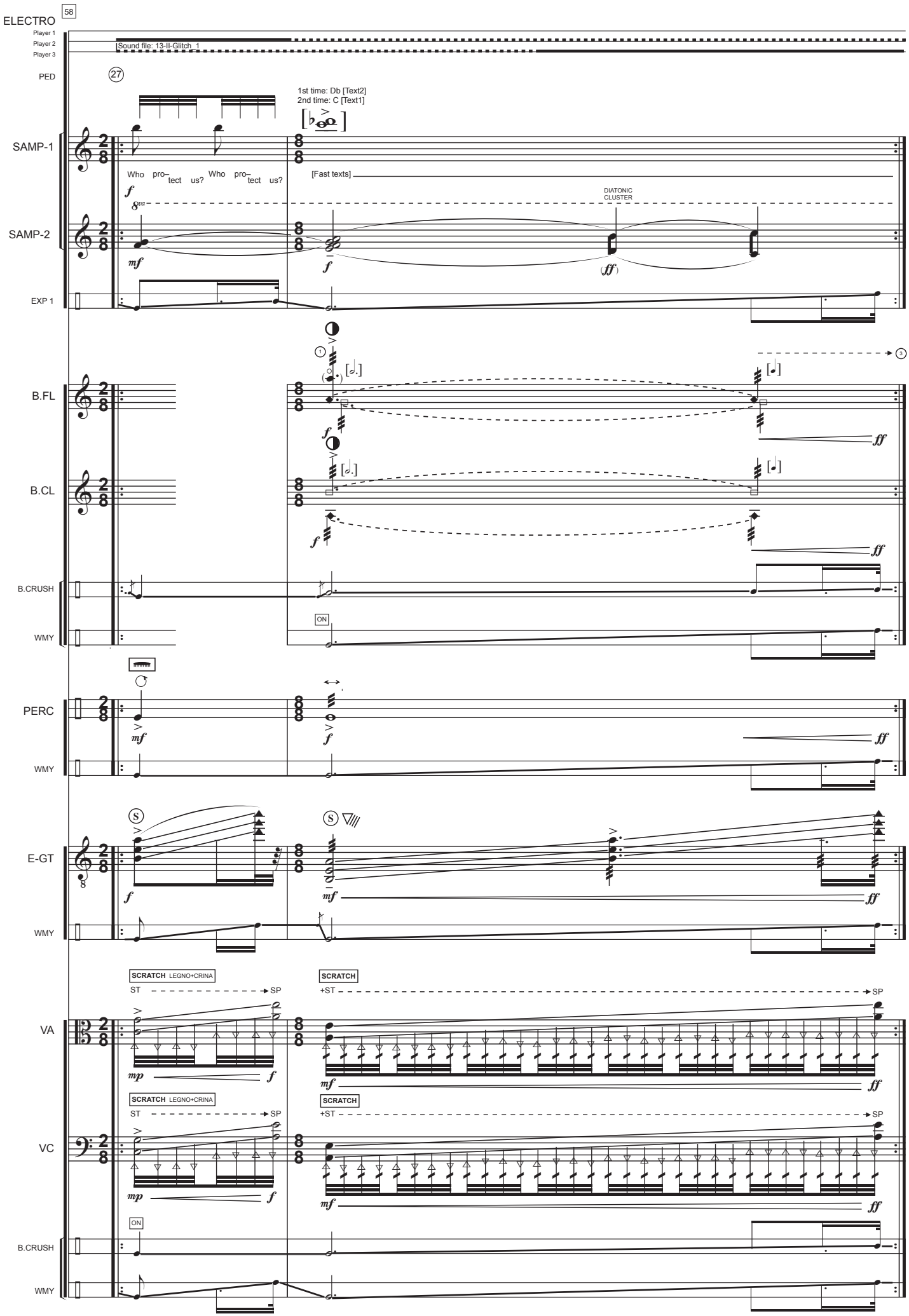

41
ELECTRO
Player 1
Player 2
Player 3
PED
Sound file: 12-II-Overtone_4
20
21
SAMP-1
SAMP-2
EXP 1
B.FL
B.CL
WMY
PERC
E-GT
VA
VC
~5"
[Click1]
[Click3] [Click1] [Click2]
[Click2] [Click3]
OFF
FREEZE
[on]
[off]
WHAMMY BAR
slow
as high as possible
(volume knob)
-SP
pp
f
ppp
sfz

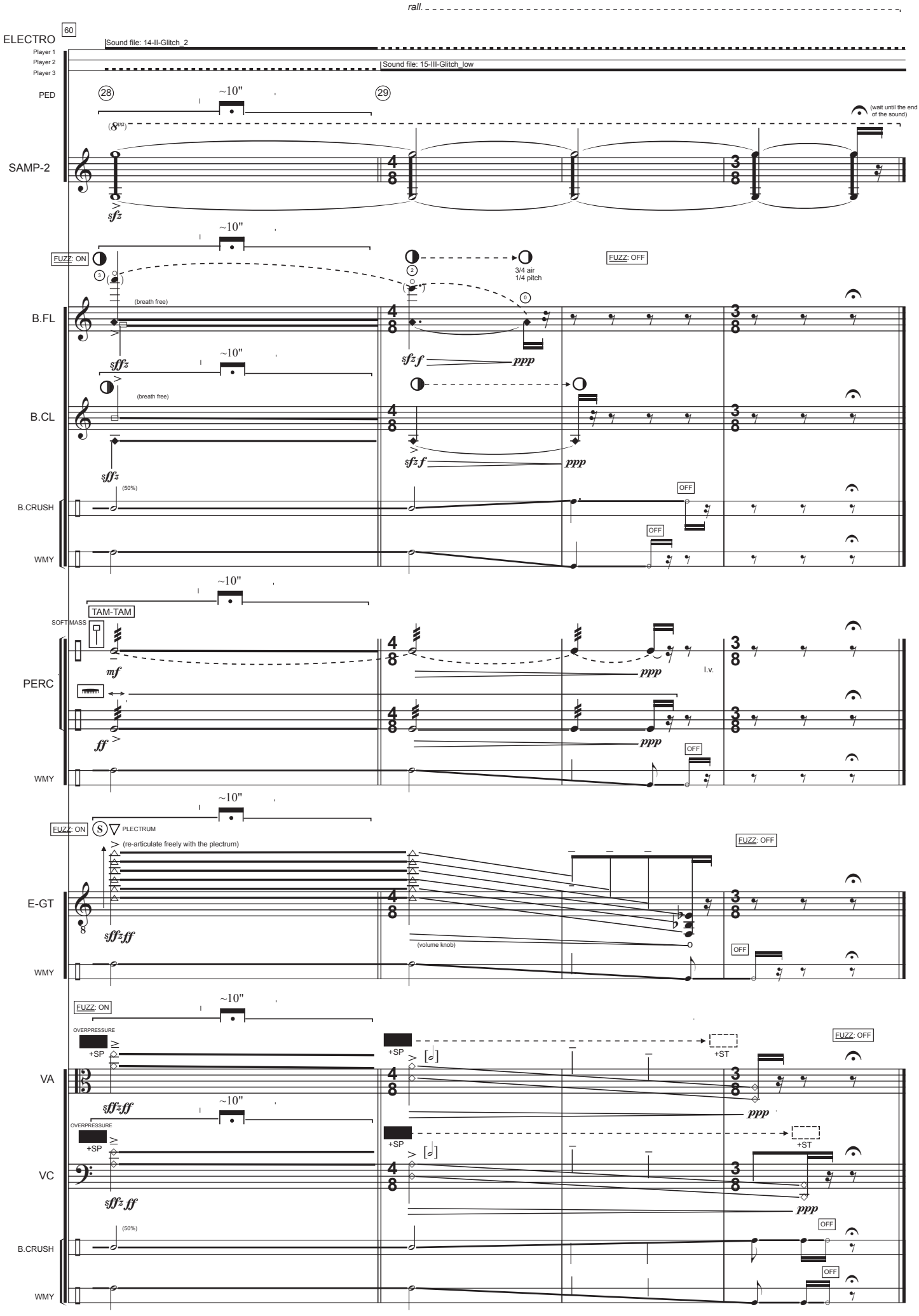

46
ELECTRO
Player 1
Player 2
Player 3
Sound file: 08-II-Photo_Click
Sound file: 06-I&II-Noise_high
PED
22
SAMP-1
Bio– metric/Se– curity system/(I) Photo– graphy Vi-deo frame Hi-fi digital Facial sampler Eyes,mouth, jaw,nose Checkbones, landmarks
[Fast text1]
Faceshape long,round oval,square, diamond All ex– pressions All e– motions Happiness, Sadness Whopro– tect us? Bio– metric/(Se)
mf
f
mf
SAMP-2
8va
f
(mf)
RANGE
15ma up
EXP 1
B.FL
B.CL
mf
mf
WMY
PERC
SCRATCH
(as fast as possible)
mp
f
WMY
DRIVE: ON
DIST.: ON
LOCO
S
E-GT
8va
mp
(mp)
WMY
DIST.: ON
SCRATCH LEGNO+CRINA
SP
+ST
VA
f
mp
SCRATCH LEGNO+CRINA
SP
+ST
VC
f
mp
WMY


49
ELECTRO
Player 1
Player 2
Player 3
PED
(sim.)
23
24
SAMP-1
[Fast text1]
f
[Fast text2]
f
SAMP-2
mf
EXP 1
1/2 air /
1/2 pitch
FRULLATO
INSP.
B.FL
f
mf
1/2 air /
1/2 pitch
FRULLATO
INSP.
B.CL
f
mf
ON
(25%)
B.CRUSH
WMY
PERC
mf
mp
WMY
SCRATCH (scratch the strings as fast as possible with tthe plectrum turned 90°)
E-GT
sfz f
mp
WMY
(DIST: ON)
SCRATCH (CRINA)
SP
ST
TREMOLO
VA
ff
mf
SCRATCH (CRINA)
SP
ST
TREMOLO
VC
ff
mf
WMY
SCRATCH
SP
ST
TREMOLO
ff
mf
SCRATCH
SP
ST
TREMOLO
ff
mf


ELECTRO
52
Player 1
Player 2
Player 3
PED
SAMP-1
(Se)curity system/l– den ti– fy-ing Newsus– pec-ts Hi-fi digi-tal Fa-cial sampler
[Fast text1]
Re - cog - ni - tion Ma - chine - lear - ning
SAMP-2
EXP 1
B.FL
1/2 air / 1/2 pitch
FRULLATO
B.CL
1/2 air / 1/2 pitch
FRULLATO
B.CRUSH
(25%)
WMY
PERC
SCRATCH
(as fast as possible)
WMY
DIST.: OFF
(DRIVE: ON)
DIST.: ON
SCRATCH
LOCO
E-GT
WMY
SCRATCH LEGNO+CRINA
ST
SP
VA
SCRATCH LEGNO+CRINA
ST
SP
VC
WMY
DIST.: OFF
BATUTTO LEGNO E CRINA
ST
SP
BATUTTO LEGNO E CRINA
ST
SP

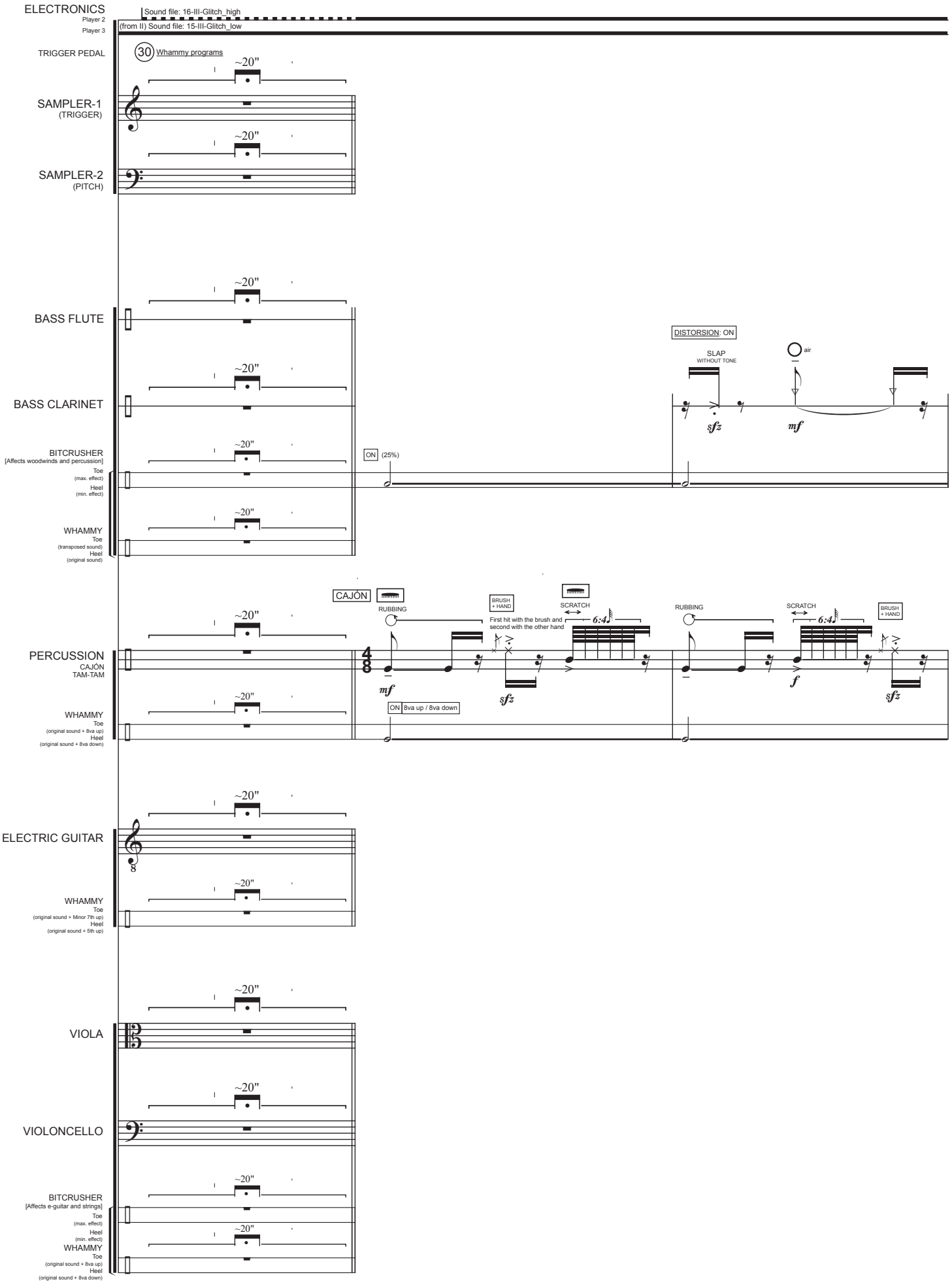

ELECTRO
55
Player 1
Player 2
Player 3
PED
25
26
SAMP-1
[Fast text2]
[Fast text1]
SAMP-2
EXP 1
B.FL
INSP.
B.CL
INSP.
B.CRUSH
ON
OFF
WMY
PERC
WMY
(DIST: ON)
(DRIVE: ON)
E-GT
WMY
DIST: ON
SCRATCH
+ST
SP
VA
SCRATCH
+ST
SP
VC
WMY

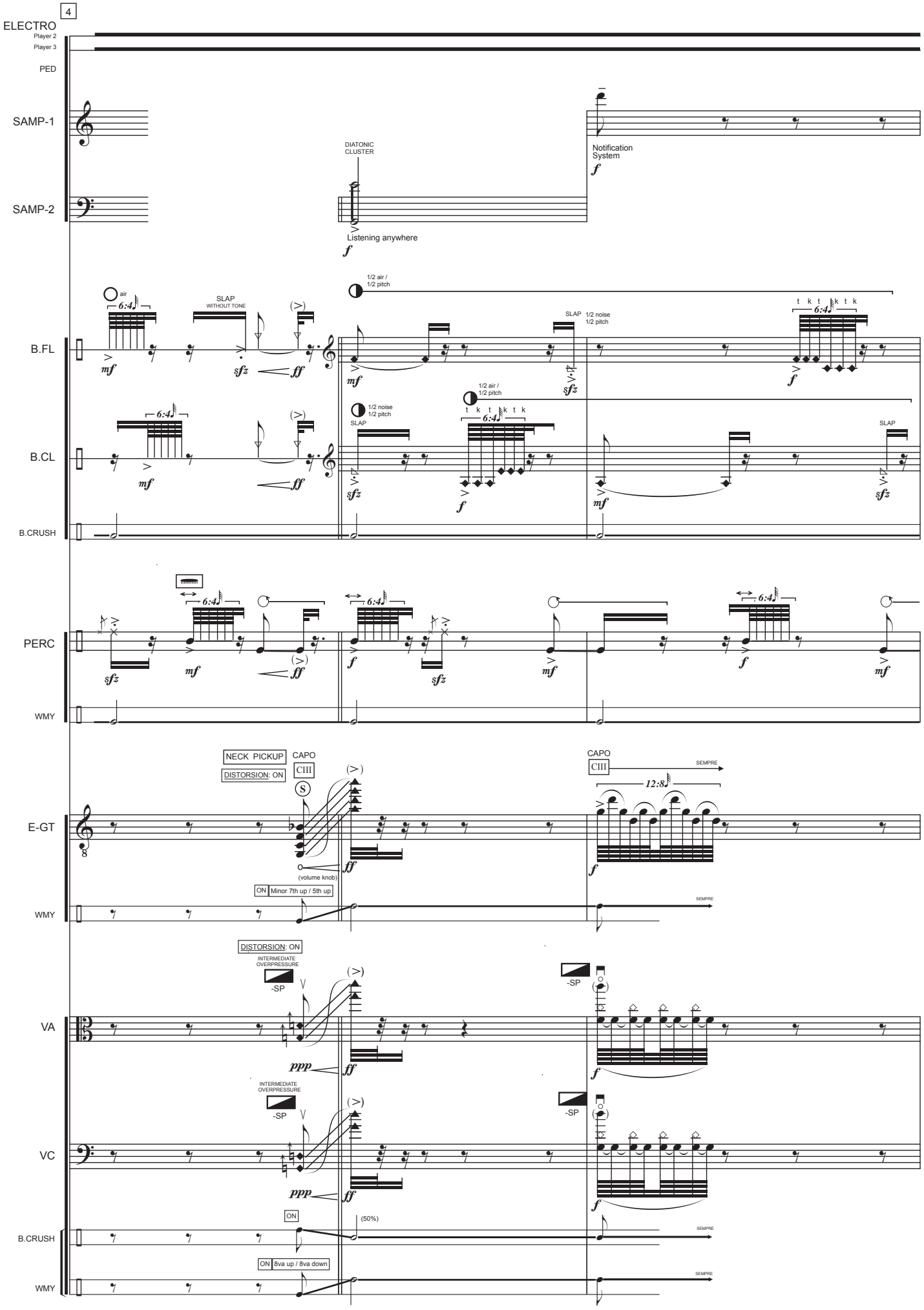

ELECTRO
58
Player 1
Player 2
Player 3
Sound file: 13-II-Glitch_1
PED
27
1st time: Db [Text2]
2nd time: C [Text1]
SAMP-1
Who pro– tect us? Who pro– tect us?
[Fast texts]
SAMP-2
DIATONIC CLUSTER
EXP 1
B.FL
B.CL
B.CRUSH
ON
WMY
PERC
E-GT
SCRATCH LEGNO+CRINA
ST
SP
SCRATCH
+ST
VA
VC

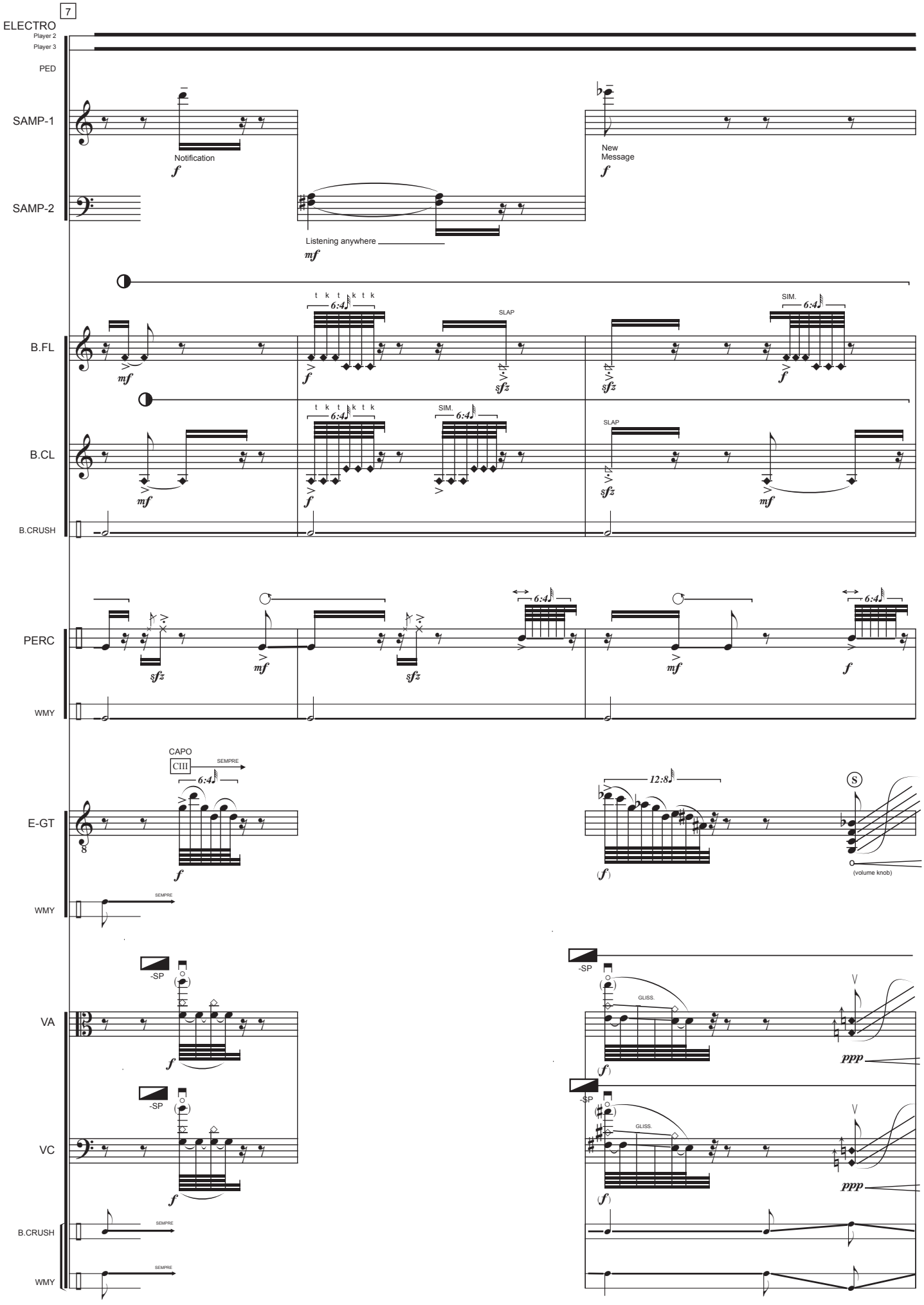

rall.
ELECTRO
60
Player 1
Player 2
Player 3
Sound file: 14-II-Glitch_2
Sound file: 15-III-Glitch_low
PED
28
~10"
29
(wait until the end of the sound)
SAMP-2
8va
sfz
FUZZ: ON
FUZZ: OFF
3/4 air
1/4 pitch
B.FL
(breath free)
sffz
sfz f
ppp
B.CL
(50%)
OFF
B.CRUSH
WMY
TAM-TAM
SOFT MASS
PERC
mf
ff
l.v.
PLECTRUM
(re-articulate freely with the plectrum)
E-GT
sffz ff
(volume knob)
OVERPRESSURE
+SP
+ST
VA
VC
ATTACCA

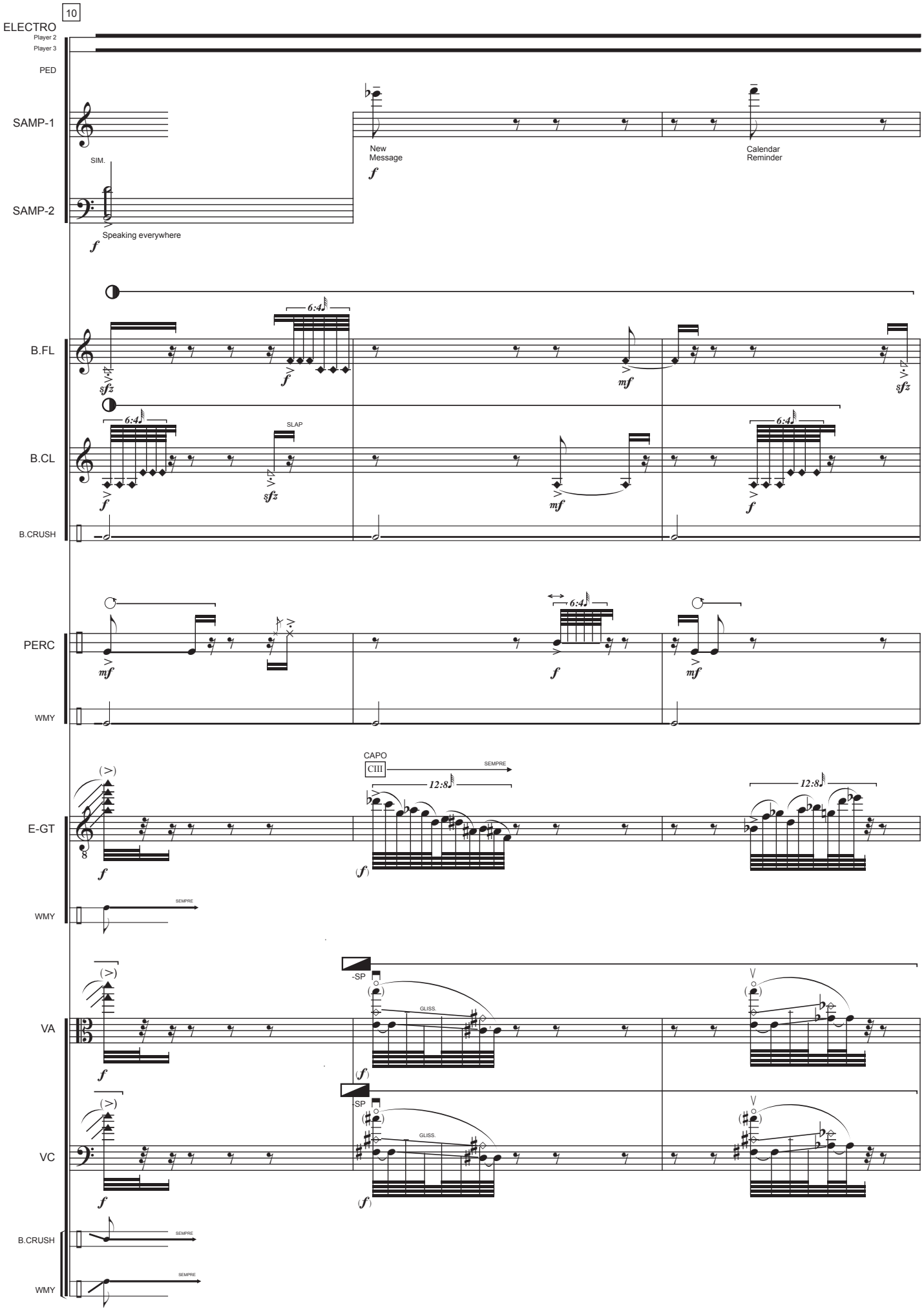
III. DIGITAL PARADOX

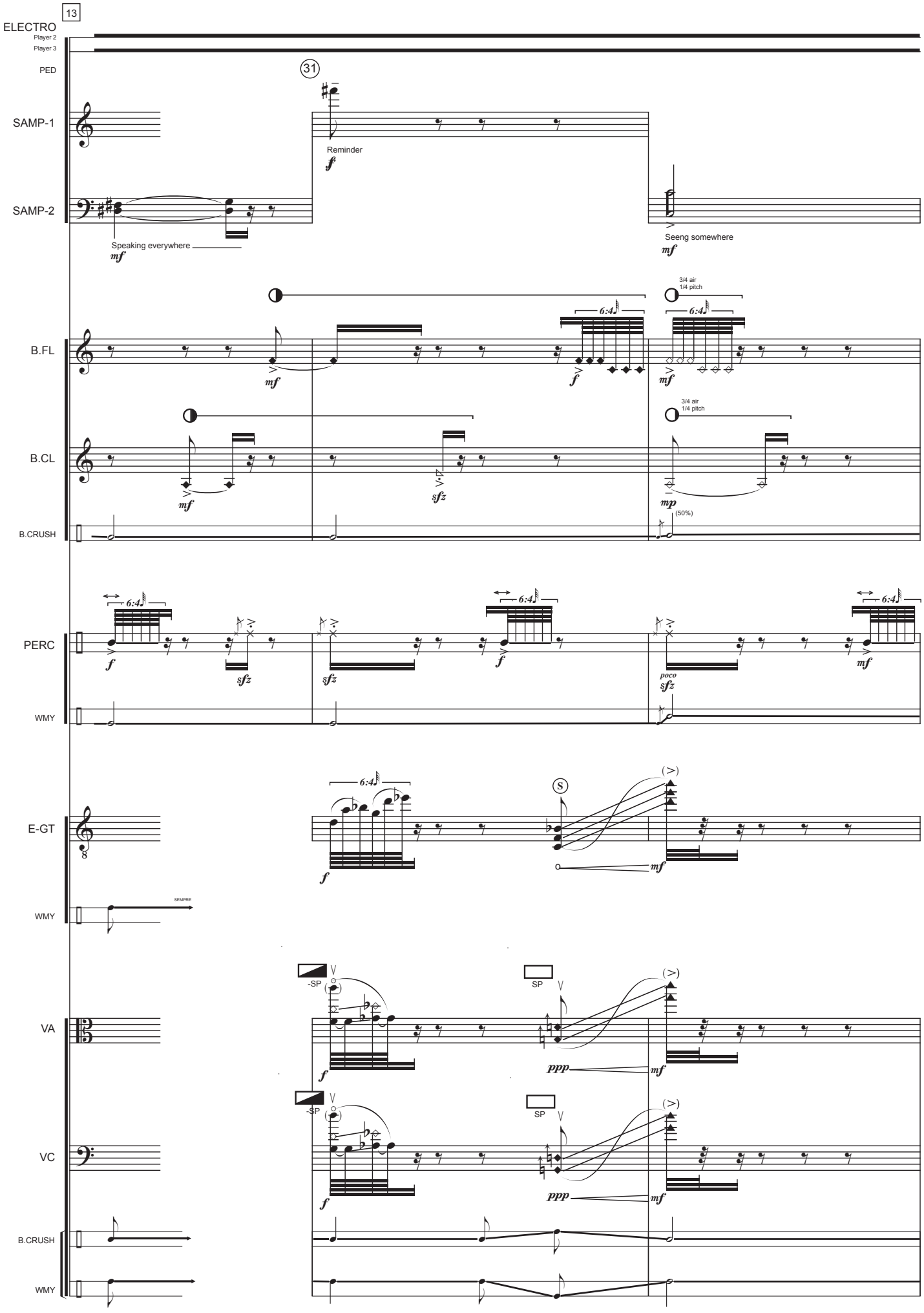
[♪ = 54]

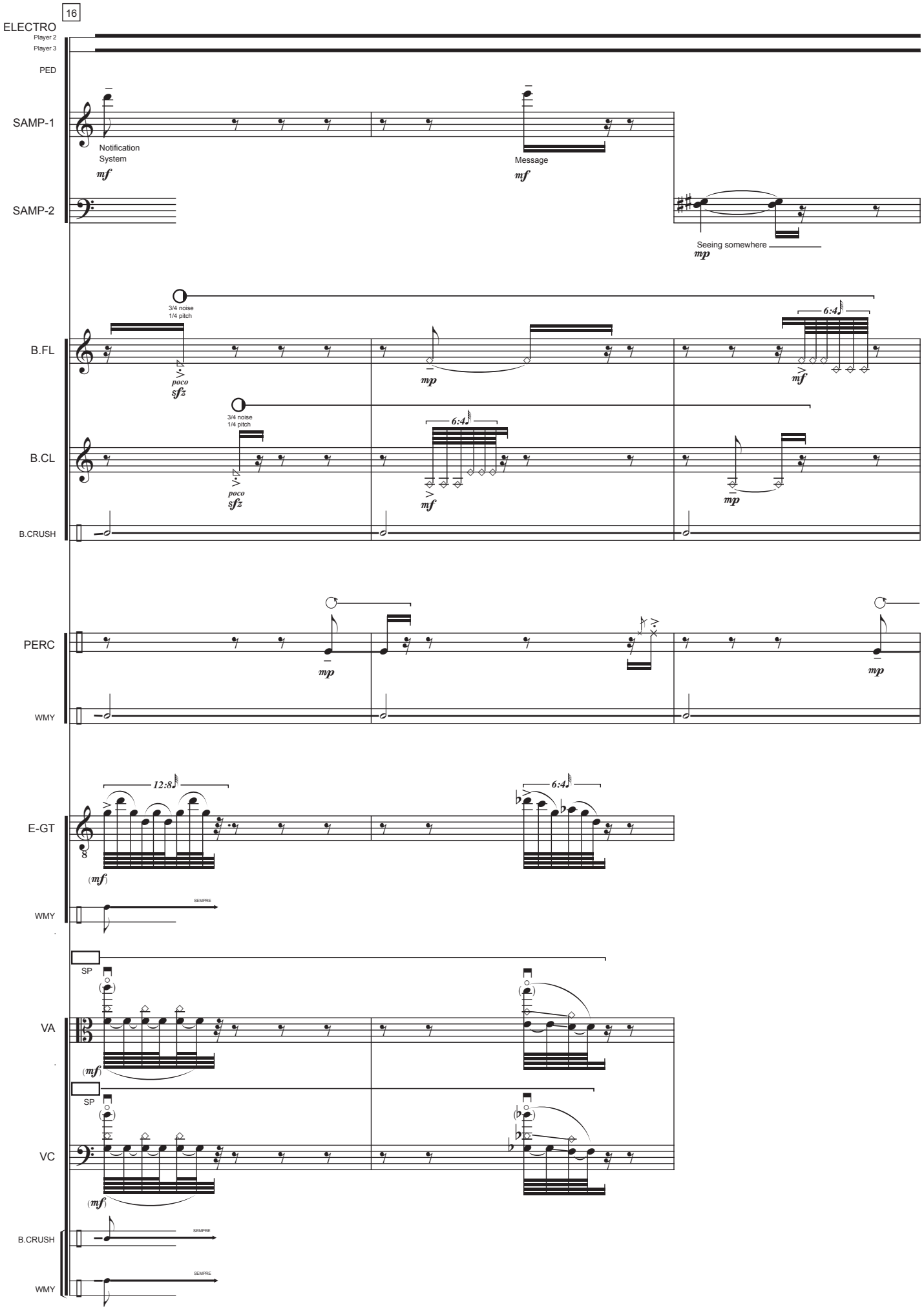


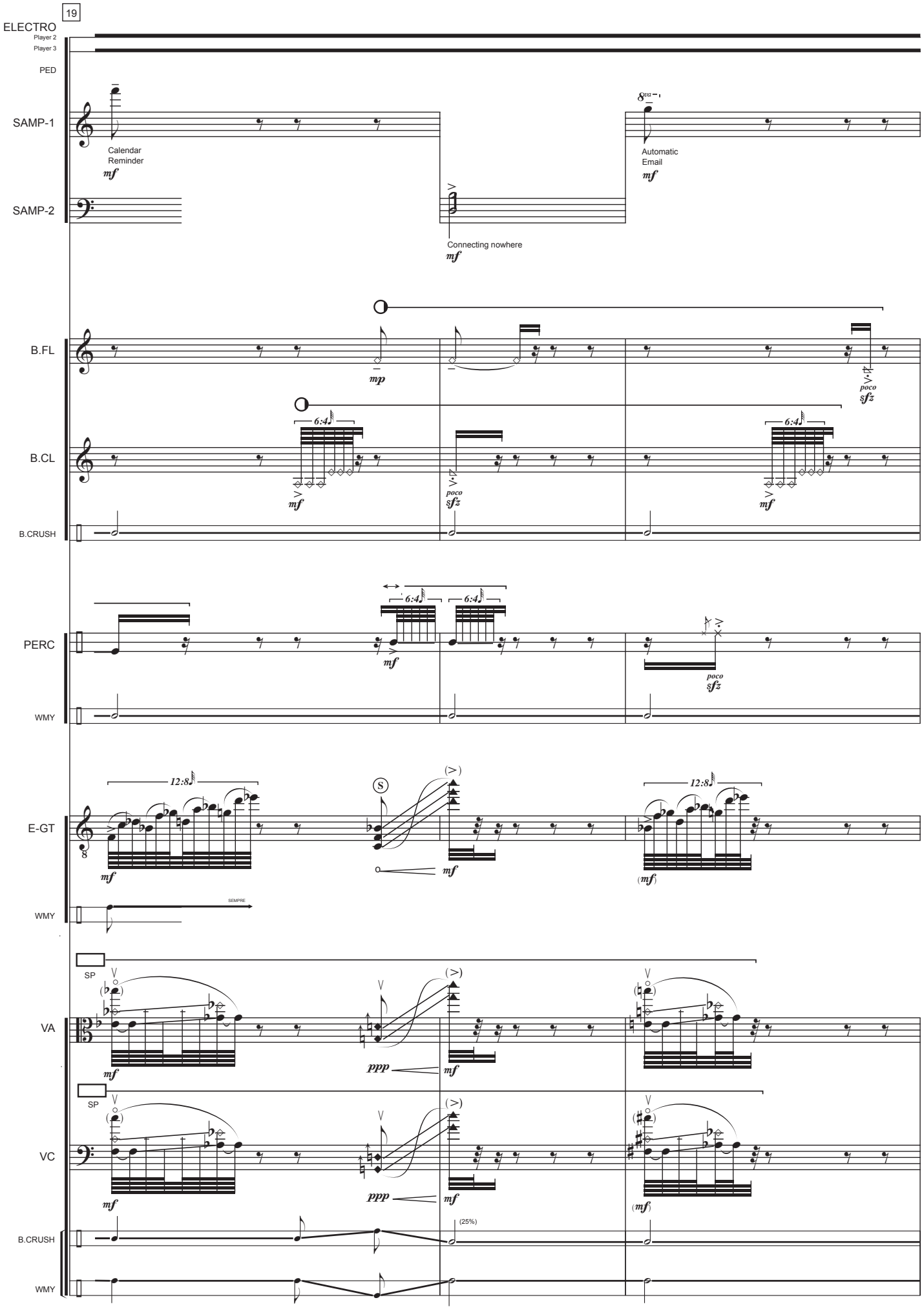

4
ELECTRO
Player 2
Player 3
PED
SAMP-1
SAMP-2
DIATONIC CLUSTER
Listening anywhere
Notification System
B.FL
B.CL
B.CRUSH
air
SLAP
WITHOUT TONE
1/2 air / 1/2 pitch
1/2 noise 1/2 pitch
PERC
WMY
NECK PICKUP
DISTORSION: ON
CAPO
CIII
(volume knob)
ON Minor 7th up / 5th up
SEMPRE
E-GT
VA
VC
INTERMEDIATE OVERPRESSURE
-SP
(50%)
ON 8va up / 8va down

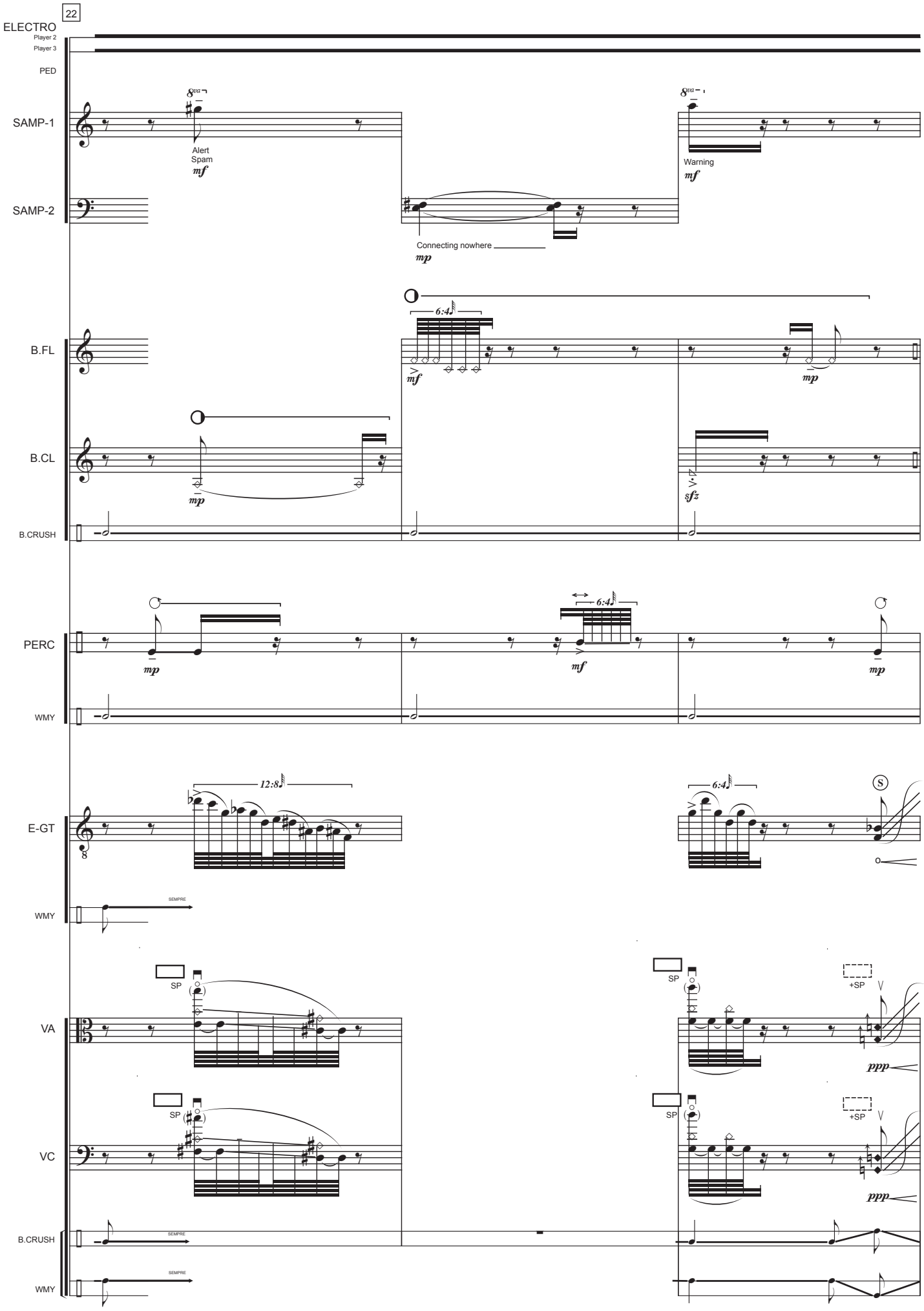

7
ELECTRO
Player 2
Player 3
PED
SAMP-1
Notification
New
Message
SAMP-2
Listening anywhere
B.FL
B.CL
B.CRUSH
SLAP
SIM.
PERC
WMY
CAPO
CIII
SEMPRE
E-GT
(volume knob)
VA
VC
-SP
GLISS.

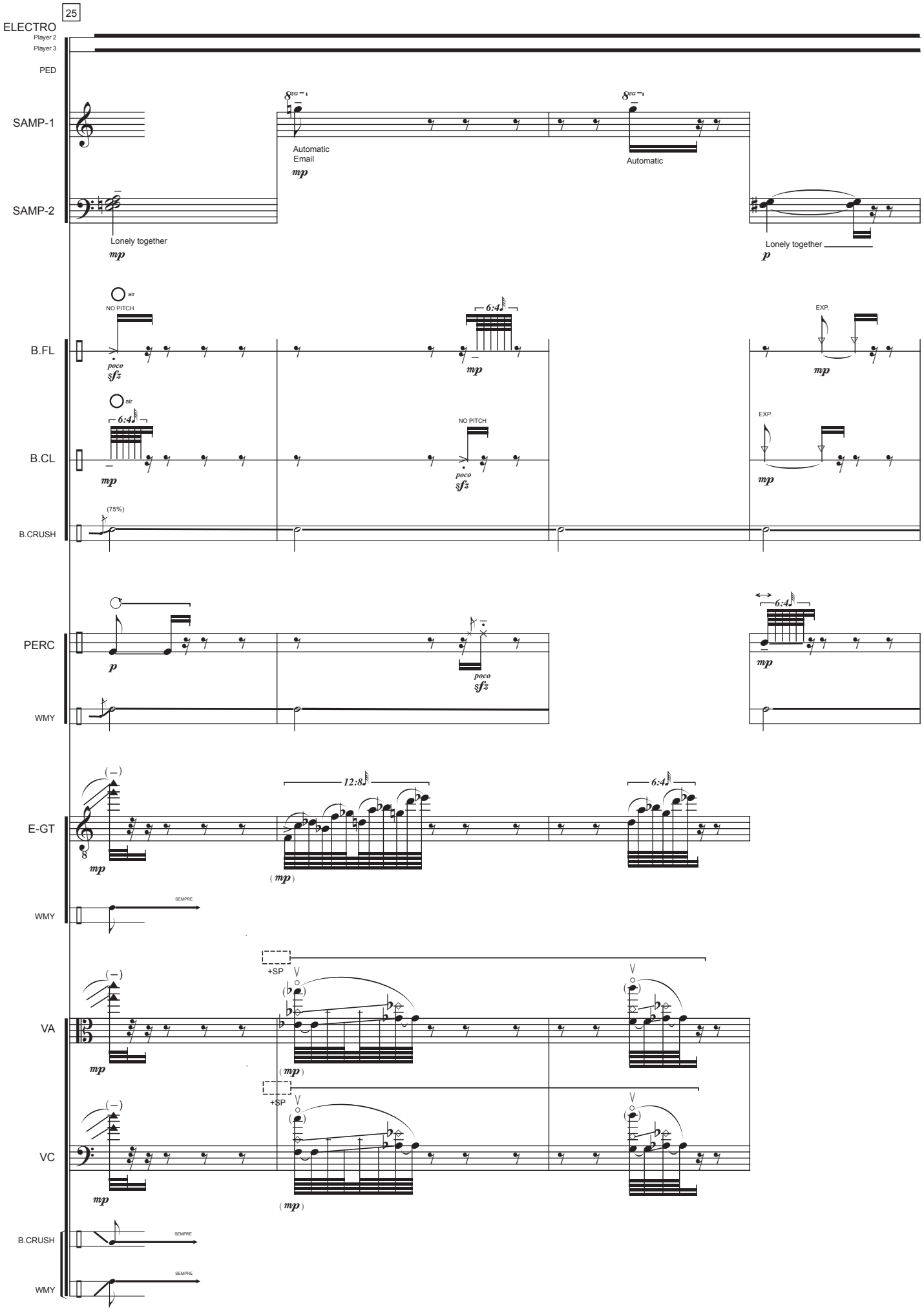

10
ELECTRO
Player 2
Player 3
PED
SAMP-1
SIM.
New
Message
Calendar
Reminder
SAMP-2
Speaking everywhere
B.FL
B.CL
SLAP
B.CRUSH
PERC
WMY
CAPO
CIII
SEMPRE
E-GT
VA
VC
-SP
GLISS
B.CRUSH
WMY

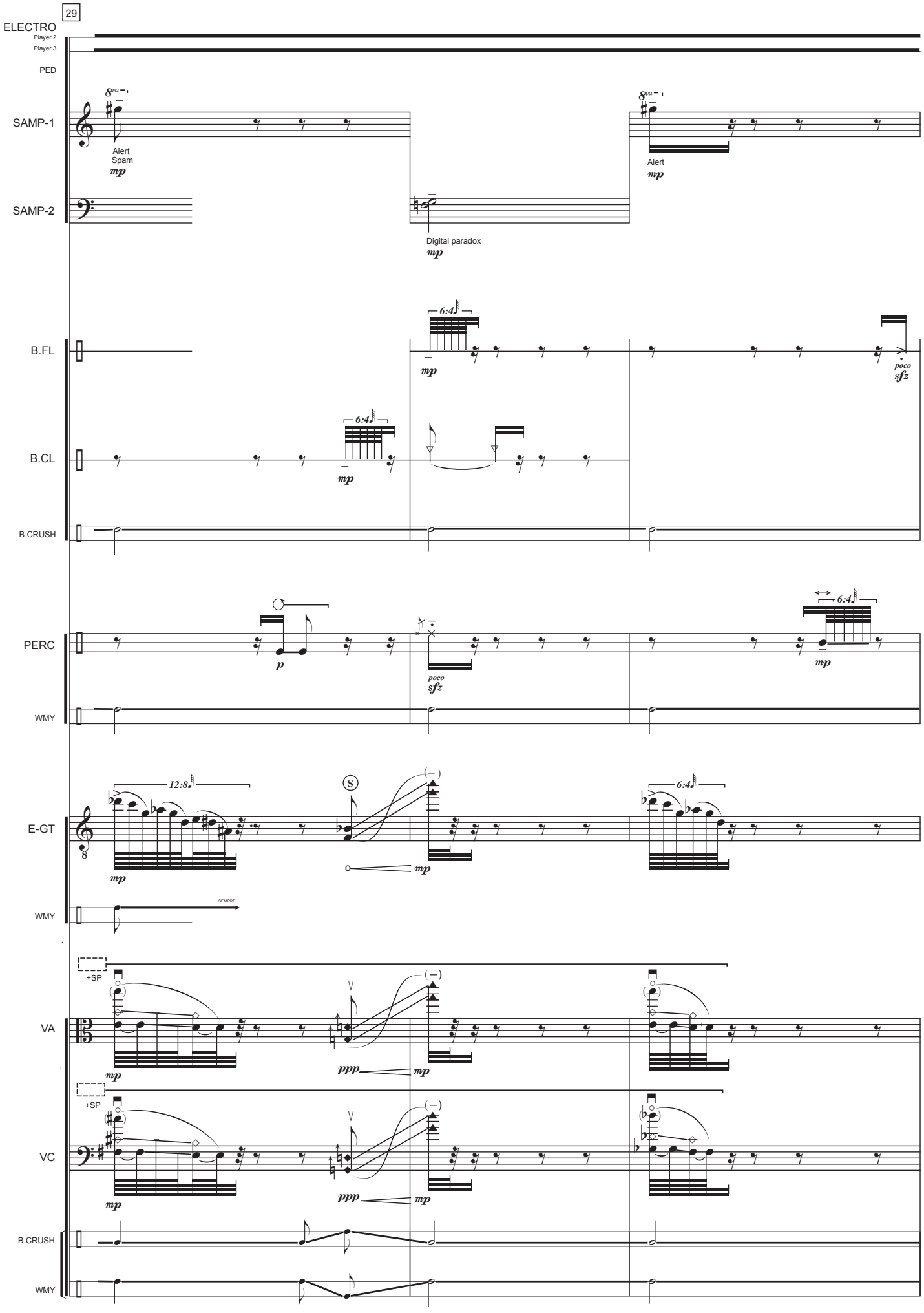

13
ELECTRO
Player 2
Player 3
PED
31
SAMP-1
Reminder
f
SAMP-2
Speaking everywhere
mf
Seeng somewhere
mf
B.FL
3/4 air
1/4 pitch
6:4
mf
f
mf
B.CL
mf
sfz
mp
(50%)
B.CRUSH
PERC
f
sfz
sfz
f
poco
sfz
mf
WMY
E-GT
8
f
S
mf
WMY
SEMPRE
VA
-SP
SP
f
ppp
mf
VC
-SP
SP
f
ppp
mf
B.CRUSH
WMY

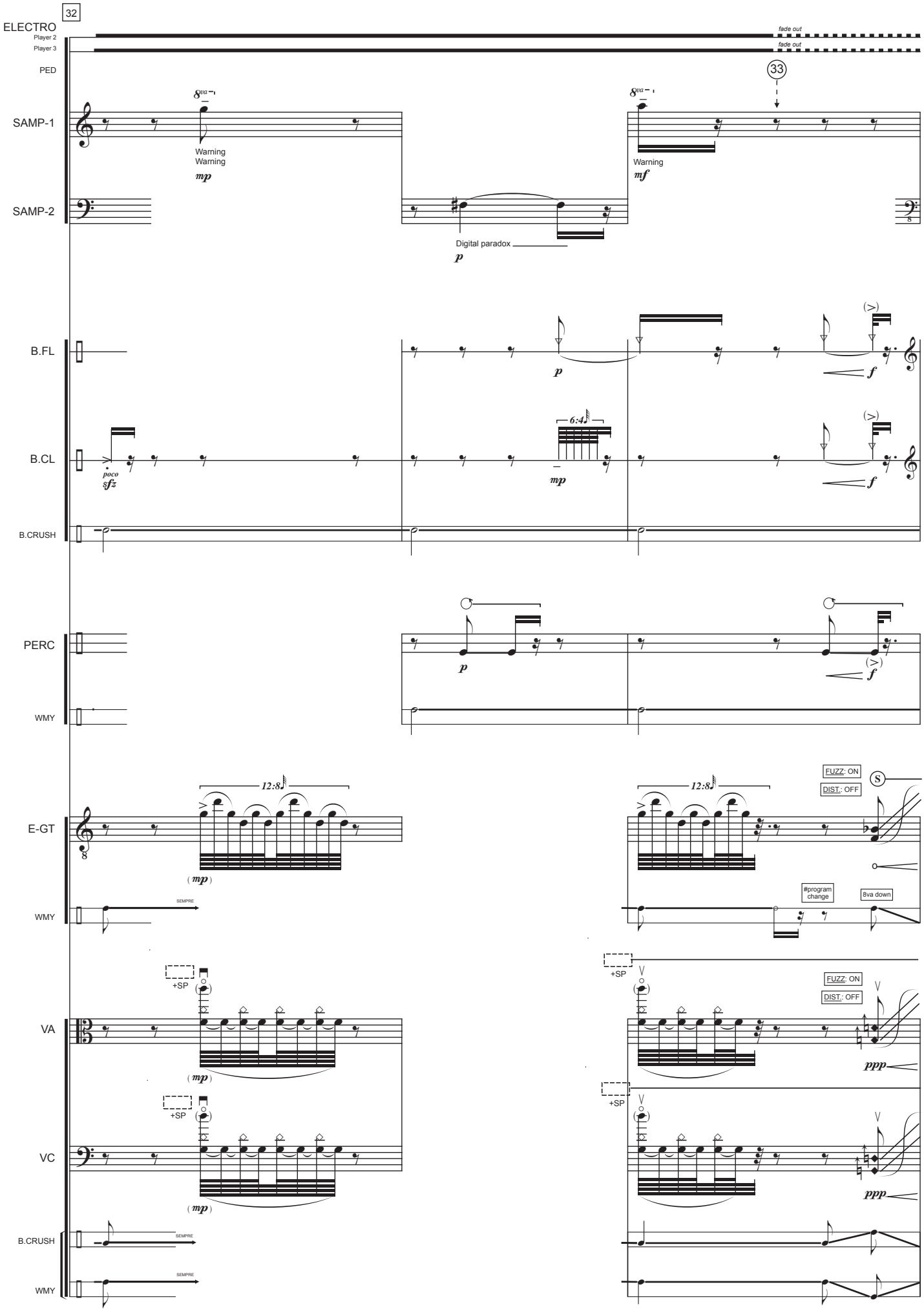

16
ELECTRO
Player 2
Player 3
PED
SAMP-1
Notification
System
mf
Message
mf
SAMP-2
Seeing somewhere
mp
3/4 noise
1/4 pitch
poco
sfz
mp
6:4
mf
B.FL
3/4 noise
1/4 pitch
poco
sfz
6:4
mf
mp
B.CL
B.CRUSH
PERC
mp
mp
WMY
12:8
6:4
E-GT
(mf)
SEMPRE
WMY
SP
VA
(mf)
SP
VC
(mf)
B.CRUSH
SEMPRE
WMY
SEMPRE

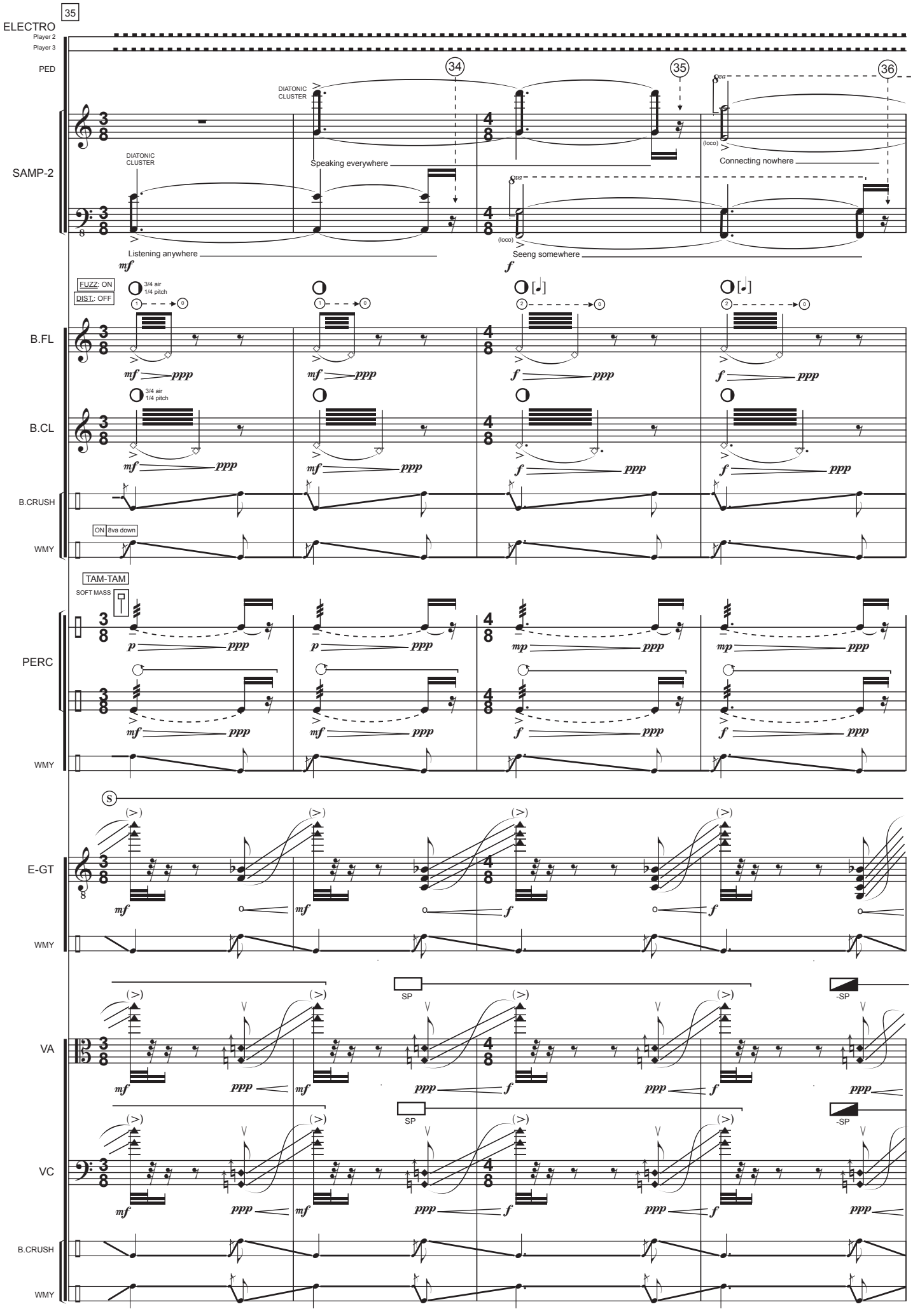

19
ELECTRO
Player 2
Player 3
PED
SAMP-1
SAMP-2
Calendar
Reminder
mf
Automatic
Email
mf
Connecting nowhere
mf
B.FL
B.CL
B.CRUSH
mp
poco
sfz
6:4
mf
PERC
WMY
12:8
S
E-GT
SEMPRE
SP
VA
VC
ppp
(25%)

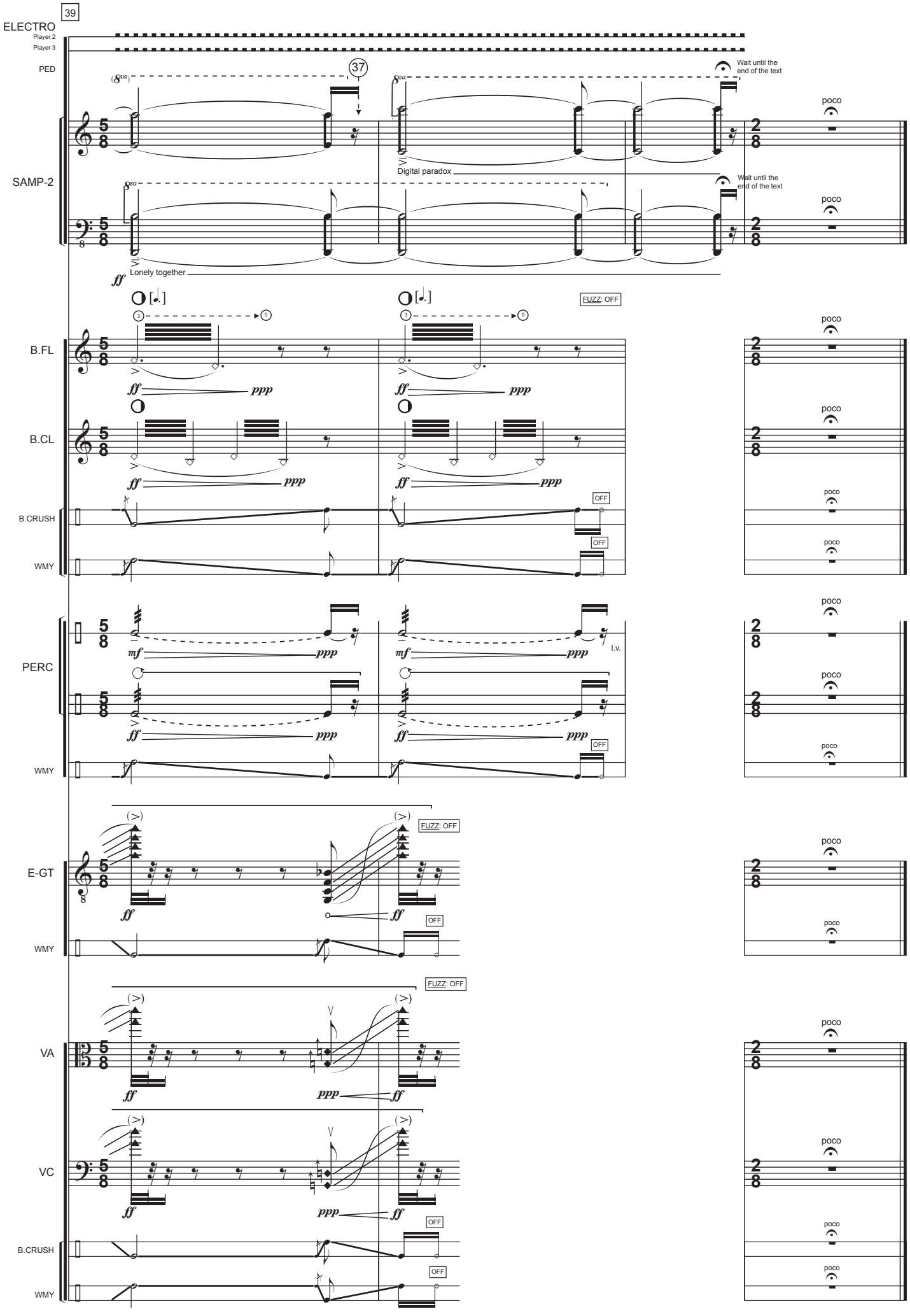

22
ELECTRO
Player 2
Player 3
PED
SAMP-1
SAMP-2
Alert
Spam
mf
Warning
mf
Connecting nowhere
mp
B.FL
B.CL
B.CRUSH
6:4
mf
mp
mp
sfz
PERC
WMY
6:4
mf
mp
mp
E-GT
WMY
12:8
6:4
S
SEMPRE
VA
VC
SP
+SP
ppp
B.CRUSH
WMY
SEMPRE

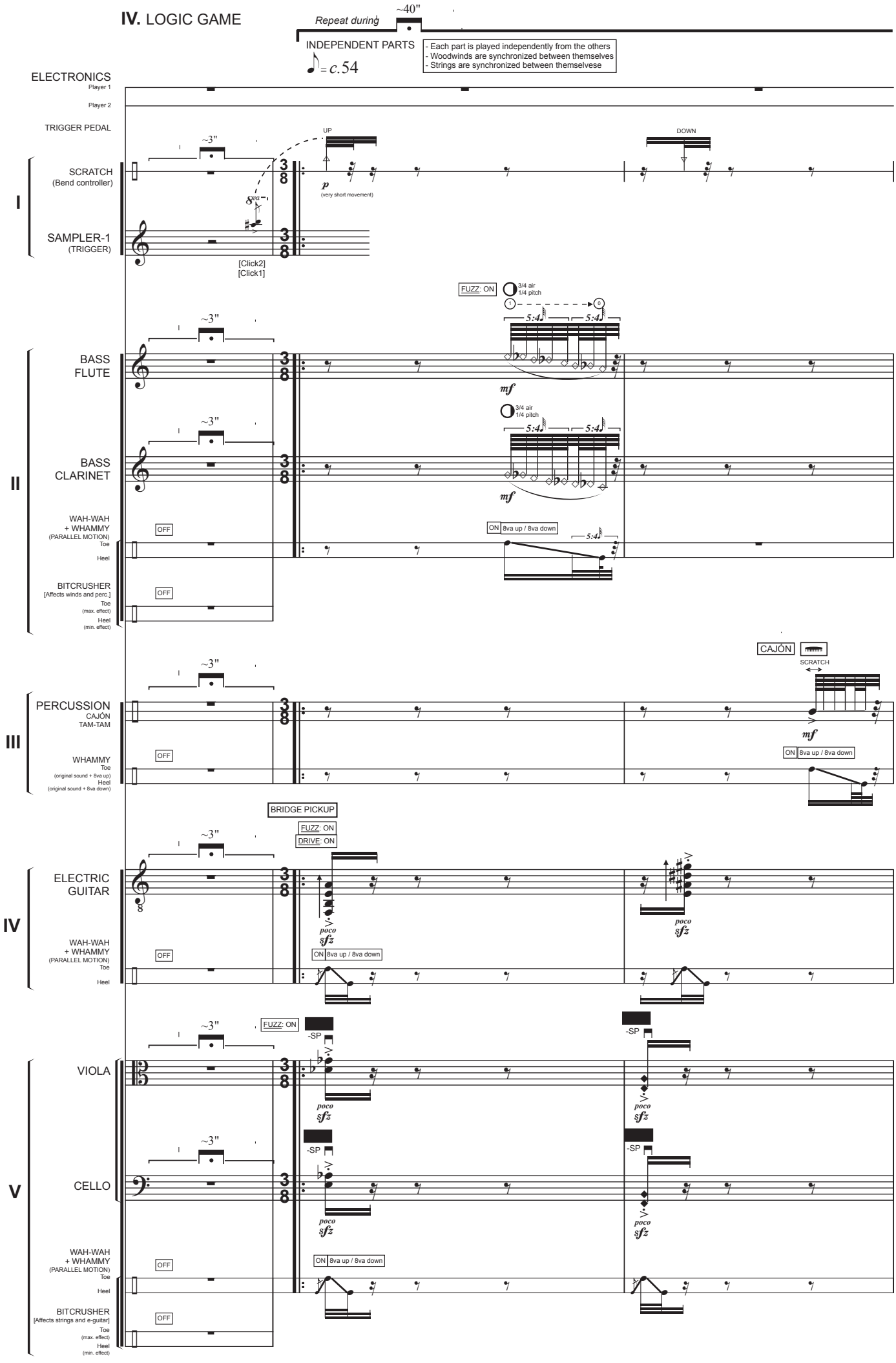

25
ELECTRO
Player 2
Player 3
PED
SAMP-1
SAMP-2
Automatic
Email
mp
Automatic
Lonely together
mp
Lonely together
p
B.FL
air
NO PITCH
poco
sfz
6:4
mp
EXP.
mp
B.CL
air
6:4
mp
NO PITCH
poco
sfz
EXP.
mp
B.CRUSH
(75%)
PERC
p
poco
sfz
6:4
mp
WMY
E-GT
(–)
mp
12:8
(mp)
6:4
WMY
SEMPRE
VA
(–)
mp
+SP
(mp)
VC
(–)
mp
+SP
(mp)
B.CRUSH
SEMPRE
WMY
SEMPRE

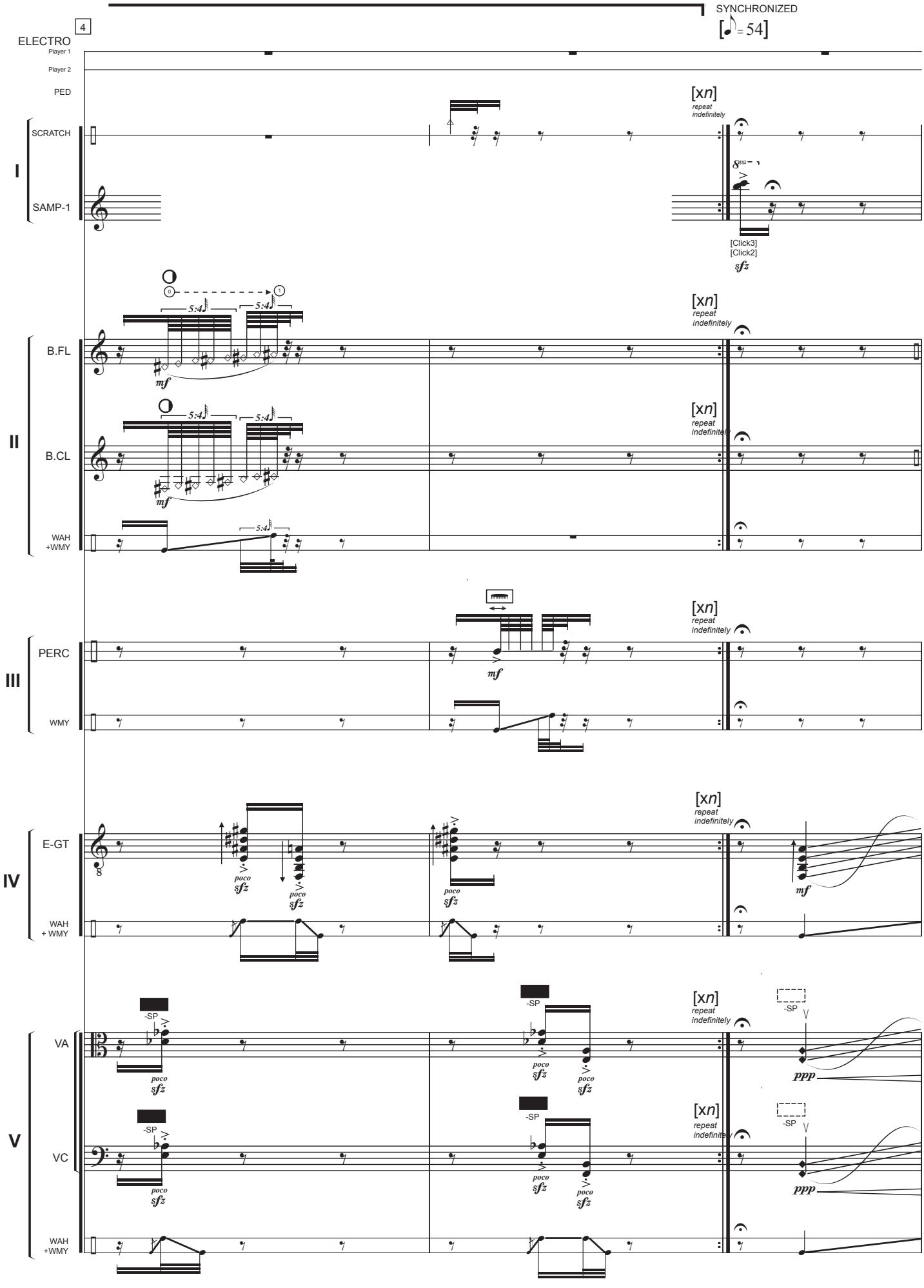

29
ELECTRO
Player 2
Player 3
PED
SAMP-1
SAMP-2
Alert
Spam
mp
Digital paradox
mp
Alert
mp
B.FL
B.CL
B.CRUSH
6:4
mp
poco
sfz
PERC
WMY
p
12:8
S
E-GT
SEMPRE
+SP
VA
VC
ppp

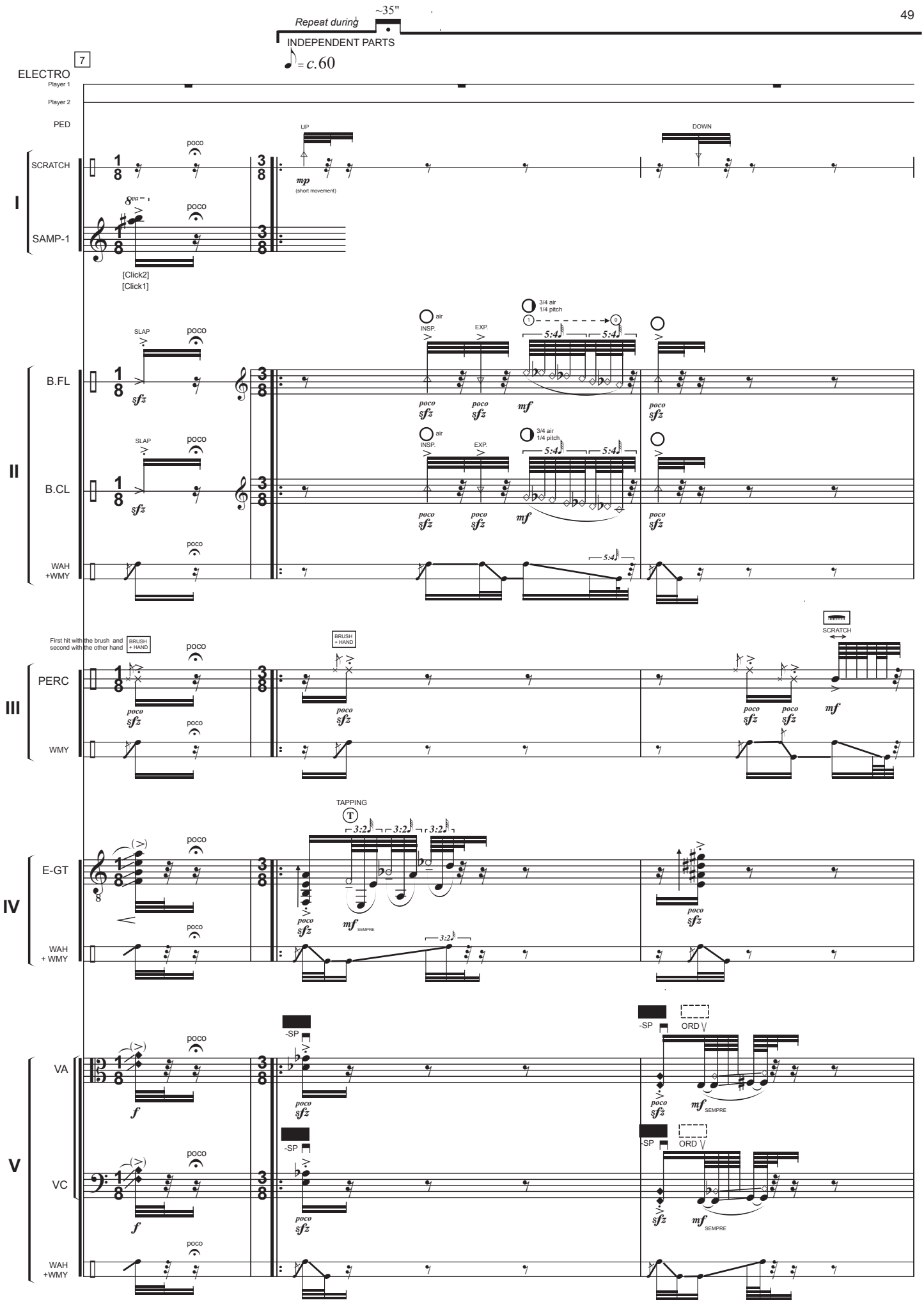

32
ELECTRO
Player 2
Player 3
PED
fade out
fade out
33
SAMP-1
8va
Warning
Warning
mp
8va
Warning
mf
SAMP-2
Digital paradox
p
B.FL
p
f
B.CL
poco
sfz
6:4
mp
f
B.CRUSH
PERC
p
f
WMY
E-GT
12:8
(mp)
SEMPRE
12:8
FUZZ: ON
DIST.: OFF
S
#program change
8va down
WMY
VA
+SP
(mp)
+SP
FUZZ: ON
DIST.: OFF
ppp
VC
+SP
(mp)
+SP
ppp
B.CRUSH
SEMPRE
WMY
SEMPRE

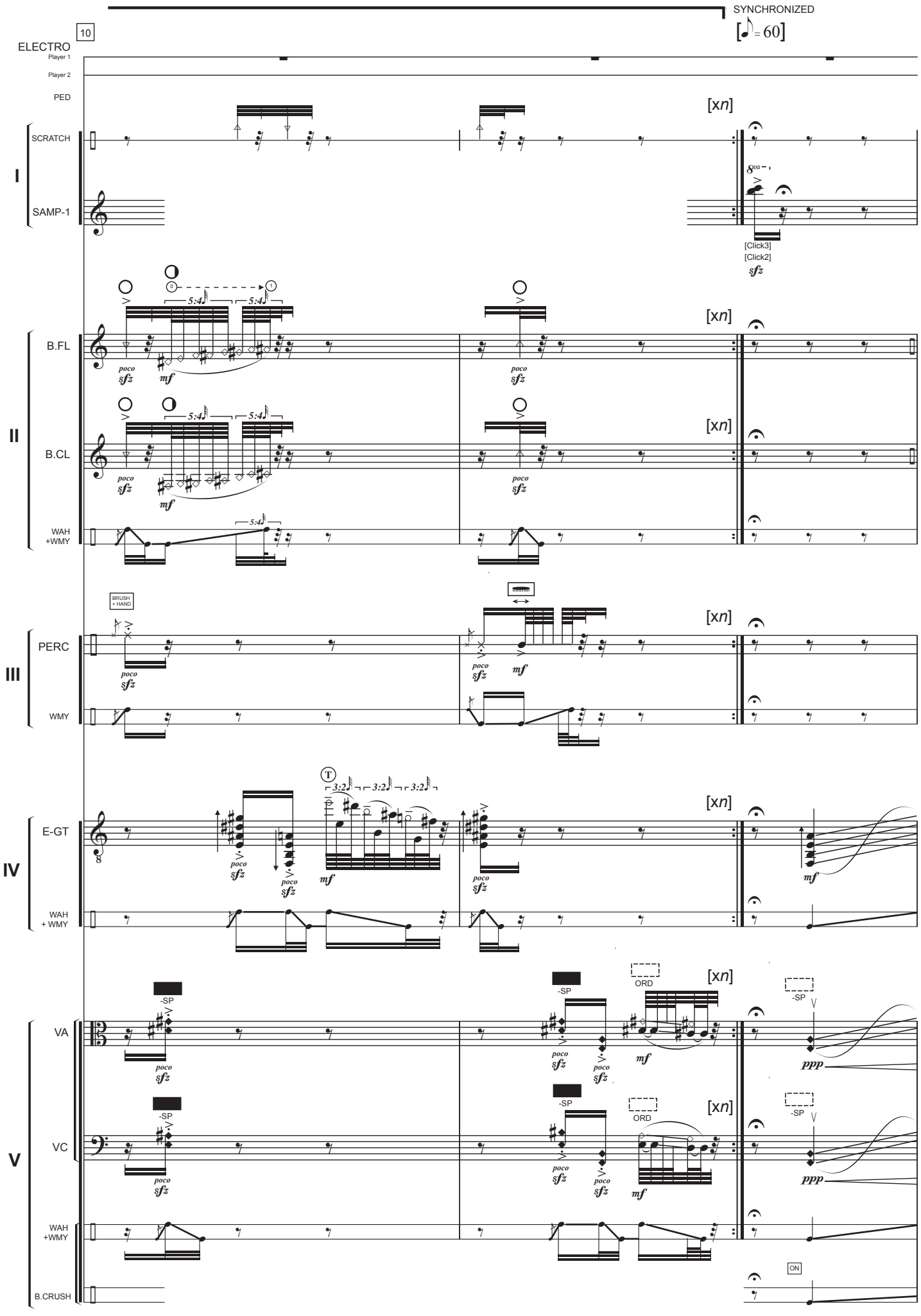

35
ELECTRO
Player 2
Player 3
PED
SAMP-2
B.FL
B.CL
B.CRUSH
WMY
PERC
E-GT
VA
VC
34
35
36
DIATONIC CLUSTER
Speaking everywhere
Connecting nowhere
Listening anywhere
Seeng somewhere
FUZZ: ON
DIST.: OFF
3/4 air
1/4 pitch
ON 8va down
TAM-TAM
SOFT MASS
SP
-SP

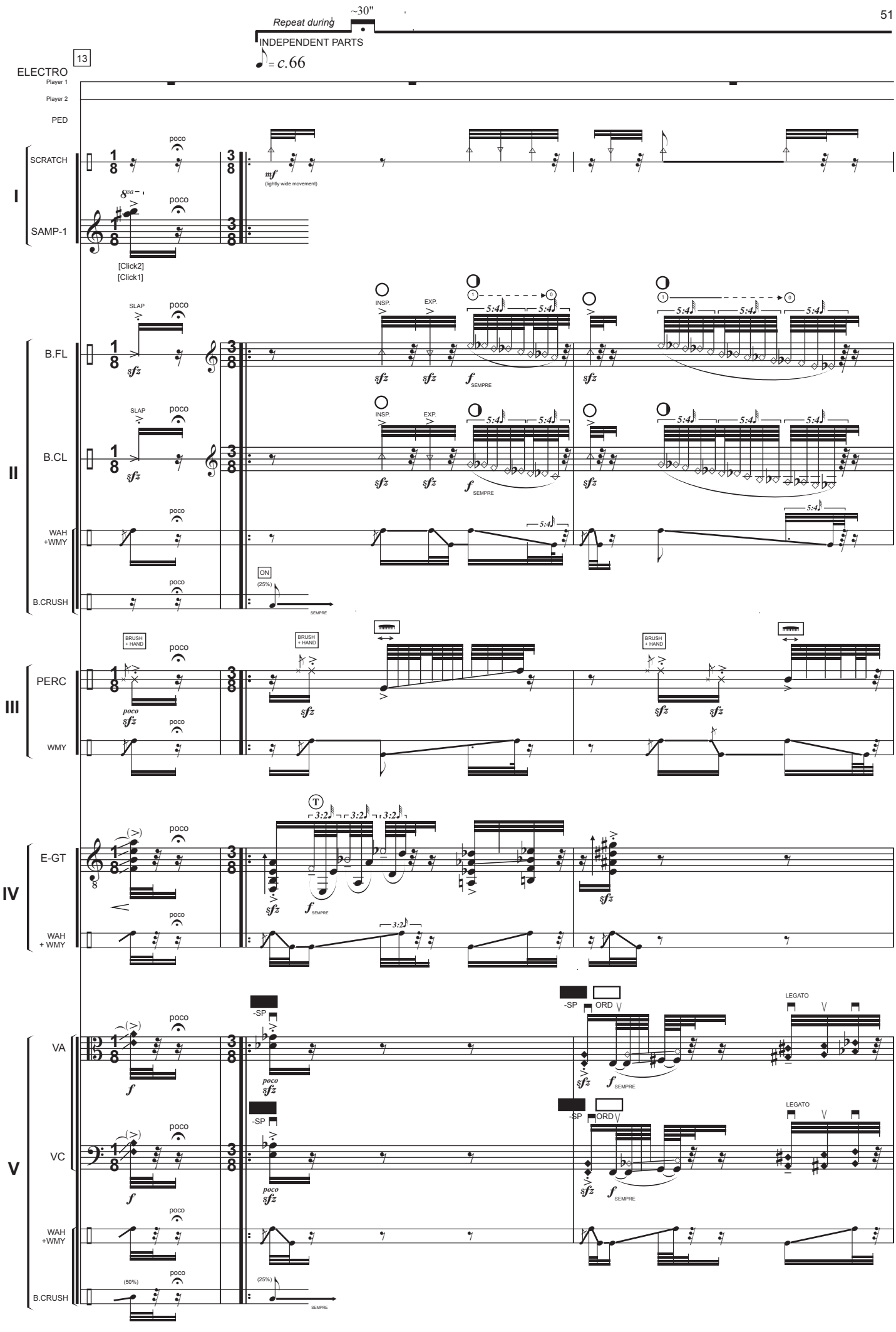

39
ELECTRO
Player 2
Player 3
PED
37
Wait until the end of the text
poco
SAMP-2
Digital paradox
Wait until the end of the text
poco
Lonely together
ff
B.FL
FUZZ: OFF
ff
ppp
poco
B.CL
ff
ppp
poco
B.CRUSH
OFF
poco
WMY
OFF
poco
PERC
mf
ppp
l.v.
poco
ff
ppp
poco
WMY
OFF
poco
E-GT
FUZZ: OFF
poco
ff
ff
OFF
WMY
poco
FUZZ: OFF
VA
ff
ppp
ff
poco
VC
ff
ppp
ff
poco
B.CRUSH
OFF
poco
WMY
OFF
poco

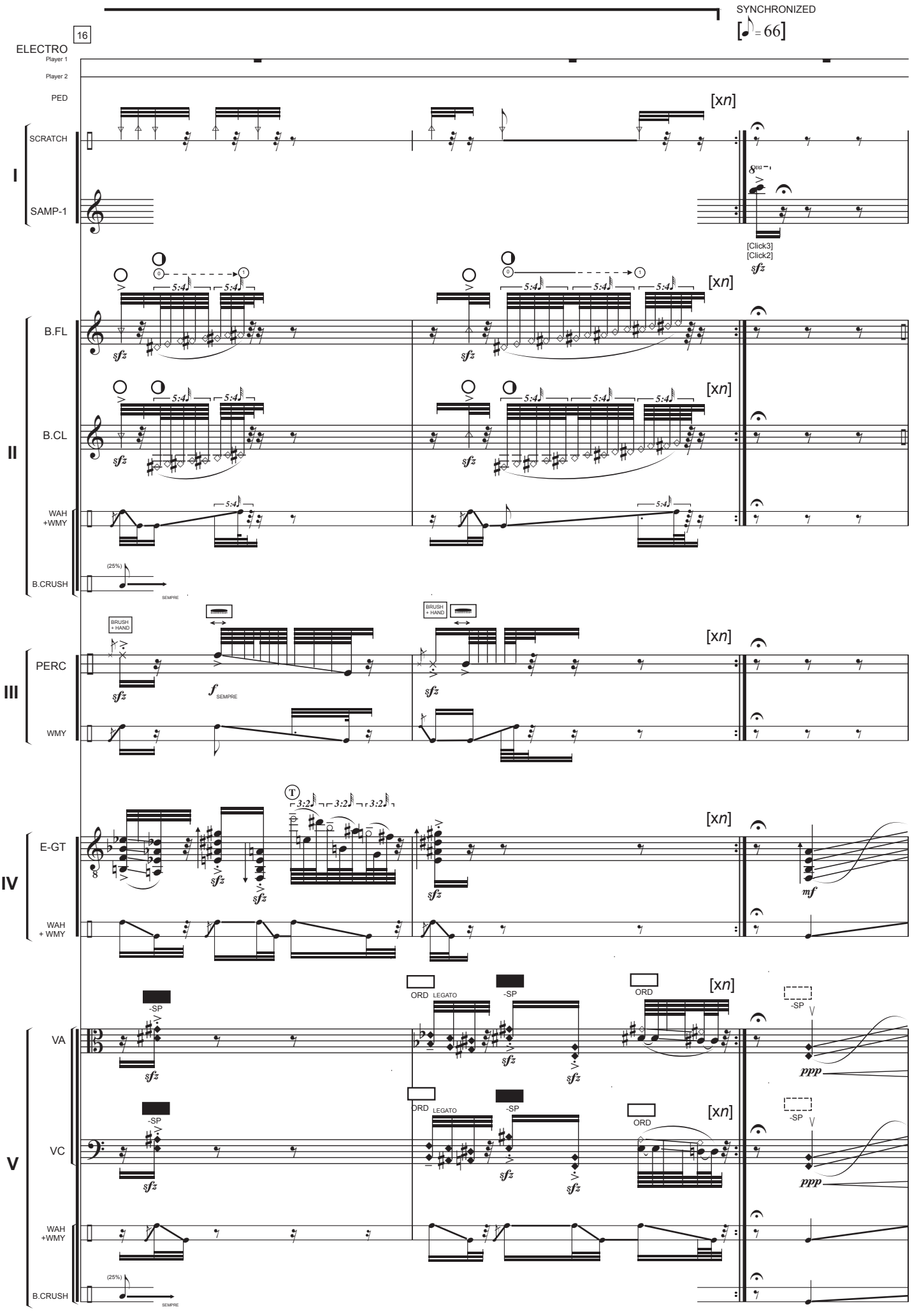

IV. LOGIC GAME
Repeat during ~40"
INDEPENDENT PARTS
♪ = c.54
- Each part is played independently from the others
- Woodwinds are synchronized between themselves
- Strings are synchronized between themselvese
ELECTRONICS
Player 1
Player 2
TRIGGER PEDAL
I
SCRATCH
(Bend controller)
SAMPLER-1
(TRIGGER)
[Click2]
[Click1]
UP
DOWN
(very short movement)
II
BASS
FLUTE
BASS
CLARINET
WAH-WAH
+ WHAMMY
(PARALLEL MOTION)
Toe
Heel
OFF
BITCRUSHER
[Affects winds and perc.]
Toe
(max. effect)
Heel
(min. effect)
FUZZ: ON
3/4 air
1/4 pitch
ON 8va up / 8va down
III
PERCUSSION
CAJÓN
TAM-TAM
WHAMMY
Toe
(original sound + 8va up)
Heel
(original sound + 8va down)
CAJÓN
SCRATCH
IV
ELECTRIC
GUITAR
BRIDGE PICKUP
DRIVE: ON
V
VIOLA
CELLO
-SP
~3"
mf
poco
sfz


SYNCHRONIZED
[♪ = 54]
4
ELECTRO
Player 1
Player 2
PED
I
SCRATCH
SAMP-1
[xn]
repeat indefinitely
[Click3]
[Click2]
sfz
II
B.FL
B.CL
WAH +WMY
5:4
mf
III
PERC
WMY
IV
E-GT
WAH + WMY
poco sfz
V
VA
VC
WAH +WMY
-SP
ppp


Repeat during ~35"
INDEPENDENT PARTS
♪ = c.60
7
ELECTRO
Player 1
Player 2
PED
I
SCRATCH
SAMP-1
[Click2]
[Click1]
UP
DOWN
(short movement)
II
B.FL
B.CL
WAH +WMY
SLAP
air
INSP.
EXP.
3/4 air 1/4 pitch
5:4
III
PERC
WMY
First hit with the brush and second with the other hand
BRUSH + HAND
SCRATCH
IV
E-GT
WAH + WMY
TAPPING
3:2
SEMPRE
V
VA
VC
WAH +WMY
-SP
ORD


SYNCHRONIZED
[♪ = 60]
10
ELECTRO
Player 1
Player 2
PED
I
SCRATCH
SAMP-1
[xn]
[Click3]
[Click2]
II
B.FL
B.CL
WAH +WMY
5:4
poco sfz
mf
III
PERC
WMY
BRUSH + HAND
IV
E-GT
WAH + WMY
3:2
V
VA
VC
WAH +WMY
B.CRUSH
-SP
ORD
ON
ppp


Repeat during
~30"
INDEPENDENT PARTS
♪ = c.66
13
ELECTRO
Player 1
Player 2
PED
I
SCRATCH
SAMP-1
[Click2]
[Click1]
II
B.FL
B.CL
WAH +WMY
B.CRUSH
III
PERC
WMY
IV
E-GT
WAH + WMY
V
VA
VC
WAH +WMY
B.CRUSH
poco
mf
(lightly wide movement)
SLAP
INSP.
EXP.
5:4
SEMPRE
ON
(25%)
BRUSH + HAND
3:2
-SP
ORD
LEGATO
(50%)


SYNCHRONIZED
[♪ = 66]
16
ELECTRO
Player 1
Player 2
PED
[xn]
I
SCRATCH
SAMP-1
[Click3]
[Click2]
II
B.FL
B.CL
WAH +WMY
B.CRUSH
(25%)
SEMPRE
III
PERC
WMY
BRUSH + HAND
IV
E-GT
WAH + WMY
V
VA
VC
WAH +WMY
B.CRUSH
ORD
LEGATO
-SP

Repeat during ~25"

INDEPENDENT PARTS

♪ = c.72

19

ELECTRO
Player 1
Player 2
PED

I
SCRATCH
SAMP-1
[Click2]
[Click1]

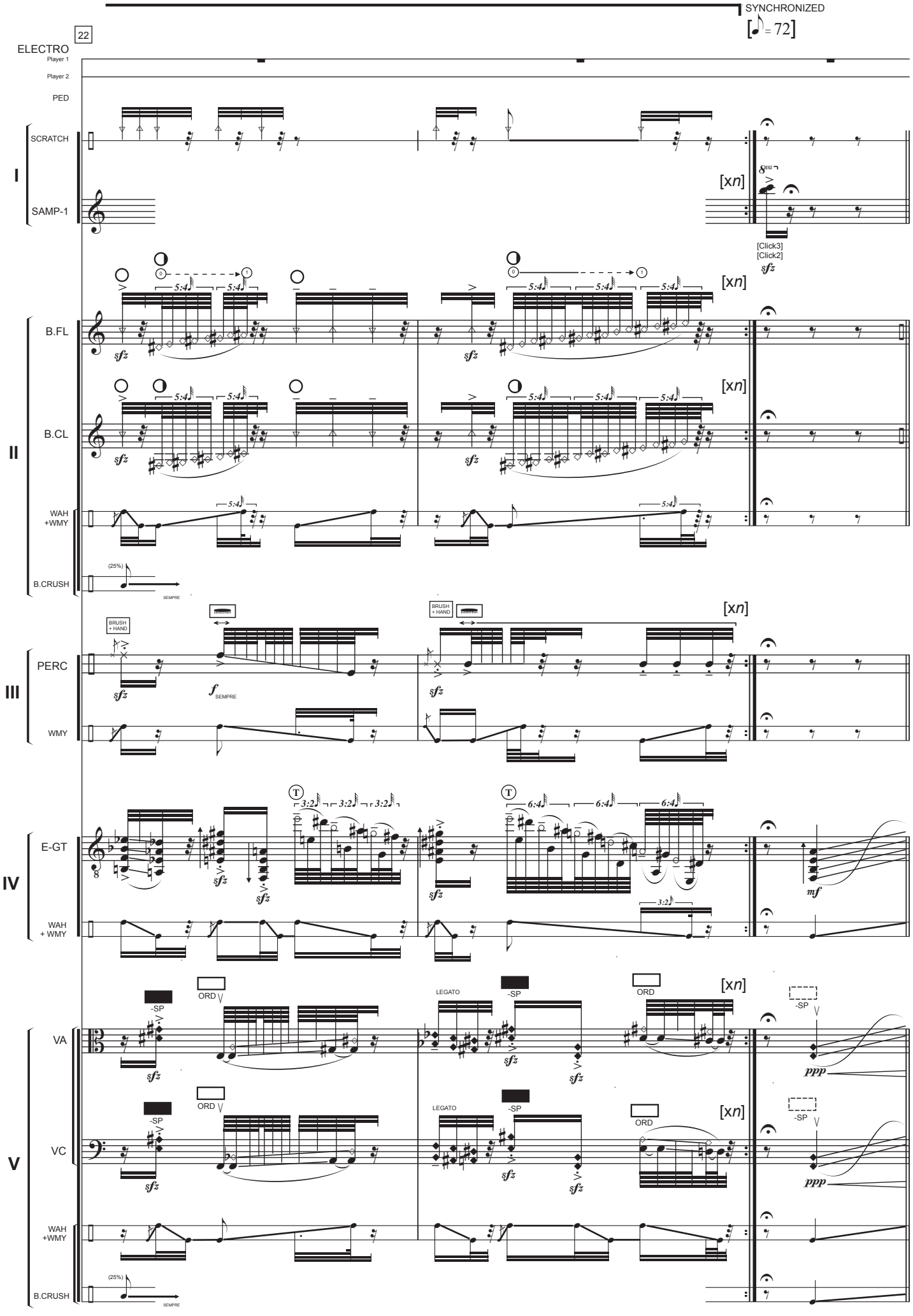
II
B.FL
B.CL
WAH +WMY
B.CRUSH

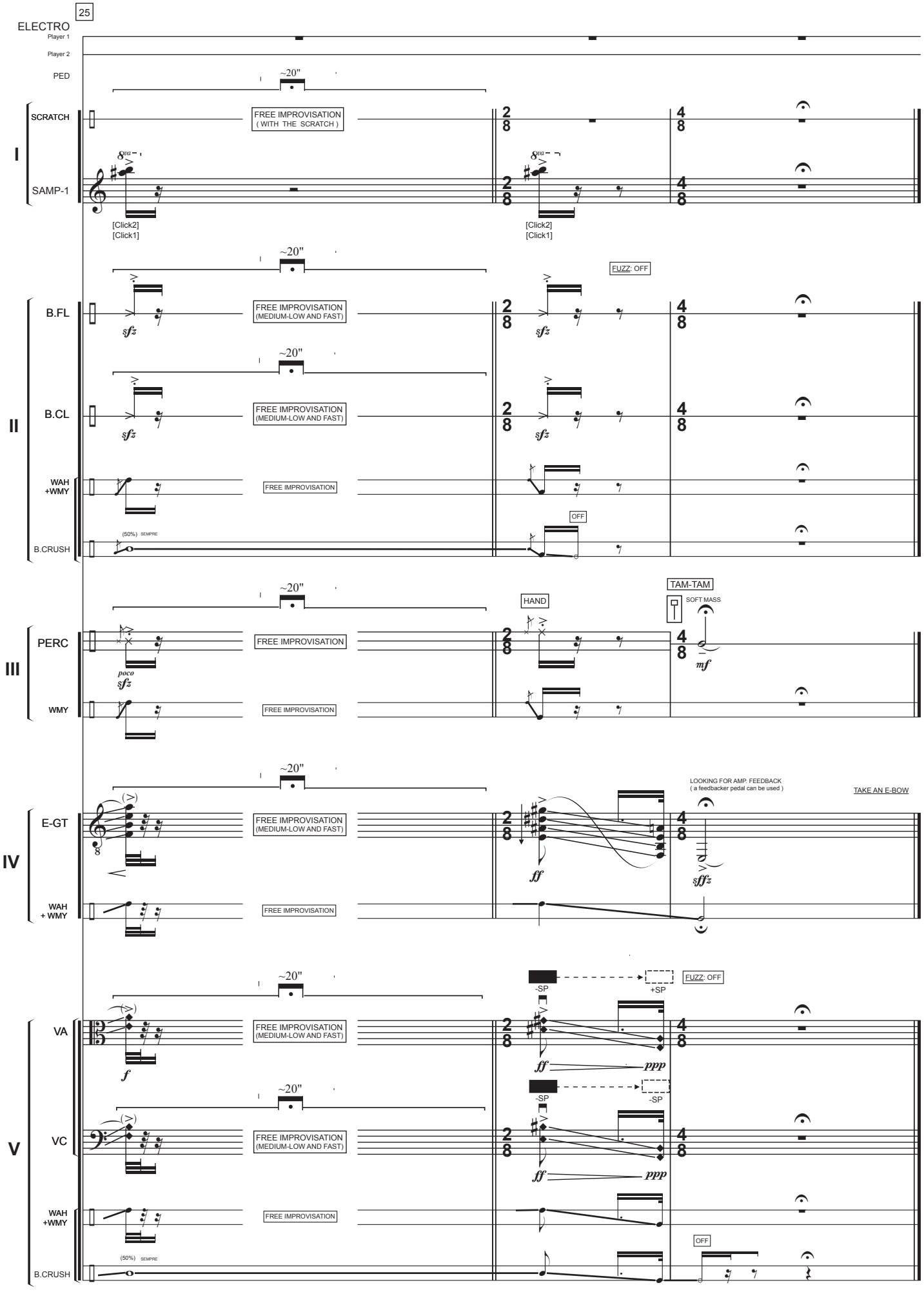
III
PERC
WMY

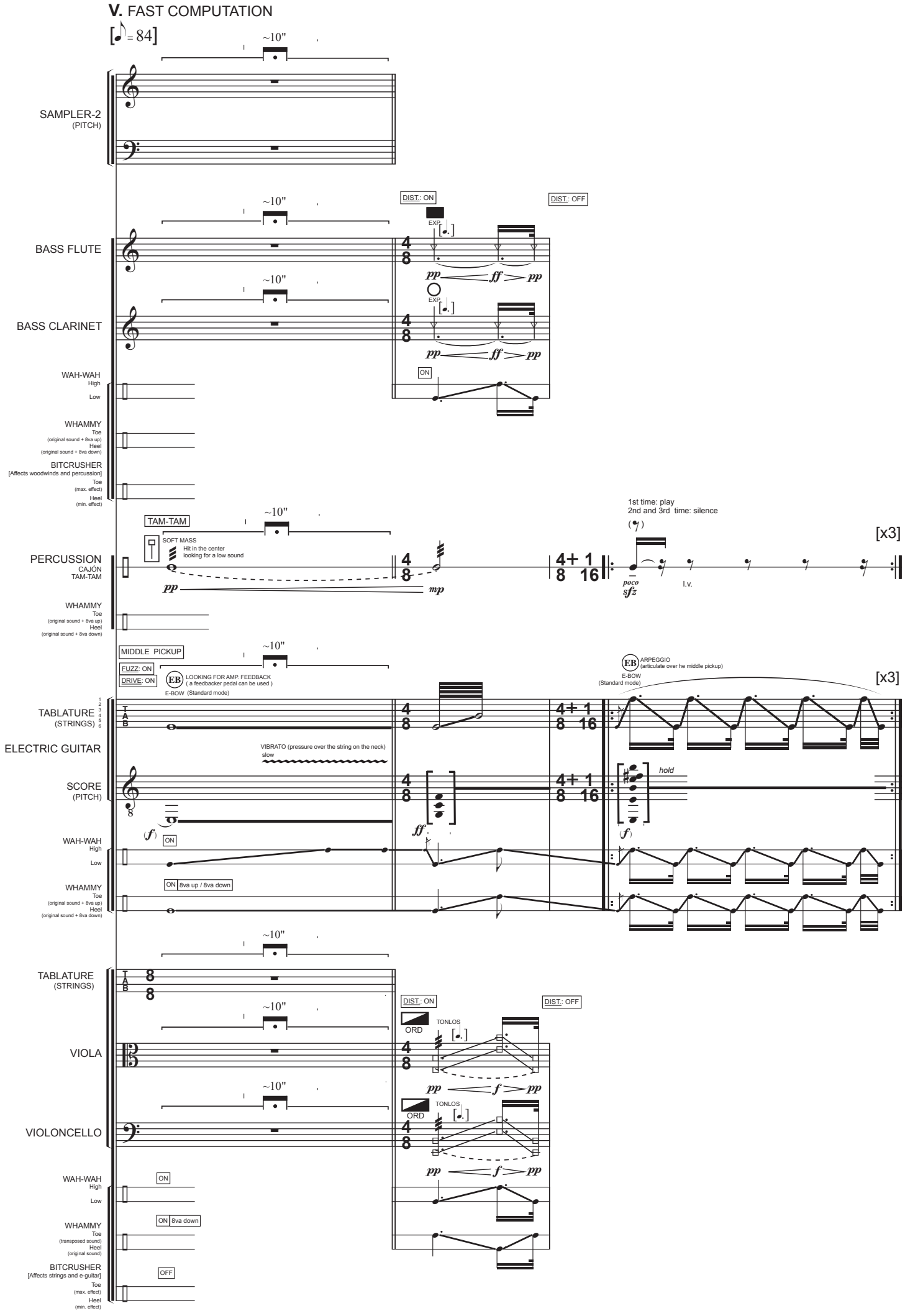
IV
E-GT
WAH + WMY

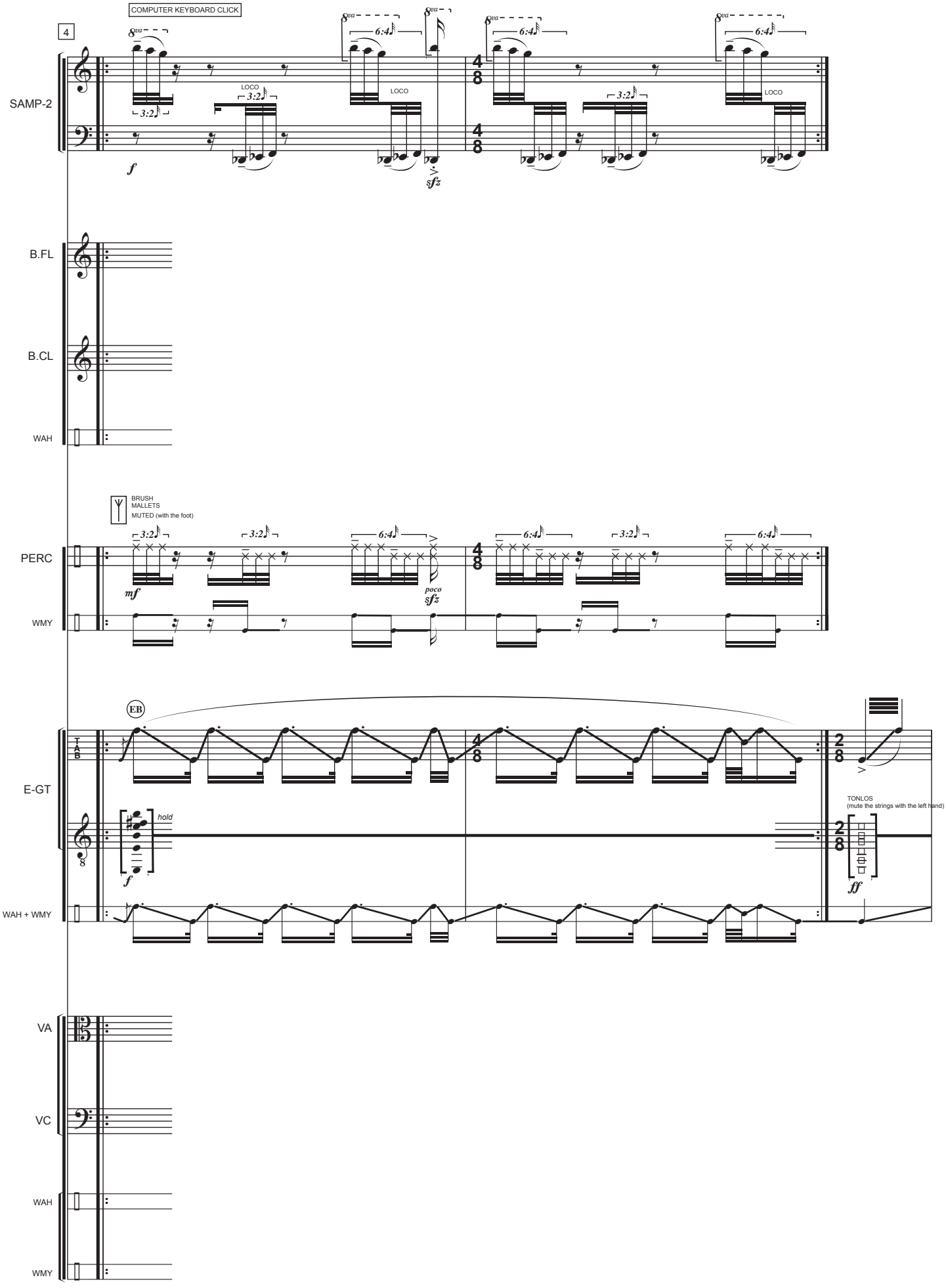
V
VA
VC
WAH +WMY
B.CRUSH

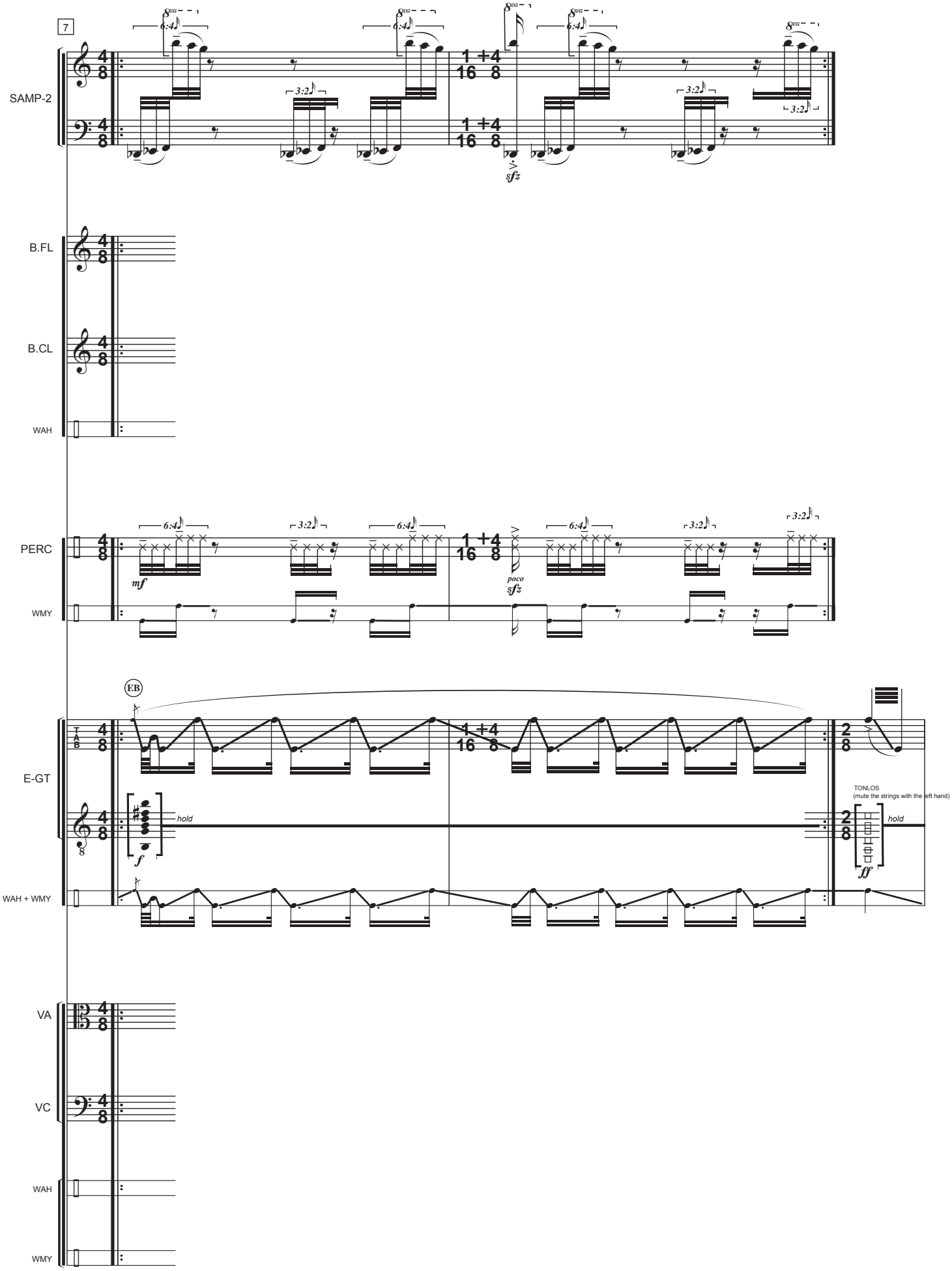
poco
(slow and wide movement)
(wide movement)
SEMPRE
BRUSH + HAND
-SP
ORD
LEGATO
(50%)
(25%)
[xn]

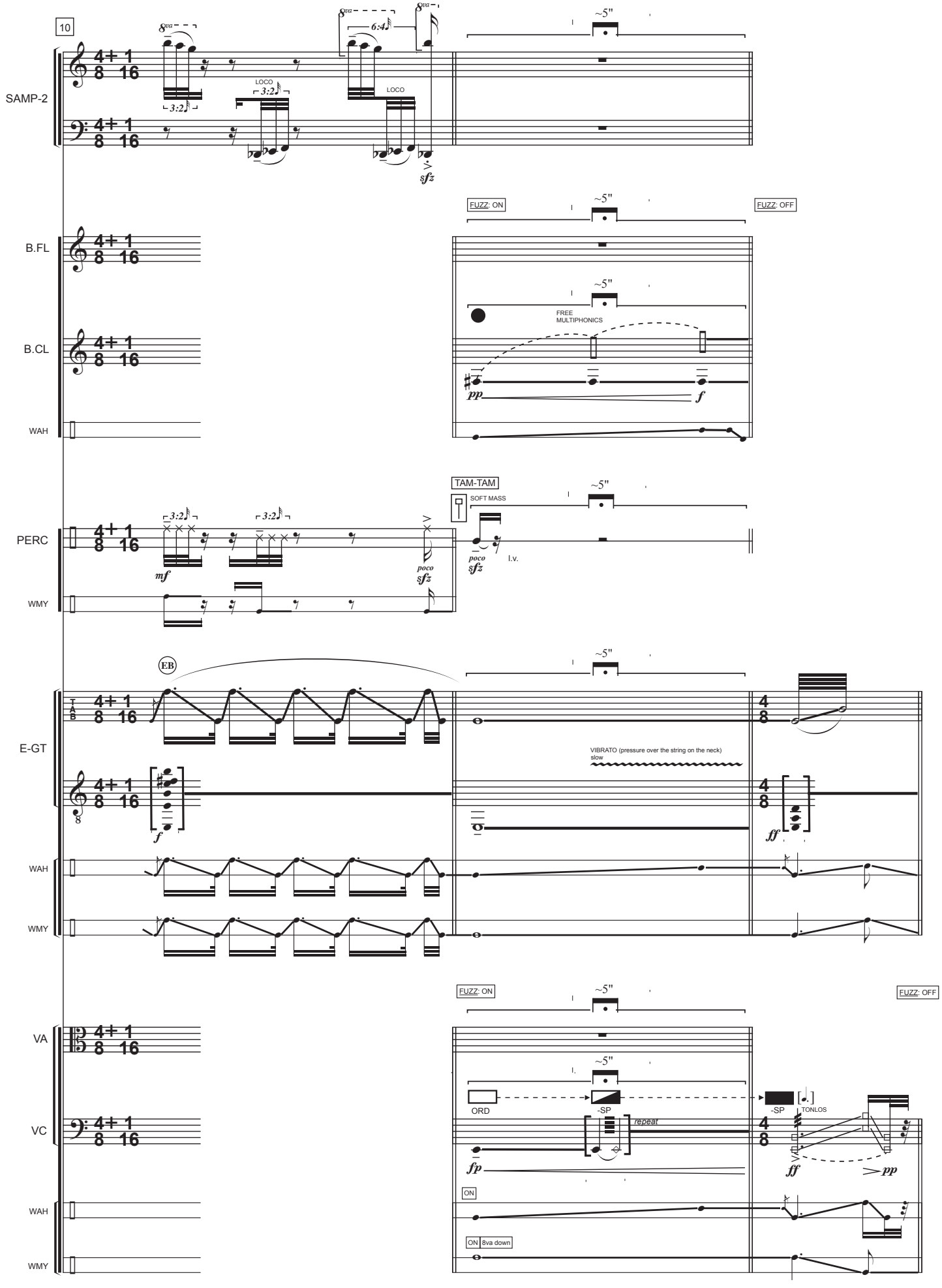

SYNCHRONIZED
[♪ = 72]
22
ELECTRO
Player 1
Player 2
PED
I
SCRATCH
SAMP-1
[xn]
[Click3]
[Click2]
II
B.FL
B.CL
WAH +WMY
B.CRUSH
(25%)
SEMPRE
III
PERC
WMY
BRUSH + HAND
IV
E-GT
WAH + WMY
V
VA
VC
WAH +WMY
B.CRUSH
-SP
ORD
LEGATO

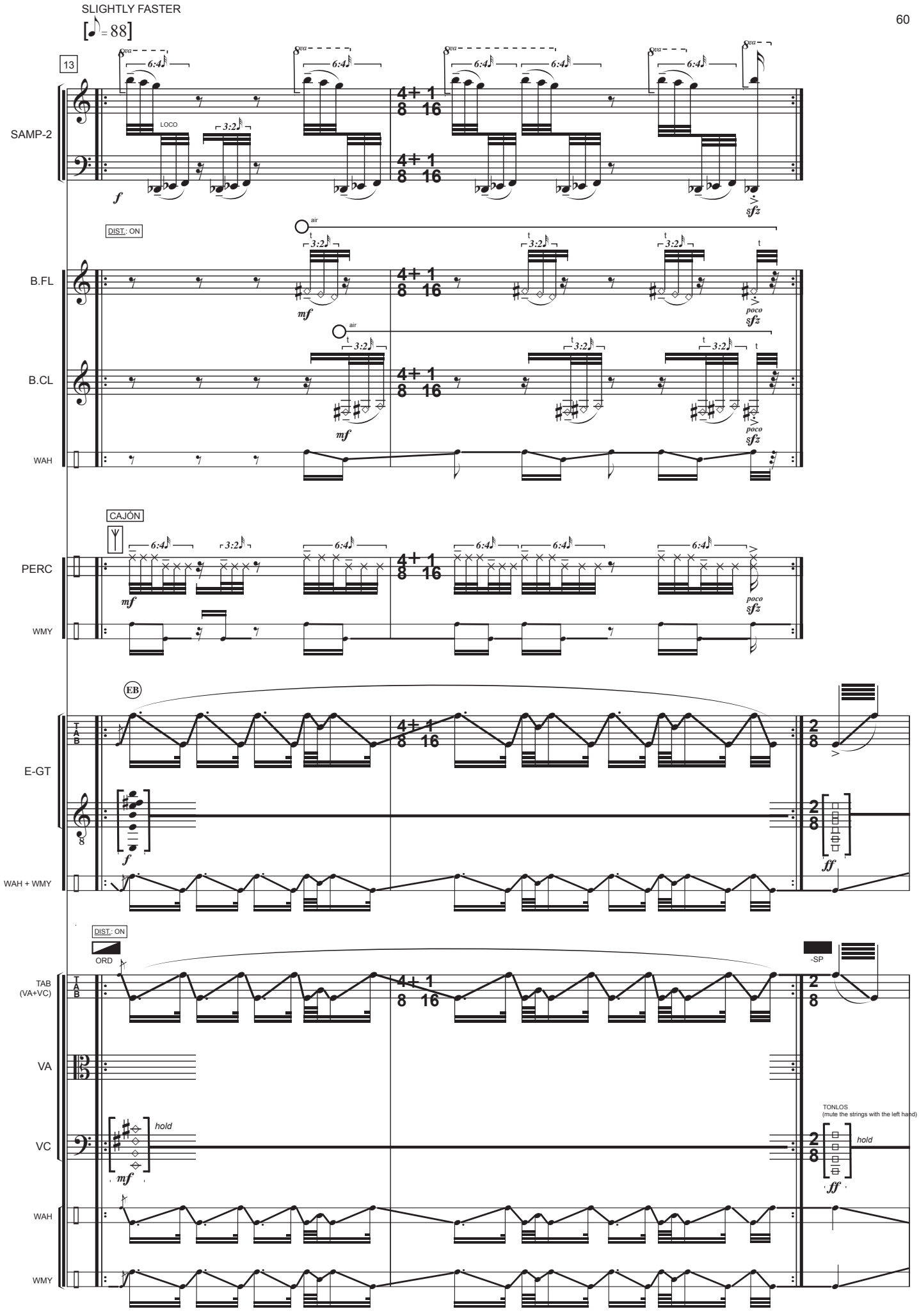

ELECTRO
25
Player 1
Player 2
PED
~20"
I
SCRATCH
FREE IMPROVISATION
(WITH THE SCRATCH)
SAMP-1
[Click2]
[Click1]
II
B.FL
FREE IMPROVISATION
(MEDIUM-LOW AND FAST)
FUZZ: OFF
B.CL
WAH
+WMY
FREE IMPROVISATION
B.CRUSH
(50%) SEMPRE
OFF
III
PERC
HAND
TAM-TAM
SOFT MASS
WMY
IV
E-GT
LOOKING FOR AMP. FEEDBACK
(a feedbacker pedal can be used)
TAKE AN E-BOW
WAH
+ WMY
V
VA
-SP
+SP
VC
WAH
+WMY
B.CRUSH
ATTACCA

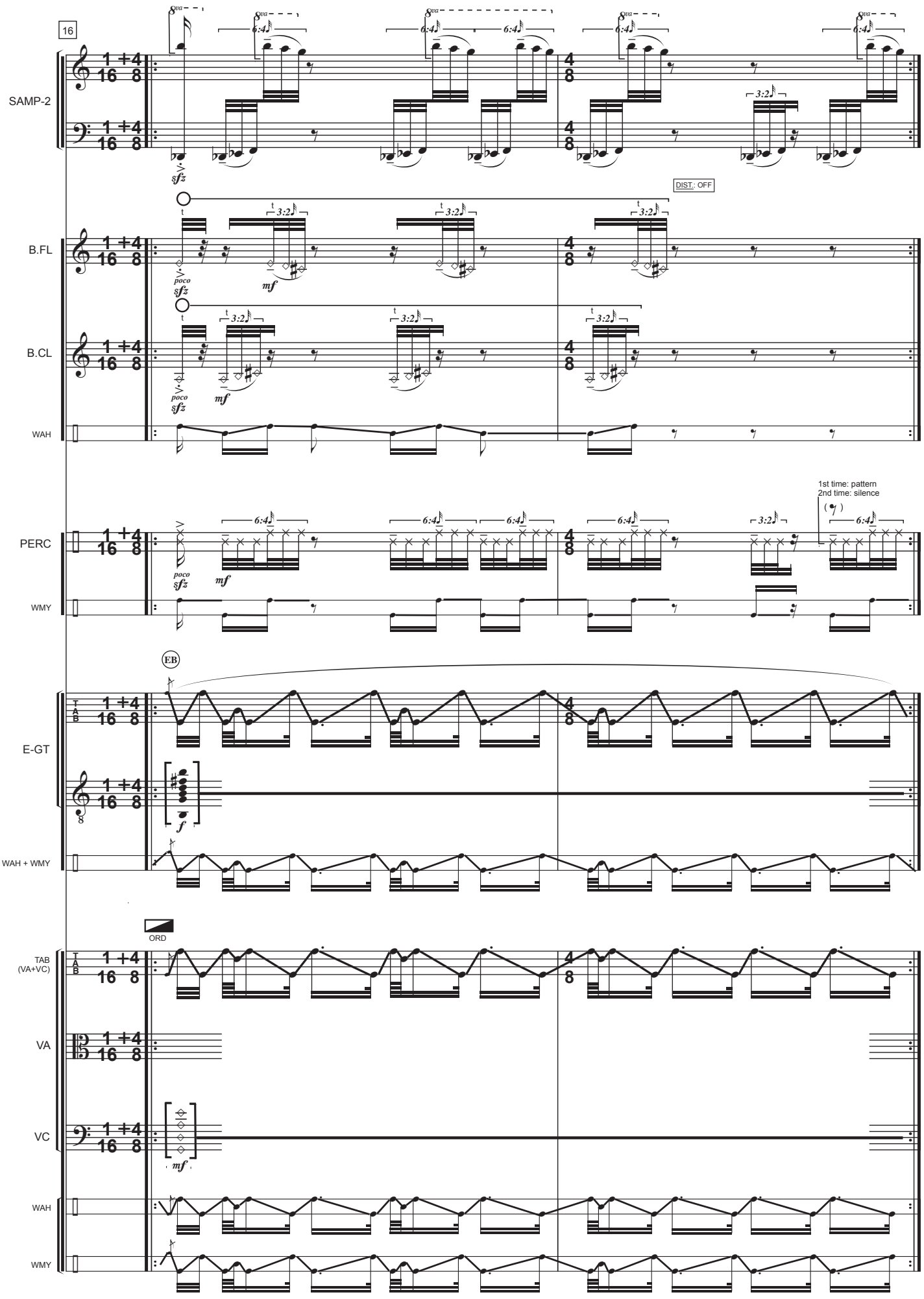

V. FAST COMPUTATION
[♪ = 84]
~10"
SAMPLER-2
(PITCH)
BASS FLUTE
BASS CLARINET
DIST.: ON
DIST.: OFF
EXP.
pp ff pp
ON
WAH-WAH
High
Low
WHAMMY
Toe
(original sound + 8va up)
Heel
(original sound + 8va down)
BITCRUSHER
[Affects woodwinds and percussion]
Toe
(max. effect)
Heel
(min. effect)
TAM-TAM
SOFT MASS
Hit in the center
looking for a low sound
PERCUSSION
CAJÓN
TAM-TAM
pp mp
1st time: play
2nd and 3rd time: silence
[x3]
poco sfz
l.v.
MIDDLE PICKUP
FUZZ: ON
DRIVE: ON
EB
LOOKING FOR AMP. FEEDBACK
(a feedbacker pedal can be used)
E-BOW (Standard mode)
ARPEGGIO
(articulate over he middle pickup)
E-BOW
(Standard mode)
TABLATURE
(STRINGS)
ELECTRIC GUITAR
VIBRATO (pressure over the string on the neck)
slow
SCORE
(PITCH)
hold
ON 8va up / 8va down
ORD
TONLOS
VIOLA
VIOLONCELLO
ON 8va down
OFF
(transposed sound)
(original sound)

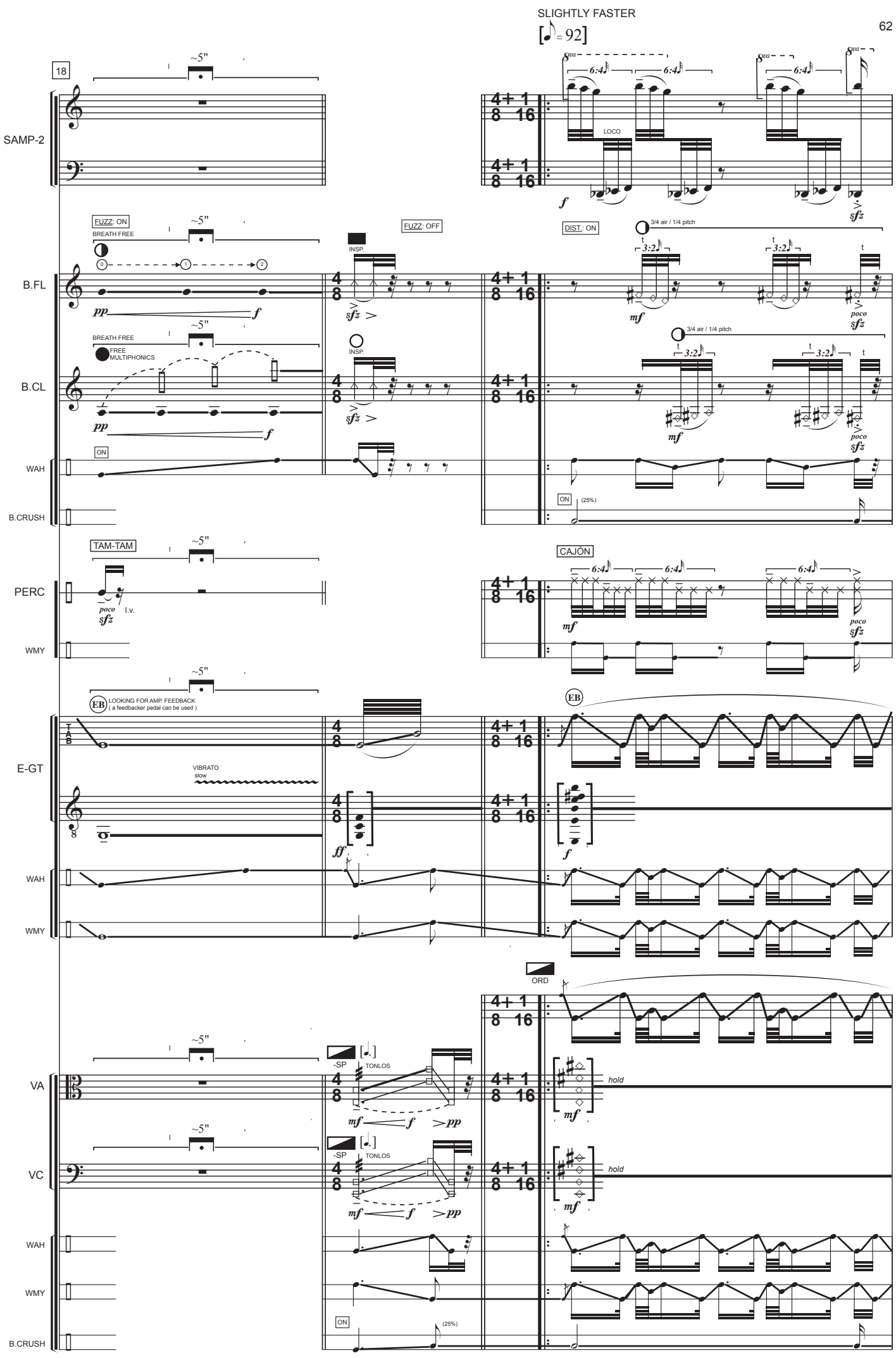

4
COMPUTER KEYBOARD CLICK
SAMP-2
LOCO
B.FL
B.CL
WAH
BRUSH
MALLETS
MUTED (with the foot)
PERC
WMY
EB
E-GT
hold
TONLOS
(mute the strings with the left hand)
WAH + WMY
VA
VC
WAH
WMY

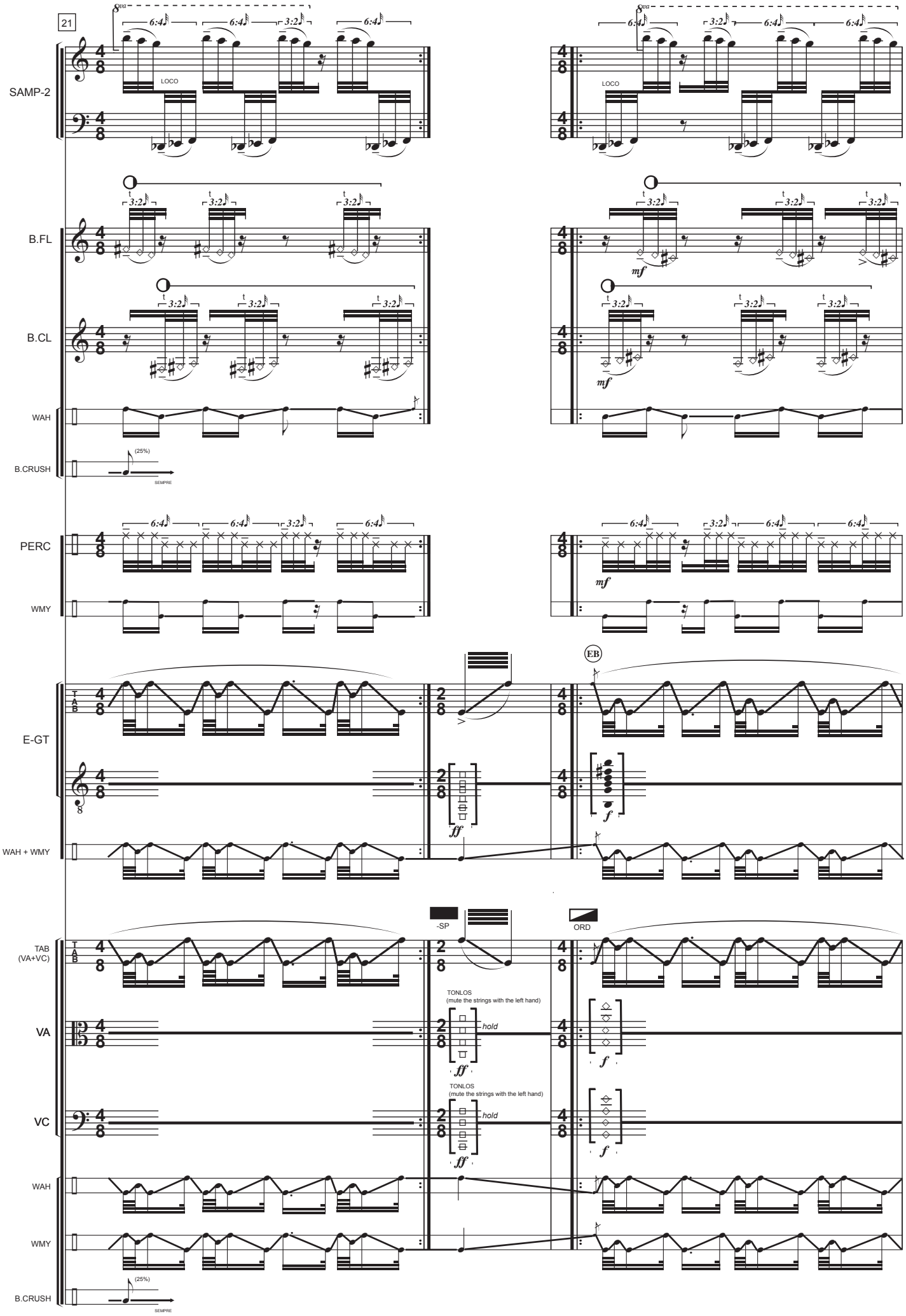

7
SAMP-2
B.FL
B.CL
WAH
PERC
WMY
E-GT
WAH + WMY
VA
VC
WAH
WMY
EB
hold
TONLOS
(mute the strings with the left hand)
hold

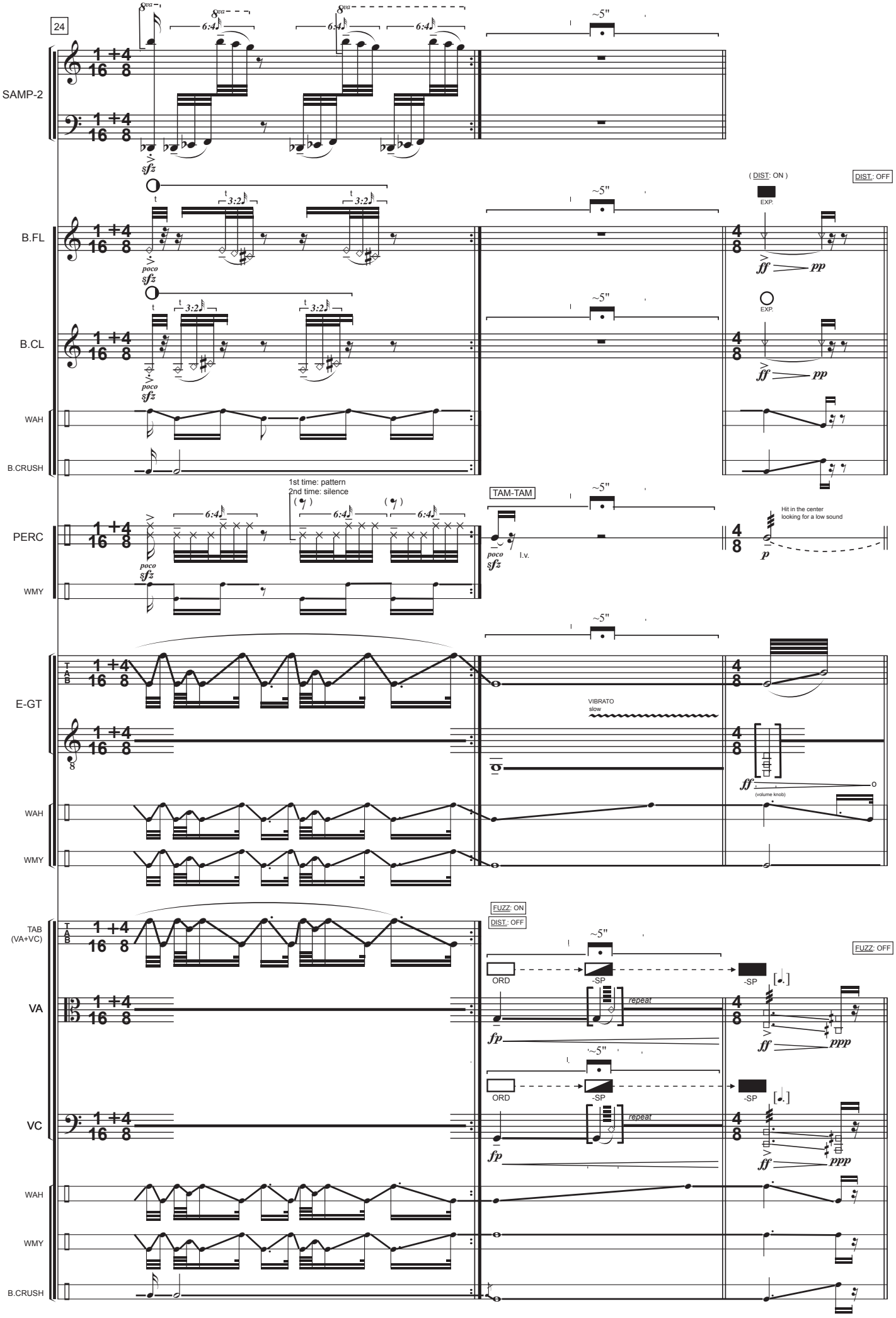

10
SAMP-2
B.FL
B.CL
WAH
PERC
WMY
E-GT
VA
VC
LOCO
3:2
6:4
~5"
FUZZ: ON
FUZZ: OFF
FREE
MULTIPHONICS
TAM-TAM
SOFT MASS
l.v.
EB
VIBRATO (pressure over the string on the neck)
slow
ORD
-SP
repeat
TONLOS
ON
ON 8va down


SLIGHTLY FASTER
♪ = 88
13
SAMP-2
LOCO
DIST.: ON
B.FL
B.CL
WAH
air
CAJÓN
PERC
WMY
EB
E-GT
WAH + WMY
DIST.: ON
ORD
-SP
TAB (VA+VC)
VA
VC
hold
TONLOS
(mute the strings with the left hand)
WAH
WMY

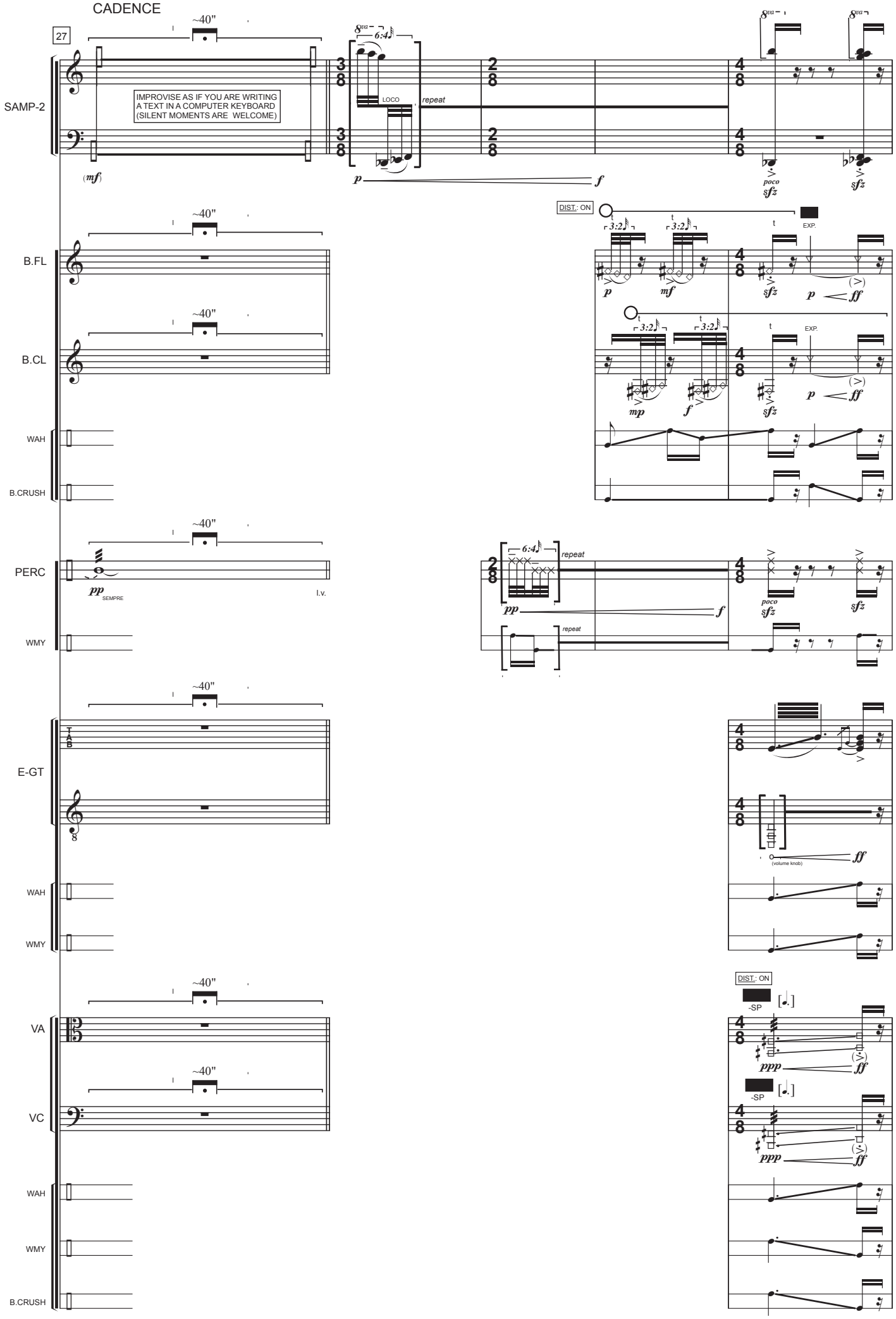

16
SAMP-2
B.FL
B.CL
WAH
DIST.: OFF
PERC
WMY
1st time: pattern
2nd time: silence
EB
E-GT
WAH + WMY
ORD
TAB (VA+VC)
VA
VC
WAH
WMY


SLIGHTLY FASTER
[♪ = 92]
18
SAMP-2
~5"
LOCO
B.FL
FUZZ: ON
BREATH FREE
FUZZ: OFF
INSP.
DIST.: ON
3/4 air / 1/4 pitch
B.CL
FREE MULTIPHONICS
WAH
ON
B.CRUSH
(25%)
PERC
TAM-TAM
poco
l.v.
WMY
CAJÓN
E-GT
EB
LOOKING FOR AMP. FEEDBACK
(a feedbacker pedal can be used)
VIBRATO
slow
ORD
VA
VC
-SP
TONLOS
hold


21
SAMP-2
LOCO
B.FL
B.CL
WAH
B.CRUSH
(25%)
SEMPRE
PERC
WMY
E-GT
WAH + WMY
EB
-SP
ORD
TAB
(VA+VC)
VA
VC
TONLOS
(mute the strings with the left hand)
hold
WAH
WMY
B.CRUSH

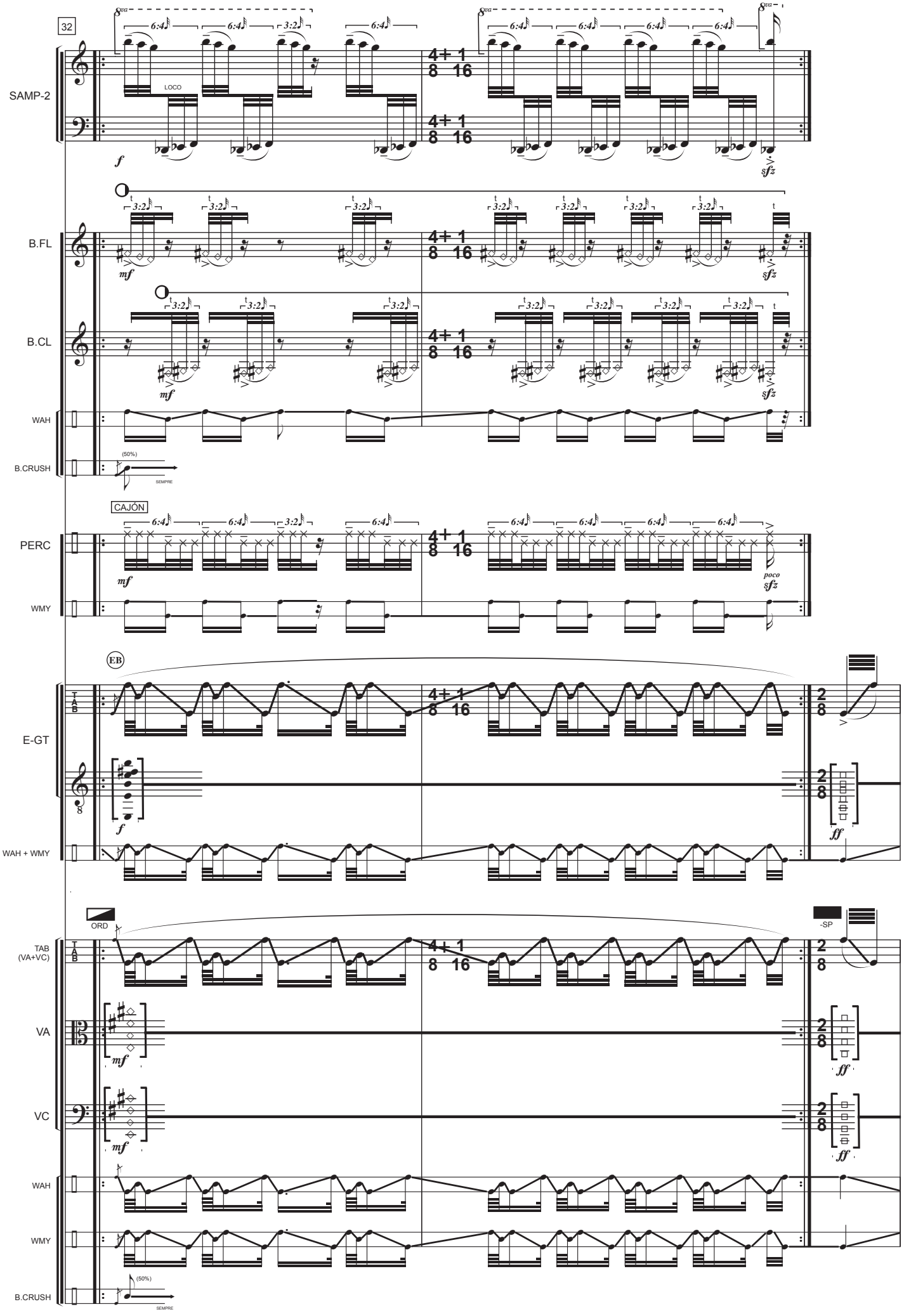

24
SAMP-2
B.FL
B.CL
WAH
B.CRUSH
PERC
WMY
E-GT
TAB (VA+VC)
VA
VC
~5"
6:4
3:2
poco sfz
(DIST: ON)
DIST.: OFF
EXP.
ff — pp
1st time: pattern
2nd time: silence
TAM-TAM
l.v.
Hit in the center
looking for a low sound
p
VIBRATO
slow
(volume knob)
FUZZ: ON
DIST.: OFF
FUZZ: OFF
ORD
-SP
repeat
fp
ff
ppp

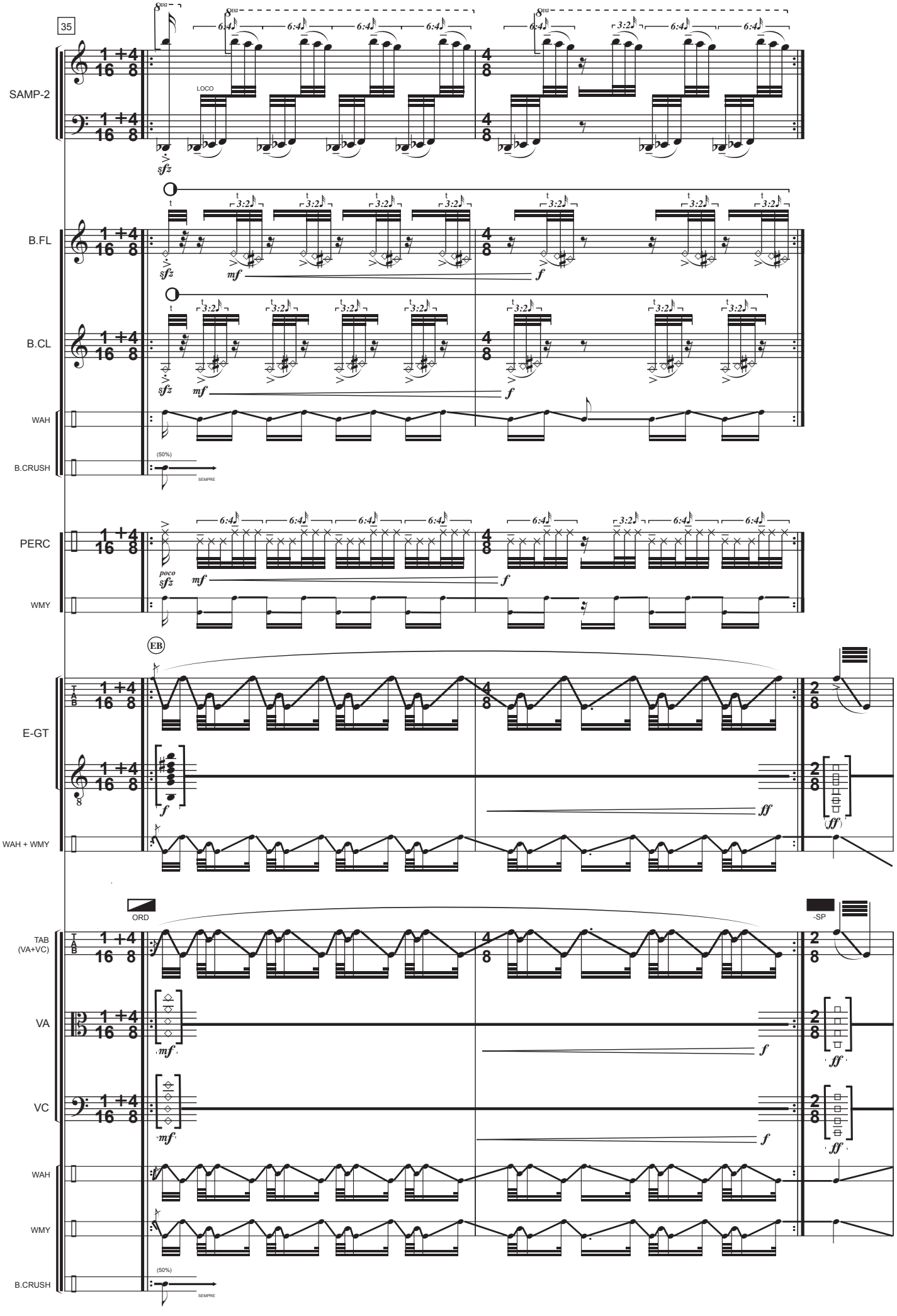
CADENCE

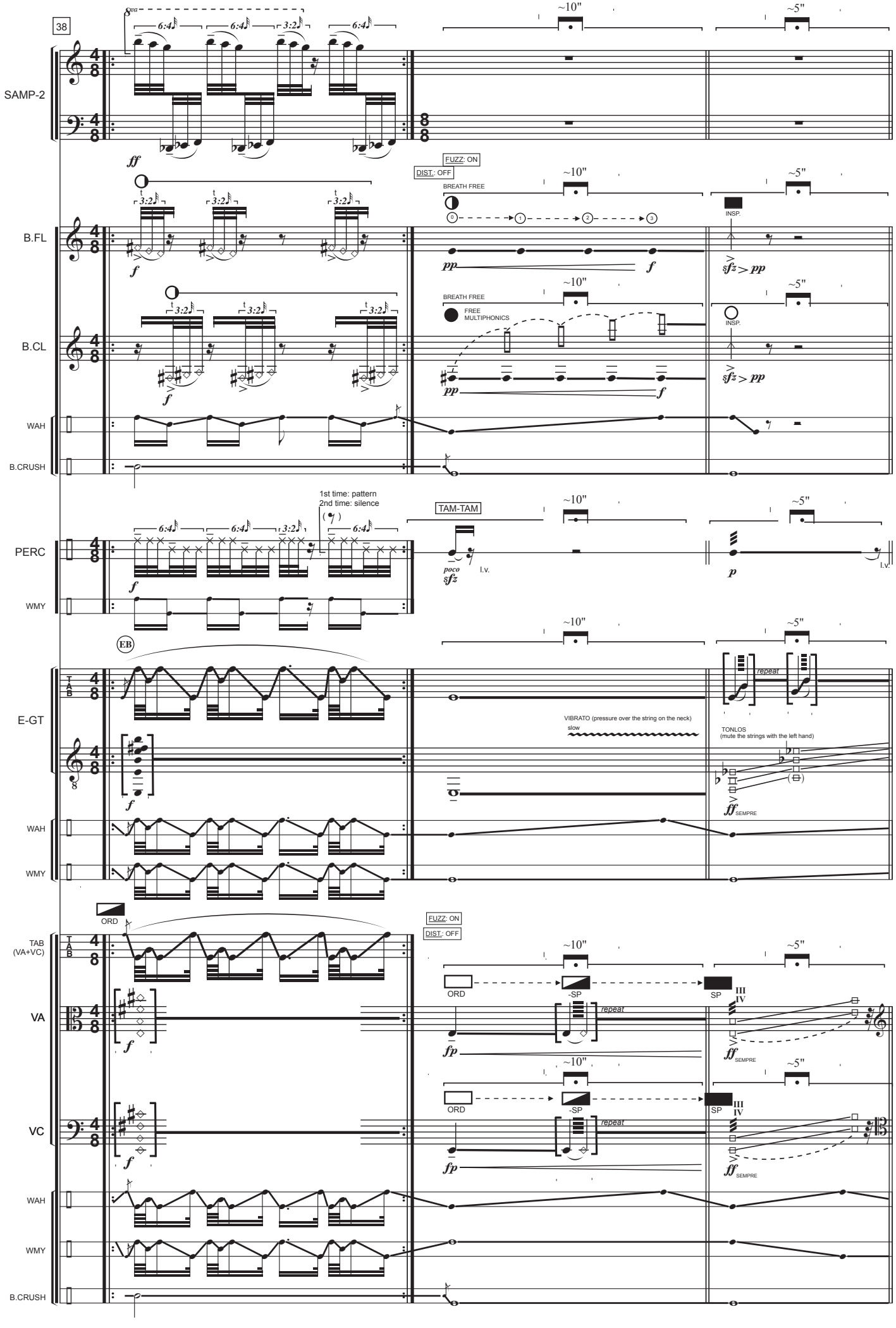

27
~40"
SAMP-2
IMPROVISE AS IF YOU ARE WRITING
A TEXT IN A COMPUTER KEYBOARD
(SILENT MOMENTS ARE WELCOME)
(mf)
8va
6:4
LOCO
repeat
p
f
poco
sfz
DIST.: ON
EXP.
B.FL
B.CL
3:2
mf
mp
WAH
B.CRUSH
PERC
pp
SEMPRE
l.v.
WMY
E-GT
TAB
(volume knob)
VA
VC
-SP
ppp
ff

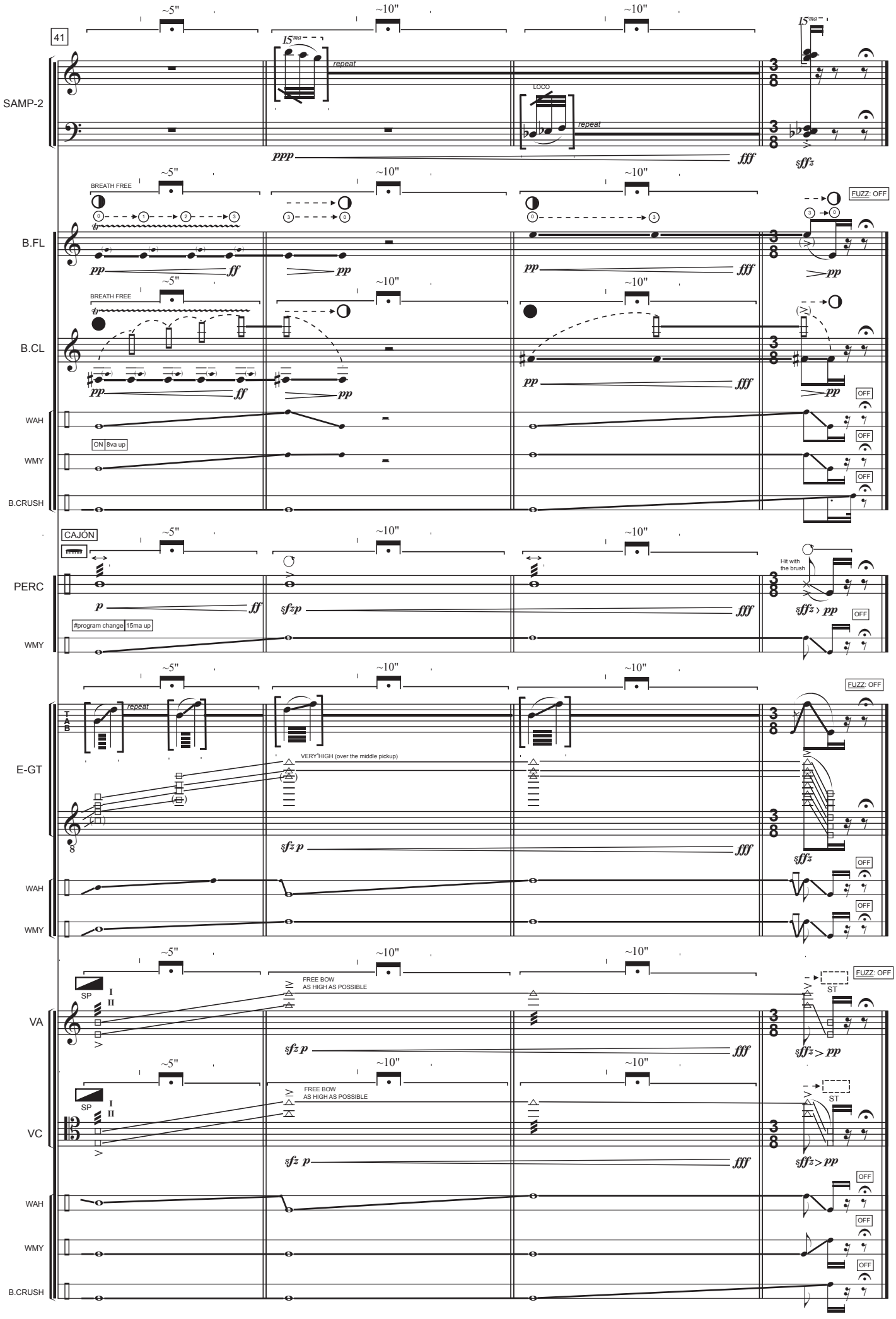
SLIGHTLY FASTER

[♪ = 96]




35
SAMP-2
LOCO
B.FL
B.CL
WAH
B.CRUSH
(50%)
SEMPRE
PERC
WMY
EB
E-GT
WAH + WMY
ORD
-SP
TAB
(VA+VC)
VA
VC
WAH
WMY
B.CRUSH
(50%)
SEMPRE


38
SAMP-2
B.FL
B.CL
WAH
B.CRUSH
PERC
WMY
E-GT
TAB (VA+VC)
VA
VC
FUZZ: ON
DIST.: OFF
BREATH FREE
FREE MULTIPHONICS
INSP.
1st time: pattern
2nd time: silence
TAM-TAM
l.v.
repeat
VIBRATO (pressure over the string on the neck)
slow
TONLOS
(mute the strings with the left hand)
ORD
SP
-SP
SEMPRE
~10"
~5"


41
SAMP-2
B.FL
B.CL
WAH
WMY
B.CRUSH
PERC
CAJÓN
E-GT
VA
VC
~5"
~10"
repeat
LOCO
BREATH FREE
FUZZ: OFF
ON 8va up
OFF
#program change 15ma up
Hit with the brush
VERY HIGH (over the middle pickup)
FREE BOW AS HIGH AS POSSIBLE
SP
ST