

Rob Durnin

POLYPTYCH

[2023]

for performer, video and live electronics

Performance Notes

This work is an audiovisual performance and installation hybrid - it comprises two musical movements bound within a physical and visual composition. It is to be realized by one performer, and one person operating video and live electronics.

The two musical movements within the work: “**BEHRINGER RD9**” and “**JUNO-60**”, are for the performer and eponymous instruments. Individual scores for these works are found further in this document.

Tech

The composition is to be installed within a large space and nested into one corner of the room - with clean walls to facilitate projection. The shorter of the walls (referred to as the minor wall) needs to be at least 3m in length; the longer wall (major wall) needs to be around 6m or more.

To the right is a vertical perspective of the configuration, including cable routing.

Projection

As shown in the visualization below, the projector is to be angled at both walls to create a skewed image. Within this projected region, video material is corner-pinned to produce video segments in their original orientation. There are 3 regions (**Frame A**, **Frame B** and **Frame C**) where video material is projected in this manner.

In addition to the video, white light is projected to create different spotlights. The first, **Spot1**, is also shown below. The other spots used are defined as follows:

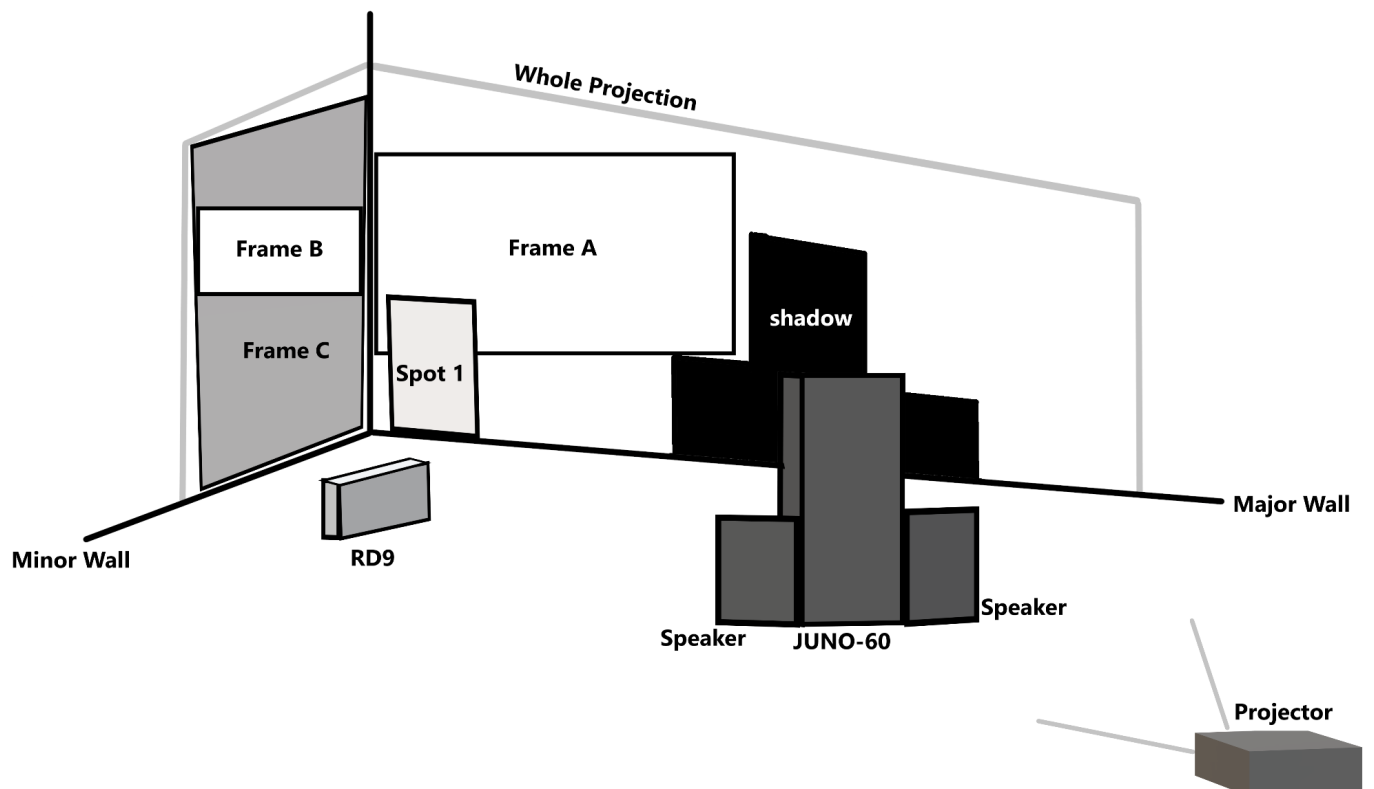
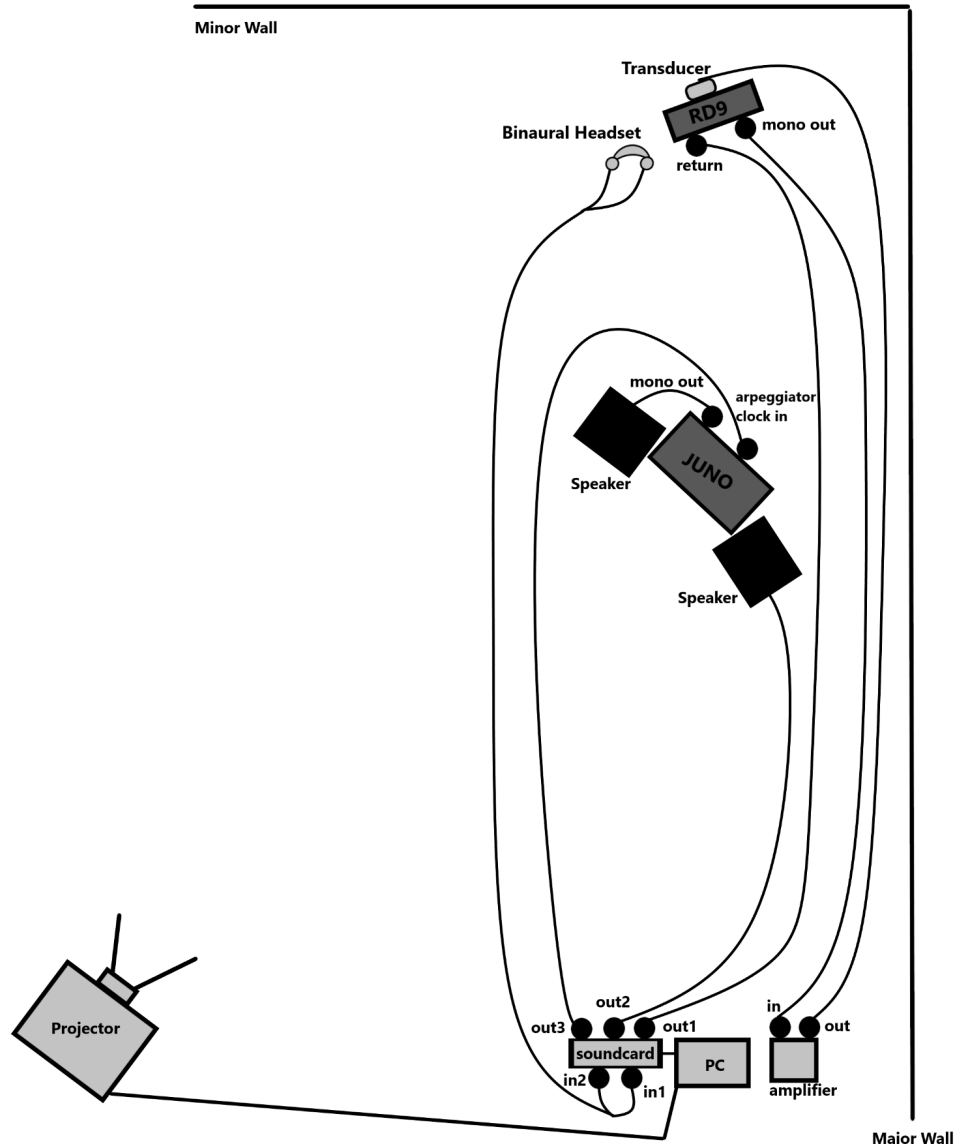
Spot2 - Only the RD9 is illuminated

Spot3 - The whole of the minor wall within the bounds of the projection is illuminated

Spot4 - Only the JUNO and 2 speakers are illuminated

Spot5 - Inversion of Spot4 (everything except the JUNO and 2 speakers is illuminated)

Spot6 - The whole projection is white



Instruments

Both instruments are prepared and manipulated by both performer and person on live electronics during the respective movements.

In '**BEHRINGER RD9**', the drum machine is stood up vertically with the controls visible to an audience. The performer wears a binaural headset which is combined with the output signal of the RD9 and transduced back into the drum machine, creating a feedback loop. Feedback and gain is controlled offstage.

For this section, the performer should lie on the ground and operate the drum machine with the hands and mouth.

In '**JUNO-60**', the synth is stood up vertically between two speakers and wears a leather jacket. The output of the synth plays through one of the speakers. The other speaker plays audio from the offstage PC, which is also gained and sent to the arpeggiator clock for the final part of the piece.

Dramaturgy / Timeline

Primarily for reference by person on video and live electronics:

<u>Video Cues</u>	<u>Movement</u>	<u>Performer directions</u>
- Polyptych Video	- I: "untitled"	Sit at Spot1
- Spot1 on		
- Spot2 on		Move to RD9
- Spot1 off	- II: "BEHRINGER RD9"	Vocal section
- Spot2 off, Spot 3 on		Percussive section
		Beat-building section
- Spot3 off, Spot 2 on		Place RD9 down, move to shadow behind JUNO.
- Fade out RD9, Spot 4 on	- III: "JUNO-60"	
- Spot 5 on, Spot 4 off		Move to JUNO
- Change to Spot 6		Perform "JUNO-60"
		Walk off stage
- Change to outro video, JUNO-60 solo		
- All video/power off (end).		

BEHRINGER RD9

Start Settings: pattern 1, playing loop: [*bass-drum and clap, both note-rep(8)*], tempo 180
LPF to bass-drum and clap, resonance 0, cutoff around 30%

Intro: sitting by wall (about 2. min)

walk over to RD9, lie down besides, slowly turn up filter-cutoff.

(about 2. min)

▶ **Talking**

text:

“what idle careening left me porcelain and poised?
which yellowing comforts relieved the muddy glaze and peeling retreat?”

now I am incarcerated for crimes of symmetry
and you are a droid and I a druid without credentials, in bigamy”

+ **Humming and Singing the same words, (D minor triad)**

+ **Adjusting Filters** (gradually more and more)
. end with **pitch-depth**, **pitch**, and **tune** turned high

Pause: Turn down filter to zero

*Change to **pattern 2**, change tempo to **81**, turn filter off*

RH up and tap on the top of the RD9 (very deliberate)

Tapping, percussive actions (slow/basic beat)

- . *Low/Kick:* slap RD9 chassis
- . + *Snare:* flick chassis
- . ++ *Toms:* flick knobs
- . +++ *Cymbal:* tap/scrape across outputs

Turn round to audience, gnash the teeth

+ **Vocal sounds, picking up RD9 and moving around (combine with basic beat)**

- . teeth gnashing
- . breath/blowing/'shh' sounds
- . kissing sounds
- . small whimpers/groans (high pitch)

Stop - short pause:

▶ **Create pattern (still moving RD9 around, mouth when possible, 1 note of each):**

- . Bass Drum (loop x4)
- . Clap (loop x4)
- . Snare (etc.)
- . Hi-hat (closed)
- . Low-tom (note repeat 2)
- . Mid-tom (note repeat 4)
- . High-tom
- . Hi-hat (open)
- . Ride Cymbal
- . Rimshot (note repeat 8)
- . Crash Cymbal

RD9 back on the floor

Outro: take off headphones, get up, stand by the wall (about 1 min.)

PRESET:

ARP	ENV	ARPEGGIO	LFO	DCO	HPF	VCF	VCA	ENV	CHORUS		
<input type="checkbox"/>	<input type="checkbox"/>	off	up+ 0	4 2 LFO on on	2 0	0.8	0 6	5 0 0	+3	4.5 8 6 4	II

down

JUNO-60

PROGRAMMABLE POLYPHONIC SYNTHESIZER

SLOW, always poco poco poco accel.

Voice

I'm so low, Oh God, O, woe. Words fail the pa-ra-ble's

* JUNO
Keep the jacket zipped.

(accel.)

end. No-one cares for cro-quet a-ny-more. I've hung the coun-try o-ver my face, when I speak it is

(accel.)

de-cre-pit fi-gures, ex-poun-ded fea-tures. My hand is in the bo-vine sack. So throw my shoes

(accel.)

to the dogs, my flip-flop sandal bo-nan-za, and hose me down with a hose

(accel.)

in the sig-moid gar-den, pi-thy rose. With frot-ting gol-fers, whose do-lo-rous balls

(accel.)

lay low like shre-ddies in bleak howls. Moss hangs to its sides, Then have

LFO

(accel.) - - - - - → Speedy Δ Saucy, unzip the jacket as you go.

me slung to dry - 3 o-ver some stone.

Uuuugh..

LFO: rate

LFO

DCO: LFO

DCO: PWM

MAN

6 10 4 3 3 2.5 2 5

hmm...

ugh..

DCO

HPF: freq

VCF: freq

5 9

MANUAL

5 5

0.8 0

0 3

sound fix

phwoar..

oooooof...

yuh..

yow!

VCF: res

VCF: env

VCA

ENV: A

ENV: D

6 7

5

sound fix

4

4.5 2.5

8 0

sound fix

hua..

ENV: S

ENV: R

HOLD

ARPEGGIO

6 3

4 5

8ve

Joony.....

walk off stage, JUNO solo.

FIN

sound fix