

# **White Sky Over the Lake**

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for Soloist and Electronics

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## INSTRUMENTATION

for one player, any number of the following:

Crotales, Glockenspiel, Vibraphone

Tubular bells, Celesta, Harpsichord

Clavichord, Toy Piano (chromatic), Piano

The score (in patch) is in C

Variable Duration

Range: 1'06" – 11'41"

Average: 6'24"

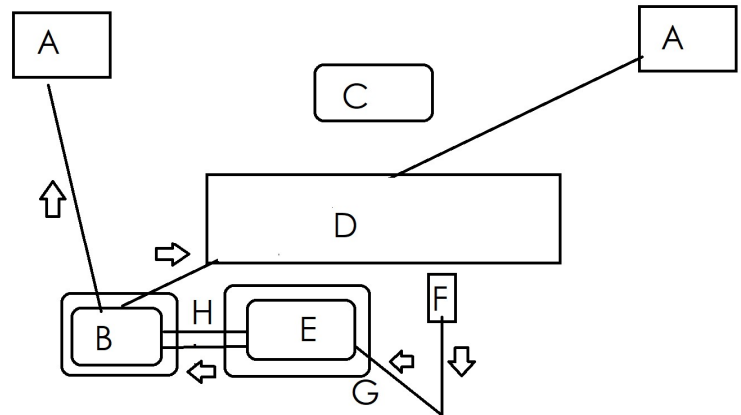
## PROGRAM NOTE:

*White Sky Over the Lake* is a generative piece for soloist and electronics. Although the instrumentation is variable it is limited to mallet percussion and keyboard instruments to complement the electronic accompaniment. The performer reads a score which is generated in real time along-side an accompaniment that is also freely generated.

Imagine a nearly still body of water and an empty sky. It is not obvious, to the eyes, where they meet or even if they are separate things.

## HARDWARE:

- 2 Stereo Speakers [A]
- 1 Mixer (optional) [B]
- 1 Chair (optional) [C]
- 1 Instrument [D]
- 1 Laptop [E]
- 1-2 Microphone(s) [F]
- 1 Laptop Stand [G]
- 2-5 Cables (depending on mic/mixer) [H]



## SOFTWARE:

MAX7 or higher running:

WSOTL.maxpat

+Bach Library

+audiosaftey~.maxpat, noisegate.maxpat

+nice\_reverb~.maxpat

## THE PATCH (from left to right):

Clear Data – Removes all data from the bach.roll object. Resets all counters.

Beats Left – Counts down the beats before the bach.roll will clear

Section # - Indicates the Section. There are roughly 50 in on performance.

Center Drone – The pitch for the drone. Should be in the middle of our range.

Lowest Note – The bottom end of your chosen playing range.

Highest Note – The top end of your chosen playing range.

Audio On/Off – Turns on the accompaniment and microphone

Electronics Gain – Pre reverb volume for accompaniment.

Mic Input Gain – Input Volume for the Microphone

Reverb Wet – Adds reverb, wet signal.

Outputs – Gain sliders post-reverb for both left and right channels

Start! – Starts the patch

#### PERFORMANCE NOTES:

Open the patch

Adjust Settings, turn on audio

Start the Scrolling Score

Should be at *Section 1*

Follow the notes (and durations) as precisely as possible, minding the scrollbar

Pick dynamics that work either with or against the accompaniment

Eventually ad lib by repeating notes and gestures, if necessary

This should not start until at least as far as *Section 30*

Once the accompaniment stops and the patch has shut itself off, stop playing.

This will happen around *Section 50*

You will see a string of middle C's. Do not play them, they are extraneous note onset information.