

Instance

for soprano saxophone, bassoon and electronics

by

Dan VanHassel

Duration: 9½ minutes

Composed 2008

Premiere by Sonic Circus, May 31, 2008
Heaven Gallery, Chicago, IL

Instance Performance Notes

Three different versions exist of *Instance*. The first is a version for fixed-media electronics, which can be listened to through any ordinary stereo playback system.

The second is scored for soprano saxophone, bassoon and turntables. This version also makes use of Max/MSP for live digital signal processing of the sax and bassoon. For the Max/MSP portion, either a separate operator at the computer or one of the performers will need to trigger the cues indicated in the score by large numbers in boxes followed by a brief description of the effect. Two microphones will be needed, one for each instrument to be input into Max/MSP for processing.

The part for turntables assumes a two turntable setup with Final Scratch or a comparable program that enables computer audio files to be controlled via the turntables. Most of the playback files are short files that should be looped continuously where indicated in the score. The loop files are, in order of appearance: *gran1.wav*, *lowpassdrum.wav*, *breakbeat.wav*, *glitchbeat.wav*, *gran2.wav*, *bestbeats.wav*. There is also one relatively long file that should simply be played from beginning to end, which is: *glitchbeat2.wav*. There are also a couple of files used only for scratching. These are: *filterscratch.wav*, *jbbeat.wav*, and a sound of the performer's choice. All of the electronics controlled by the turntables are notated graphically in the score; scratching effects should be played precisely where indicated in the score, however the specific rhythmic content is left to the performer. There are also a few places where a short audio file should be triggered. This requires a MIDI controller or some other way of triggering file playback apart from the turntables. These files are, in order of appearance: *ragehit1.wav*, *breakdelay.wav*, *ragehit2.wav*, *gran3.wav*, *gran1end.wav*.

The third version of this piece is for soprano saxophone, bassoon and electronics. In this version all of the electronics are controlled by Max/MSP, with the turntable part substituted for by sound files taken from the fixed-media version. The saxophone and bassoon parts are identical, but there are substantially more Max/MSP cues.

Equipment Required

Both Performance Versions

Stereo Playback System
Two microphones
Computer with MaxMSP
MIDI foot pedal (optional)

Turntable Version

Two Turntables
Computer with Final Scratch (or equivalent)
MIDI controller or keyboard (for triggering short audio files)

Please feel free to contact me with any questions: dan.vanhassel@gmail.com, 617.850.2983 (cell)

Instance

1. A Subtle Infraction

Dan VanHassel

Free Tempo, bizarre and provocative

Section 1: 30 sec. *(granular effect)*
1 *bsn. keyclick effect and resynthesis*
2 *gran1 fade in*
Soprano Saxophone: *Continuously vary pitch of keyclicks; vary speed and volume according to graph.*
Bassoon: *keyclicks:*

Section 2: 20 sec.
3 *turn on sax effects*
Take your time, leave plenty of space

Section 3:
(wide vibrato) *(bend note up)*

Section 4: 4 *lowdrums 1*
mf
(gradually increase vibrato)

Section 5: 5 *lowdrums 2* 10 sec.
f
f (no cresc.)

2

6 *begin scratch solo*

7 *fade out resynth and sax effects*

50 sec.

(fade out granular)

"scratch solo"

"ragehits:"

8 sec.

10 sec.

Elec.

Sop. Sax.

Bsn.

2. Sizzle Fridges

Funky, with a hint of sarcasm ♩=126

"breakbeat"

(approx. notation of drum beat)

"ragehit"

7

(in rhythm with drums)

ff

12

ppp

ff

(bend note down gradually)

mute "breakbeat"

(echoes in rhythm)

8 *turn off delay*

"breakbeat" resumes

"glitchbeat:"

(both drum loops play simultaneously)

(*ff*)

3

(*ff*)

Elec.

Elec.

Sop. Sax.

Bsn.

breakbeat: -----
 21 glitchbeat: ~~~~~~
 (drum beats continue to loop)

Elec.

Sop. Sax.

Bsn.

24

Elec.

Sop. Sax.

Bsn.

26

Elec.

Sop. Sax. *(multiphonic, pitches approx.)*

Bsn.

30

Elec.

Sop. Sax. *ff*

Bsn. *solo*

34

Elec. 

Sop. Sax. 

Bsn. 

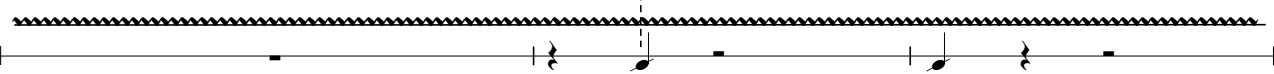
38


Elec. 


Sop. Sax. 

Bsn. 

44

Elec. 

Sop. Sax. 

Bsn. 

9 turn on sax delay

47

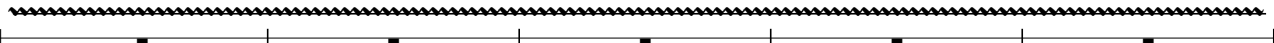
Elec. 


Sop. Sax. 


Bsn. 

10 fade in bsn delay

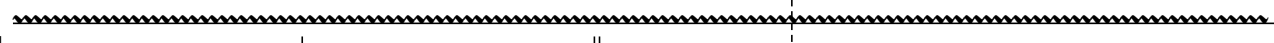
51 *(drum beat filter sweeps down to a low rumble)*


Elec. 

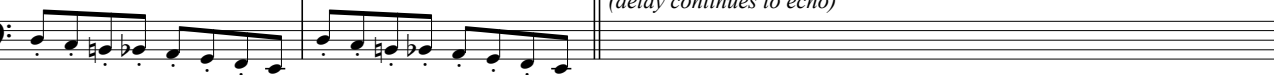
Sop. Sax. *(bend note down)*
p  *ff* *(delay builds up)* *p*

Bsn. 

56

Elec. 

Sop. Sax. 

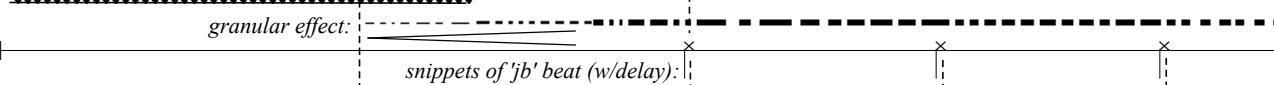
Bsn. 


(delay continues to echo)


11 *change delay times*
 Free Time 12 sec.

n.

12 *gran2 fade in*

Elec. *(drums fade out)*
granular effect:  *snippets of 'jb' beat (w/delay):*

Sop. Sax. *relaxed, not too fast*
(bend note down) 

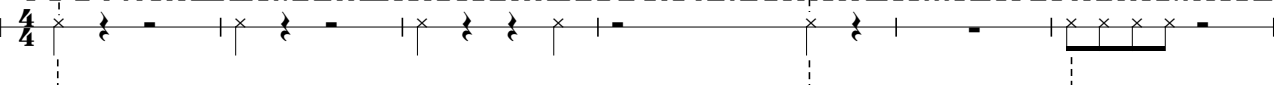
Bsn. *(bend note up)*
(noisy multiphonic) 


13 *JB1*

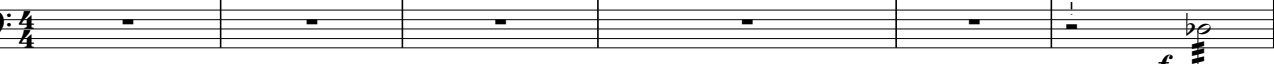
$\text{♩} = 126$ *(granular sample provides pulse)*

14 *crazy sax delay/JB2*

58

Elec. 

Sop. Sax.  *f*

Bsn.  *f*

15 *JB3*

Upbeat, joyful!

20 turn off delay/turn on drums

84

Elec. 

Sop. Sax. *ff* 

Bsn. *ff* 


88


Elec. 


Sop. Sax. 

Bsn. 


92


Elec. 

Sop. Sax. 

Bsn. 


96

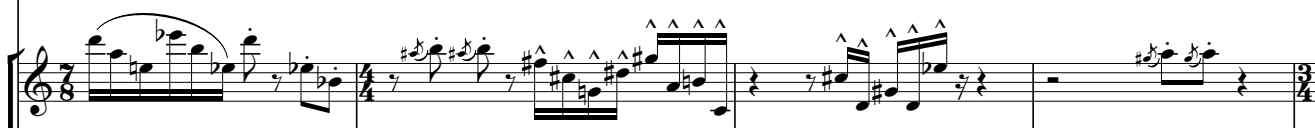
Elec. 


Sop. Sax. 

Bsn. 

101

Elec. 

Sop. Sax. 

Bsn. 

105

Elec. H $\frac{3}{4}$ $\frac{4}{4}$ $\frac{7}{8}$ $\frac{4}{4}$ $\frac{3}{4}$ $\frac{4}{4}$

Sop. Sax. H $\frac{3}{4}$ $\frac{4}{4}$ $\frac{7}{8}$ $\frac{4}{4}$ $\frac{3}{4}$ $\frac{4}{4}$

Bsn. H $\frac{3}{4}$ $\frac{4}{4}$ $\frac{7}{8}$ $\frac{4}{4}$ $\frac{3}{4}$ $\frac{4}{4}$

110

Elec. H $\frac{4}{4}$ $\frac{3}{4}$ $\frac{4}{4}$

Sop. Sax. H $\frac{4}{4}$ $\frac{3}{4}$ $\frac{4}{4}$

Bsn. H $\frac{4}{4}$ $\frac{3}{4}$ $\frac{4}{4}$

mf *ff* *mf* *ff* \sharp

3 3

114

Elec. H $\frac{3}{4}$ $\frac{4}{4}$

Sop. Sax. H $\frac{3}{4}$ $\frac{4}{4}$

Bsn. H $\frac{3}{4}$ $\frac{4}{4}$

mf *ff* *p* *noisy multiphonic*

21 no drums/gran3 (granular effect)

22 drums return

118

Elec. H

Sop. Sax. H

Bsn. H

ff *f*

drums resume

127

Elec. H

(ragehit)

(granular effect)

135

Elec. H