

# **FLINTS** (2008)

*for four computer performers*

*Hans Roels*

# Flints

*Duration:* between 6 and 8 minutes

*Instrumentation:* 4 computers with Pure Data (Pd) installed and with the Pd files provided by the composer. The user interface for each performer is a computer mouse and a computer keyboard. The Pd file that should be opened by all performers is 'flints-7.pd' (it should be in a folder called 'flints' with several text (preset) and audio (wav) files.

## *General*

In general the right hand uses the computer mouse to change one of the sliders in the Pd patch while the left hand triggers sounds (with a short attack) by clicking on the computer keys 'a' 'z' 'e' 'r' or 't'. These keys are ordered from left to right: the key 'a' produces a sound with the shortest decay while the key 't' creates a sound with the longest decay. Immediately after a sound has been triggered by the right hand, the sound should be varied by manipulating the sliders with the left hand (following the indications written in the score).

## *Remarks*

- A dotted line represents a gradual change of the sound. This dotted line gives a general (visual) indication of this sound transformation, the details can be filled in by the performer.
- An accent represents a triggered sound with the right hand. These accents represent the general density of the triggered sounds, not the exact number of triggered sounds.
- An accent between brackets indicates a 'quasi-triggered' sound that sounds like the triggered sound but is produced by moving the 'position' slider sharply to the left (where the amplitude of the sample is louder) and returning immediately to the right.
- The boxed numbers represent the preset that has to be loaded.
- 'p: +2' indicates that the slider 'pitch' should have a value of about '2'.
- The indications notated in the score by texts in italics are the most important indications. They are general guidelines for the sound transformations.

## *Notes on the Pd patch*

Load a preset by clicking on the right number under the header 'P R E S E T S :':

There are four sliders that are used frequently during the performance:

'pitch' : changes the transposition of the grains (the exact transposition is shown in the grey number box called 'pitch\_shift'.

'random\_pitch' : changes the randomness ('jitter') of the transposition

'position' : changes the position in the sample where the grains are produced

'random\_position' : changes the randomness ('jitter') of the position

Start or stop the grain production by clicking on the 'on\_off' toggle in the top right corner.

Change the main output level with the fader 'level'.

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