

Resonator

for banjo and live electronics

Technical Requirements and Score Notes

Resonator is a piece for banjo (five-string, three-finger style) and live electronics (Max/MSP). To play it you will need a banjo with a contact microphone, a laptop with an audio interface, and the Resonator Max/MSP patch. You do not need a foot switch or any other device to control the patch.

Instead, the patch proceeds through the music in one of three ways : by detecting a single accented attack from the banjo, counting the number of accented attacks from the banjo and advancing after a threshold has been reached, or by following an internal metronome. The score will tell you what you need to do to get the patch to advance to the next "step."

The tempo can be adjusted in the patch.

Each step is indicated in the score by a rehearsal number in a rectangle.

The current step is displayed on the patch in case you get lost.

A downward arrow indicates that an accented attack needs to happen to activate the step shown at the top of the system.

Other steps (such as 4 – 8) will activate automatically as you play the banjo part.

After step 9 is activated the metronome takes over and all steps from 10 – 25 will advance in tempo.

Step 30 is activated by the tremolo pattern in the preceding measure. The same is true for step 32.

Step 31 will be activated after the low G is heard in the electronics in the measure right before.

The score itself is very minimal and provides the banjo part, the steps, and only the portions of the electronics part that are necessary for cues and coordination. There are also some bass notes and patterns that are randomly selected by the patch (like the bass notes in the opening.)

Finally, all of the sounds in the piece are generated from the whole notes played on the first page. The patch will capture these three notes as you play them and transform them into all of the other sounds that are heard. Needless to say, be careful to make sure these whole notes are played cleanly and accurately.

I hope you enjoy *Resonator*!

Resonator

for banjo and live electronics

1 ca. 2 s *f* *accel.* *repeat as fast as possible* *p* *delay* *sustain*

2 ca. 2 s *f* *accel.* *repeat as fast as possible* *p* *delay* *sustain*

3 ca. 4 s *a tempo* *sim.* *delay* *sustain*

4

5 *delay*

Resonator for banjo and live electronics - 3

6

delay

or

7

delay

or

8

delay

or

rit.

delay

f

Resonator for banjo and live electronics - 4

9

10

11

Not too fast (♩ = 100 - 108)
strike drumhead >

Musical score for measures 9-11. The score is in 4/4 time. The top staff (treble clef) contains a banjo part with rhythmic patterns of eighth notes and rests, marked with accents (>) and dynamic markings *p* and *f*. The middle staff (piano) features a percussive effect in measure 9, followed by a melodic line in measures 10-11 marked *pp* and *δ^{va}*. The bottom staff (bass clef) provides a harmonic accompaniment with sustained notes.

12

Musical score for measure 12. The top staff continues the banjo part with a melodic line marked with an accent (>) and dynamic *pp*. The middle staff features a melodic line marked *pp* and *δ^{va}*. The bottom staff continues the harmonic accompaniment.

13

Musical score for measure 13. The top staff continues the banjo part with a melodic line marked with an accent (>) and dynamic *pp*. The middle staff features a melodic line marked *pp* and *δ^{va}*. The bottom staff continues the harmonic accompaniment.

14

Musical score for measure 14. The top staff continues the banjo part with a melodic line marked with an accent (>) and dynamic *mp*. The middle staff features a melodic line marked *δ^{va}*. The bottom staff continues the harmonic accompaniment, marked *sim.*

Resonator for banjo and live electronics - 5

15

f *p* *mp*
sim. effect

16

f *mp*

17

f *mp*

18

f

Resonator for banjo and live electronics - 6

19

20

Musical score for measures 19 and 20. The top staff (treble clef) features a continuous eighth-note pattern with accents (>) and a sharp sign (#) in measure 20. The bottom staff (bass clef) has a simple eighth-note accompaniment. A box labeled 'perc. effect' is positioned above the bass staff, with a horizontal line extending across the measures.

21

22

23

Musical score for measures 21, 22, and 23. The top staff (treble clef) features a continuous eighth-note pattern with accents (>) and a sharp sign (#) in measure 23. The bottom staff (bass clef) has a simple eighth-note accompaniment. Dynamics include *mf* and *cresc.*. A box labeled 'perc. effect' is positioned above the bass staff, with a horizontal line extending across the measures.

24

Musical score for measure 24. The top staff (treble clef) features a continuous eighth-note pattern with accents (>) and a sharp sign (#) in measure 24. The bottom staff (bass clef) has a simple eighth-note accompaniment. Dynamics include *cresc.* and *8va*. A box labeled 'perc. effect' is positioned above the bass staff, with a horizontal line extending across the measure.

25

Musical score for measure 25. The top staff (treble clef) features a continuous eighth-note pattern with accents (>) and a sharp sign (#) in measure 25. The bottom staff (bass clef) has a simple eighth-note accompaniment. Dynamics include *rit.* and *f*. A box labeled 'perc. effect' is positioned above the bass staff, with a horizontal line extending across the measure.

Resonator for banjo and live electronics - 7

26 Freely, as before

ca. 2 s loco

accel.

27

f

p

f

sustain

28

ca. 2 s

accel.

rit.

f

p

sustain

29 More Slowly and Very Free (♩ = 60)

mp

f

sustain

etc.

repeat as fast as possible until next step is triggered

f

p

mf

p

mf

p

Resonator for banjo and live electronics - 8

30

meno mosso

f

+8va, +8vb

31

Tempo I

rit.

repeat as fast as possible until next step is triggered

f *p*

perc. effect

32

as fast as possible

f

delay

perc. effect

8va

all effects continue

