Short Set

Short Set is a scored improvisation for two performers. One performer will use a computer DJing software such as Native Instruments' Traktor. The second performer will use other instruments. The Traktor part will consist of the two decks playing electronic dance music at matching tempos. The instrumentalist will improvise with the processed pre-recorded material.

The entire Traktor mix should be sent through a stereo delay line. The DJ will control the send level as one of the performance parameters (see appendix below for technical setup). The primary devices employed by the DJ will be Traktor's filters. Throughout the performance, the filter amount for both decks will be set at the maximum level and the 3 remaining parameters – frequency, width and resonance – will be used to mask the underlying musical material and to produce sonic artifacts.

The instrumentalist will contrast and complement the Traktor part and should be able to produce percussive as well as pitched sound. Their sonic palette should be wide and varied enough to match most of the sounds possible in the Traktor part, and will be characterized by delay and reverb effects.

In the December 13 2004 performance the Traktor tempo will be 130 BPM and the tracks used will be "Back into the Funk" by Rene Amesz, and "Set in Stone" by Bedrock.

Scored parameters:

The following musical variables are indicated in individual staves in the score: *Both Parts:*

- Spectrum which frequency ranges are more pronounced. For both parts
 up to 2 areas of spectral power centers are scored, indicated whether the
 performers should limit themselves to the higher or lower registers, or
 both.
- 2. Density textural density will be achieved in Traktor using a wider filter band, and a more saturated delay effect. The instrumentalist will achieve

higher density with the devices applicable to the chosen instruments. The density curve will also apply to the amount of sound generated over a period of time – over a given minute, for example, how much of it is silent, and how long is the average sonic event. The density staff will also carry dynamic indications. Note that dynamics and density are independently scored, but musically related. A moment of low density notated at **f** would indicate a texture made predominantly of short, focused and loud outbursts of sound.

3. Rhythmic content – how pronounced will be the rhythmic aspect of the material? Will there be a perceivable pulse, or rather a temporally diffuse texture of irregularly timed tones?

Traktor:

1. How clear is the underlying raw material? The sonic palette used is essentially founded on subtractive synthesis. Although the filters' resonant spectral regions provide the more "dramatic" components of the sound, the underlying sound sources can be allowed to sound as well.

Notation

The notation is set in 2 sets of staves with indications for relative curves of the above parameters. Generally the score is intended to be a set of broad guidelines, and not precise instructions. The gaps between the dots, lines and curves in the various staves do not indicate silence in particular, but rather greater improvisatory license for the performers. The various line and curve textures indicate how strictly the scored indication should be adhered to. A line drawn with sparse dots affords more freedom in following its indication than a solid line.

Appendix - Technical Setup

Since Traktor does not provide a software interface for applying external effects (VST, AU, Rewire, etc.) its audio needs to be routed to another application using a virtual audio driver like Cycling 74's Soundflower. Using Soundflower as input for any application that can host and apply effects in real-time, the effects can be applied to Traktor's output. One such application is Apple's Logic Express 7.

These are the screen shots for the effects applied in Logic to the Traktor mix, followed by the screenshot of the Traktor screen.



cue pgm cue

Time BPM

08:19 125.0 (100%

10:35 | 130.0 (100%) | 08 | Global Underground: O

Electronica/D

₹ go

