

carlos d. perales

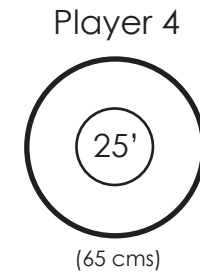
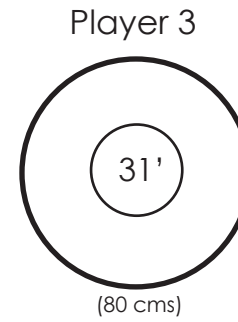
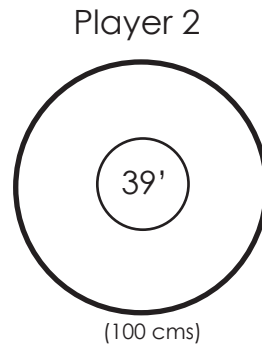
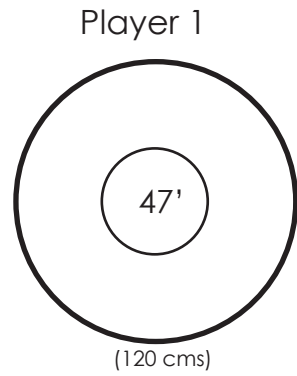
T a n G r a m

*for 4 tam tams
and live electronics with 4 Wii remotes*

para Kontakte

2008-09

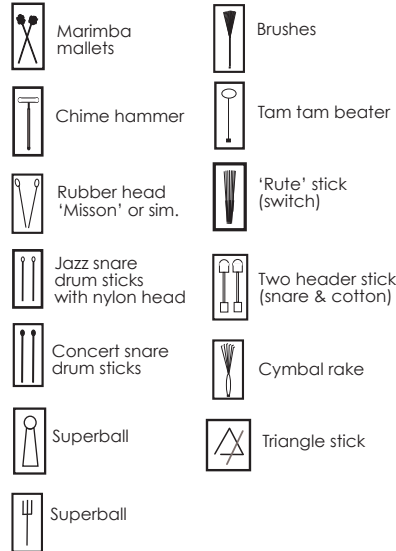
Legend



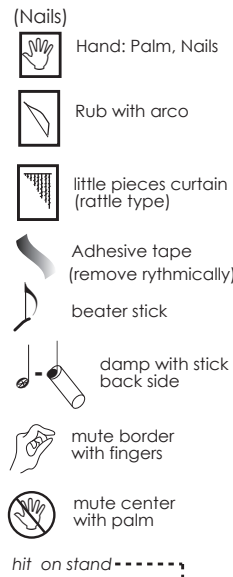
Premiere diameters

Symbology

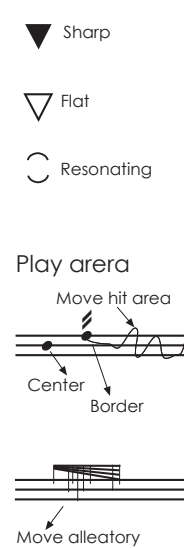
Beaters



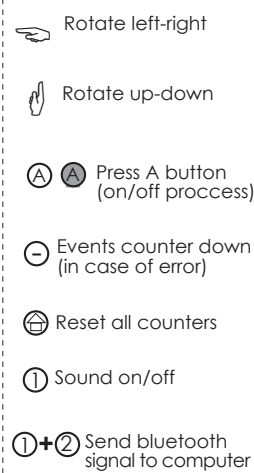
Symbols



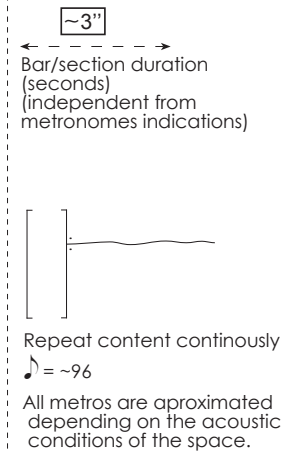
Sound endings



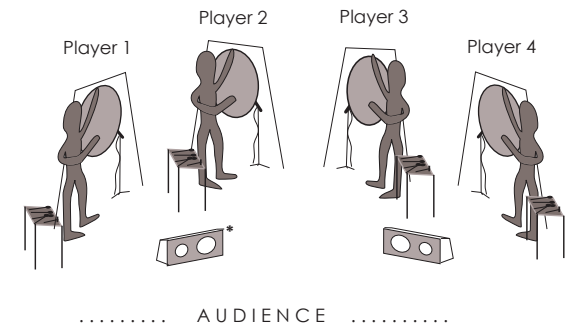
Wii control



Lengths



Arrange



Live Electronics

To get a copy of TanGram application please contact with the composer at www.carlosdperales.es

APPLICATION INSTRUCTIONS

- Open Max MSP patch and check the good working of Midi Controller
- Press A+B button on Wii remotes, then press sequentially letter q, w, e, r for each Wii on computer keyboard.
- (If any trouble on pairing Wiis with Bluetooth open Bluetooth preferences and remove any connected Nintendo device.
- Check the correct movement of Wii remotes on patch (small grey knobs)
- Don't press any Wii button. On starting to press Wii buttons the patch initializes the coll numbers of processes.
- Instructions for managing patch and Wiis on Info window.

ELECTRONIC REQUIREMENTS
(Technology at 20.09.2009)
Recommended equipment:

- 1 Powerbook G4
- 1 Midi Controller (UC33 or sim.)
- 4 Microphone inputs (Senheisser 410 or Shure SM81 or sim.)
- 1 Soundcard (4 inputs/2 outing channels, Motu Pre8 or sim.)
- 4 Auto amplifiers speakers (Genelec 1032A)
- 4 Nintendo Wii remote

INFO


- Activar el Bluetooth del ordenador. - Presionar en el mando Wii 1 los botones 1 y 2 a la vez, cuando la luz parpadee presionar la letra 'q' del ordenador. - Comprobar que la superficie indicadora del patch se mueve con la inclinación del mando 1. - Repetir la operación anterior con el resto de mandos por orden, presionando las letras 'w', 'e', 'r'.

- Con el botón 'A' se van activando los eventos que aparecen en la partitura. - En caso de activar por error algún evento, el botón 'L' del mando vuelve en sentido contrario el orden de eventos. Volviendo a pulsar el botón 'A' se reanuda la dirección de eventos. - Con el botón 'home' de los mandos se activa/desactiva el sonido. - En el teclado, las letras 1, 2, 3 y 4 hacen la función de los botones 'A' de cada mando Wii. La barra espaciadora activa/desactiva el sonido.

- En el teclado, los números 1, 2, 3 y 4 hacen la función de los botones 'A' de cada mando Wii. Los números 5, 6, 7 y 8 hacen la función del botón 'L'. - Con la letra 'm' se resetean todas las listas de eventos y se preparan para comenzar de nuevo. - La barra espaciadora activa/desactiva el sonido.

En caso de querer desconectar cualquier Wii presionar las letras 'a', 's', 'd' o 'f' (correspondientes a cada Wii, 1, 2, 3 o 4 respectivamente), apagar el Bluetooth del ordenador y volver a conectarlo. Después seguir las instrucciones detalladas al comienzo. Si se pierde toda conexión con las Wiis, abrir las preferencias del Bluetooth en el ordenador y eliminar todos los dispositivos NINTENDO que aparecieron. Después seguir las instrucciones detalladas al comienzo.

carlos d. perales **TanGram**

Microphone status → 

Event counter →

Wii movements →

Midi controlled processes →

Active processes →

Process parameters →

Procesos: Gran, Resamp, Pitohs, Harm, Delays

CONTROLADOR MIDI: Procesos DSP, Salidas directas, Stereo OUT

Reset all Matrix: (letter 'm') On/Off (space bar)

Premiered at VI Convención Nacional de Percusión
20.09.2009 - Badajoz, SPAIN

Tan Gram

para Kontakte, Grupo de Percusión

Carlos D. Perales
(*1979)

♩ = ~96

♩ = (ca.) 60

~6" ~4" ~4" ~16" ~8"

P1 II

f > *p* *ff*

Nails

free direction

p

P2 II

mf *f* *mf*

(Pitchshifter)

P3 II

Move trill point

Free envelope (pp-mp)

remove tape

mf

P4 II

mf

~3" ~6" ~2" ~19" ~3" ~12"

P1 II

p

P2 II

p *ff*

damp by hitting with the handle

mf

P3 II

mf

P4 II

p *ff* *mf* *p* *ff*

play after each Fm impulse

~ 1' 24"

Musical score for the first system, featuring four staves (P1-P4). The tempo is marked as $\text{♩} = \sim 45$. The score includes various musical notations, dynamics (ff, p), and performance instructions. A section of approximately 8 measures is marked with a dashed line and a box containing the instruction "choose three". A section of approximately 4 measures is marked with a dashed line and a box. A section of approximately 19 measures is marked with a dashed line and a box. The score concludes with a repeat sign and a section of approximately 12 measures marked with a dashed line and a box.

Musical score for the second system, featuring four staccato staves (P1-P4). The tempo is marked as $\text{♩} = \sim 60$. The score includes various musical notations, dynamics (ff, p, ppp), and performance instructions. A section of approximately 6 measures is marked with a dashed line and a box. A section of approximately 2 measures is marked with a dashed line and a box. A section of approximately 30 measures is marked with a dashed line and a box, with the instruction "4 times". A section of approximately 12 measures is marked with a dashed line and a box. The score concludes with a repeat sign and a section of approximately 6 measures marked with a dashed line and a box, with the instruction "Repeat ad lib. inserting brief pauses".

~2' 30"

Musical score for four parts (P1, P2, P3, P4) with performance instructions and time markers. The tempo is marked as $\text{♩} = \sim 60$.

- P1:** Starts with a $\sim 3''$ marker and a circled 'A'. Includes a $\sim 14''$ marker. Features a $\sim 11''$ marker with a circled 'A' and a $\sim 22''$ marker with a circled 'A'. Includes instructions: "(Scratching) (Imitate Resample gestures)", pp , and pp .
- P2:** Starts with a $\sim 5''$ marker. Includes a circled 'A' and a $\sim 9''$ marker with a circled 'A'. Includes a $\sim 3''$ marker with a circled 'A'.
- P3:** Starts with a $\sim 6''$ marker and a circled 'A'. Includes a circled 'A' and a $\sim 9''$ marker with a circled 'A'. Includes a $\sim 3''$ marker with a circled 'A'. Includes instructions: f , mf , and (Palm).
- P4:** Starts with a $\sim 8''$ marker. Includes a circled 'A' and a $\sim 9''$ marker with a circled 'A'. Includes a $\sim 3''$ marker with a circled 'A'. Includes instructions: "(Scratching) (Nails)", "(Imitate Resample gestures)", p , f , and mf .

Musical score for four parts (P1, P2, P3, P4) with performance instructions and time markers.

- P1:** Starts with a $\sim 3''$ marker. Includes a circled 'A' and a $\sim 6''$ marker. Includes a circled 'A' and a $\sim 3''$ marker. Includes a circled 'A' and a $\sim 13''$ marker. Includes a circled 'A' and a $\sim 2''$ marker. Includes a circled 'A' and a $\sim 5''$ marker. Includes a circled 'A' and a $\sim 1''$ marker. Includes instructions: "Synchronized", mp , "Desynchronized", ff , fff , "stand", and circled 'A'.
- P2:** Starts with a circled 'A' and a $\sim 6''$ marker. Includes a circled 'A' and a $\sim 3''$ marker. Includes a circled 'A' and a $\sim 13''$ marker. Includes a circled 'A' and a $\sim 2''$ marker. Includes a circled 'A' and a $\sim 5''$ marker. Includes a circled 'A' and a $\sim 1''$ marker. Includes instructions: pp , mf , ff , fff , "stand", and circled 'A'.
- P3:** Starts with a circled 'A' and a $\sim 6''$ marker. Includes a circled 'A' and a $\sim 3''$ marker. Includes a circled 'A' and a $\sim 13''$ marker. Includes a circled 'A' and a $\sim 2''$ marker. Includes a circled 'A' and a $\sim 5''$ marker. Includes a circled 'A' and a $\sim 1''$ marker. Includes instructions: mp , ff , fff , "stand", and circled 'A'.
- P4:** Starts with a circled 'A' and a $\sim 6''$ marker. Includes a circled 'A' and a $\sim 3''$ marker. Includes a circled 'A' and a $\sim 13''$ marker. Includes a circled 'A' and a $\sim 2''$ marker. Includes a circled 'A' and a $\sim 5''$ marker. Includes a circled 'A' and a $\sim 1''$ marker. Includes instructions: p , pp , ff , fff , "stand", and circled 'A'.

A circled 'A' is followed by the text "Solo" and "any of the 4 (free)".

~4' 45''

Play on different tempos (free)

♩ = from 60 to 150

Musical score for four percussion parts (P1, P2, P3, P4). The score is divided into four measures. P1 and P2 have dynamic markings *f*, *p*, *f*, and *pp*. P3 and P4 have dynamic markings *f*, *p*, *f*, and *pp*. Performance instructions include hand gestures and a circled 'X' with a slash. A circled '3' indicates a triplet in P1 and P4.

Musical score for four percussion parts (P1, P2, P3, P4). The score is divided into four measures. P1 and P2 have dynamic markings *p* and *ff*. P3 and P4 have dynamic markings *p* and *ff*. Performance instructions include hand gestures, a circled 'A', and a circled 'X' with a slash. A circled '3' indicates a triplet in P4. A circled '2' indicates a repeat sign. A circled 'A' indicates a section marked 'erratic'. A circled 'X' with a slash indicates a section marked 'hit on stand'. A circled 'A' indicates a section marked 'imitate electronic gestures from perc. 2'. Tempo markings are $\text{♩} \sim 40$, $\text{♩} \sim 60$, and $\text{♩} \sim 30$. Performance instructions include 'accel.....', '~10"', '~20"', and '~6"'. A circled '2' indicates a repeat sign.

~6' 30"

Musical score for four parts (P1, P2, P3, P4) with various performance instructions and dynamic markings.

Part P1:

- Tempo: $\text{♩} = \sim 50$
- Dynamic markings: *mp*, *f*, *f*, *f*, *p*, *ff*
- Annotations: $\sim 4''$, $\sim 6''$, $\sim 25''$
- Performance icons: hand pointing up, hand pointing down, hand pointing right, hand pointing left, hand pointing up with 'A' in a circle, hand pointing down with 'A' in a circle, hand pointing right with 'A' in a circle, hand pointing left with 'A' in a circle

Part P2:

- Dynamic markings: *mp*, *f*, *ff*, *p*
- Performance icon: hand pointing down

Part P3:

- Dynamic markings: *p*
- Performance icon: hand pointing up

Part P4:

- Dynamic markings: *mp*, *f*, *fff*
- Performance icon: hand pointing up

MIDI volume control: (MIDI:Main volume: diminuendo ———)