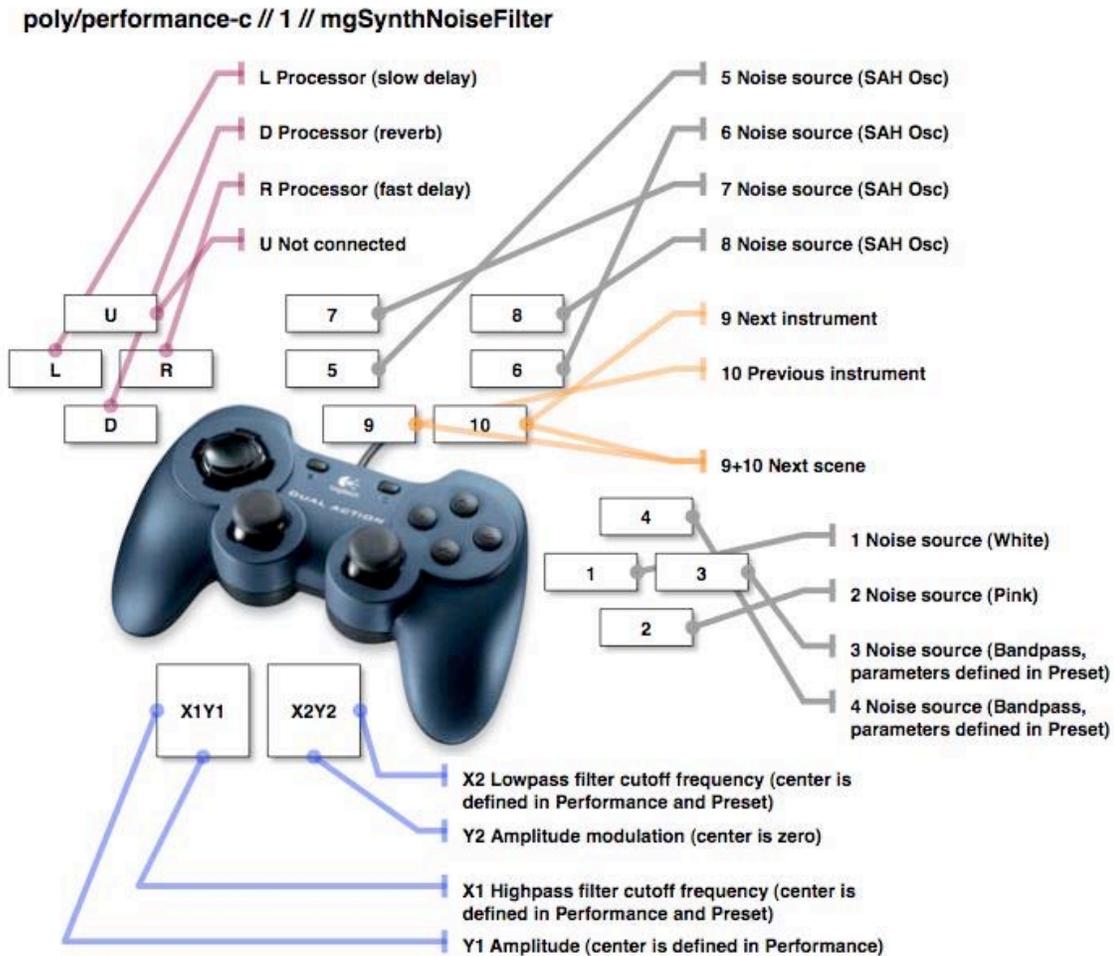


7.4. Poly Performance C (mgSynthNoiseFilter, mgSynthBuffer8, mgSynthSaw)

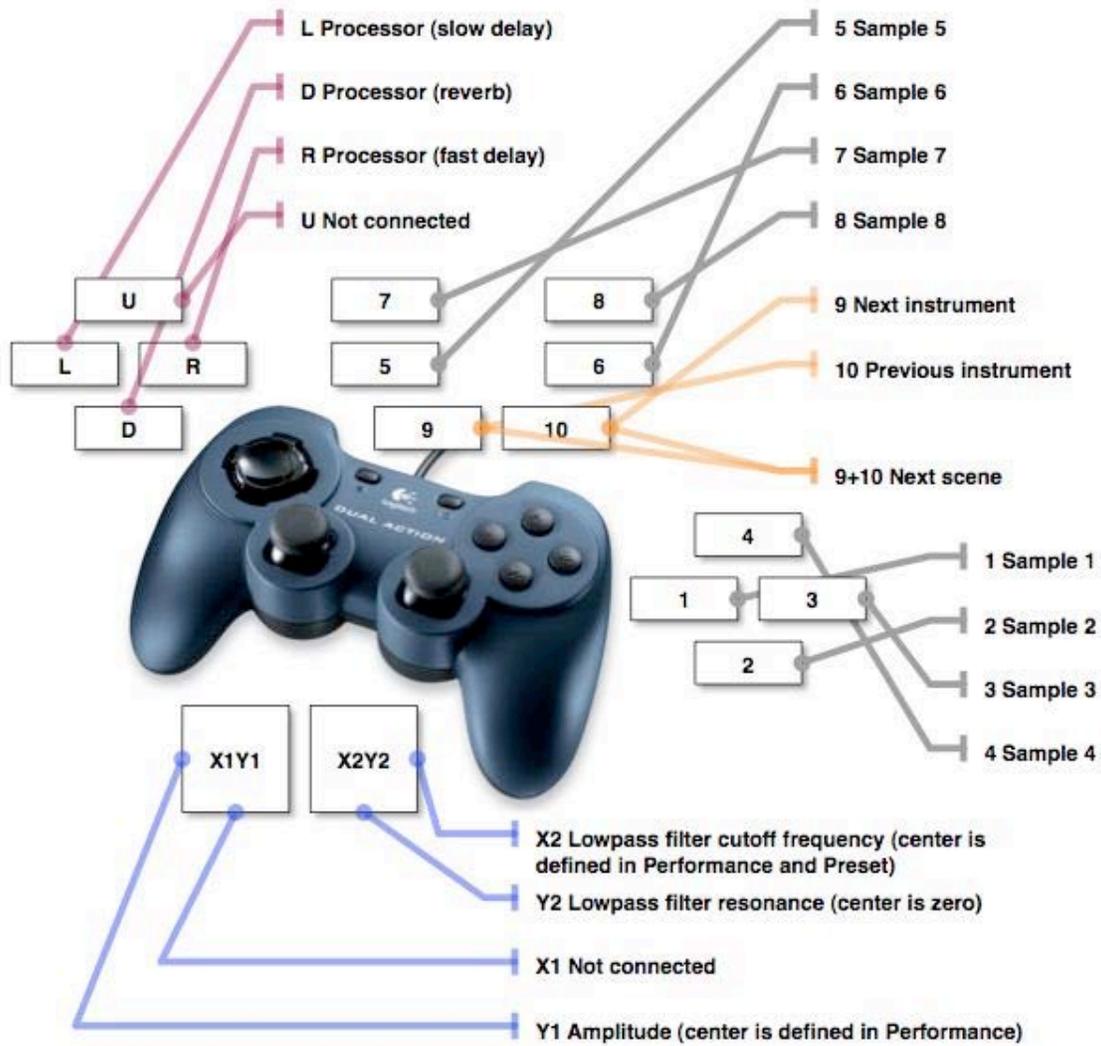
- Poly: 3 instruments
- Instrument 1: mgSynthNoiseFilter



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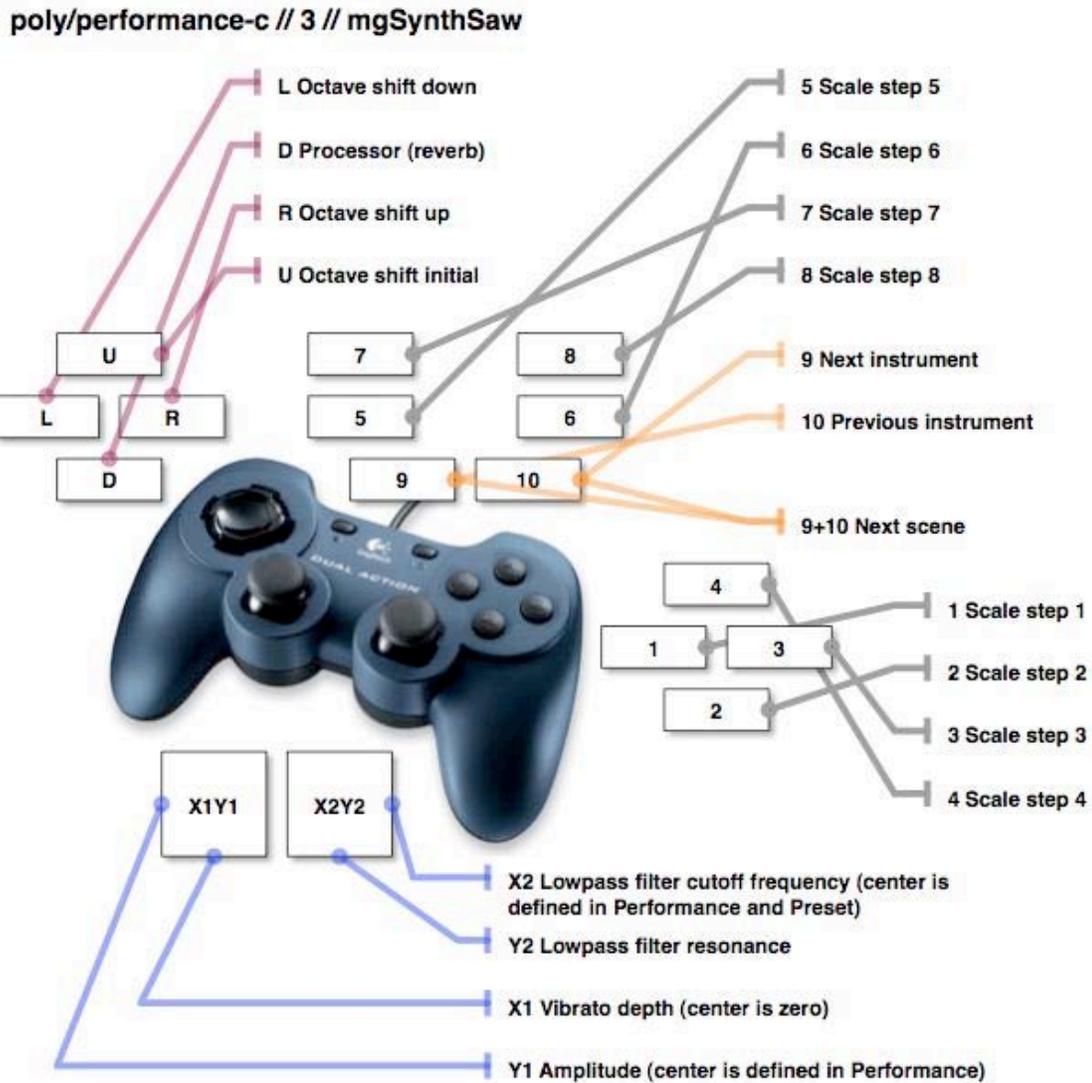
- Instrument 2: mgSynthBuffer8

poly/performance-c // 2 // mgSynthBuffer8



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- Instrument 3: mgSynthSaw



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7.5. Instruments and Scenes

- A scene defines present for all instruments in the poly instrument
- Advancing the scene (buttons 9+10 together) changes all presets
- Generally used for large-scale changes

7.6. Exercise: Smooth Fades

- Load: poly performance-c.test.pd

martingale/pd/instruments/dualAnalog*/poly/performance-c.test.pd

- Ensemble: instrument 1: fade in over 8 counts, fade out over 8 counts
- Variation: in over 4, out over 4 + 8
Variation: in over 8 + 4, out over 4

7.7. Exercise: Scales

- Load: poly performance-c.test.pd
martingale/pd/instruments/dualAnalog*/poly/performance-c.test.pd
- Ensemble: instrument 3: scene 2: ascending and descending scale, repeating top note
- Variation: improvise with timber, filters, dyanmics
Variation: legato v. staccato
Variation: shift octave
Variation: open filter in ascent, close filter in descent

7.8. Exercise: Scales

- Load: poly performance-c.test.pd
martingale/pd/instruments/dualAnalog*/poly/performance-c.test.pd
- Ensemble: instrument 3: scene 2: ascending and descending scale, repeating top note
- Variation: improvise with timber, filters, dyanmics
Variation: legato v. staccato
Variation: shift octave
Variation: open filter in ascent, close filter in descent

7.9. Exercise: Drone Swells

- Load: poly performance-c.test.pd
martingale/pd/instruments/dualAnalog*/poly/performance-c.test.pd
- Performer A: instrument 3: scene 1: select a pitch and sustain, adding dynamic and timbral variation

- Ensemble: instrument 3: scene 1: each performer enters and finds the same pitch (possible at the same octave)
- Variation: Performer A chooses one pitch, Performer B chooses a second pitch, ensemble duplicates
- Variation: Performer A, B, and C each choose different pitches; ensemble then enters

7.10. Exercise: Eight On / Eight Off

- Load: poly performance-c.test.pd
martingale/pd/instruments/dualAnalog*/poly/performance-c.test.pd
- Ensemble: instrument 2: scene 2, 3, or 4: articulate 8 beats in-time, on major beats or divisions (not necessarily uniform)
- Ensemble: Silence for 8 beats, or short rhythms or gestures in-time within 8 beat span or less
- Variation: change instruments during 8 beats and create alternative gestures

7.11. Exercise: Sixteen Beat Patterns

- Load: poly performance-c.test.pd
martingale/pd/instruments/dualAnalog*/poly/performance-c.test.pd
- Ensemble: instrument 2: scene 2, 3, or 4: articulate all numbered beats
- Beats with dynamics
 - 1 x 3 x 1 2 3 x 1 x 3 x 1 x x x
1 2 3 4 1 x 3 x 1 2 3 4 x x 3 4
1 2 x 4 1 x 3 4 x 2 x 4 x 2 3 x
- Variation: selected performers take solos over beat
Variation: divide in two: group A does on beats, group B does background with instrument 1
Variation: divide in two: group A does on beats, group B does drones with instrument 3: scene 2
Variation: divide in two: group A does on beats, group B does off beat
Variation: divide in four: group A does off beats, group B does on beats, group C does drones with instrument 3: scene 2, group D does does background with instrument 1

7.12. Exercise: Pass-the-Gesture Solo

- Load: poly performance-c.test.pd
martingale/pd/instruments/dualAnalog*/poly/performance-c.test.pd
- Performer A: Create a memorable musical gesture, lasting between 5 and 15 seconds
- Performer B: Re-create the musical gesture of Performer A, not necessarily using the same sound source, but maintaining temporal and spectral outline.
- Continue process from performer to performer, moving around in a circle

7.13. Exercise: Pass-the-Gesture Ensemble

- Load: poly performance-c.test.pd
martingale/pd/instruments/dualAnalog*/poly/performance-c.test.pd
- Ensemble: Create a subtle, low frequency background texture, contributing a small bit to the total sound

Performer A: Create a memorable musical gesture, lasting between 5 and 15 seconds; repeat it twice, with variable space in-between gestures.
- Performer B: Re-create the musical gesture of Performer A, not necessarily using the same sound source, but maintaining temporal and spectral outline.

Ensemble: Continue
- Continue process from performer to performer, moving around in a circle
- Variation: Performers A and B selected in pairs: A and B in a dialog or argument
- Variation: Performer B responds to A not in similarity, but maximal contrast, producing the opposite idea

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