

F. Not. F.

Rebekah Wilson, 2019

For two or more musicians in two or more locations

Performance notes

F. stands for Frequency. The musicians, who are located some distance from each other and connected via the Internet, respond at first independently to a score. Each musician is presented with a series of notes to select from, a tempo and a rhythmic series. The score, displayed in real-time, changes as the musician's interpretations become increasingly aligned: musical collisions cause a blurring in the score, highlighted by sympathetic electronic sounds emitted by the software.

As the musicians begin they play the first iteration of series independently according to their own preparation. As the remote interpretation arrives, the musician hears new possible formations and may choose to reiterate or modify their interpretation. As the series repeats, the musician's notes build upon each other, creating unexpected harmonic and rhythmic coincidences due to the latency and interaction of the repeating structures and the differences in interpretation. Simultaneously, the software engine listens to the intersection of notes and determines an ever-changing correlation ratio: as the interpretation ratio gets higher, i.e. synchronisations occur between musicians, elements of the score begins to blur, twitch and animate—becoming increasingly illegible— and on those notes where that synchronisation occurs the computer emits a sympathetic accompaniment. The musicians may choose to purposefully de-synchronise or strengthen their synchronisation towards a growing intensity. Eventually, the section might become completely blurred and the musicians may decide to end that section. When a certain duration of silence is detected, the score moves to the next section where the cycle repeats with a new series. After a fixed number of cycles the work ends. The length of the performance is determined by the musicians, who may choose to work with a timer for each sequence for example. It is not required that all sequences are completed, should there be insufficient time.

Scores will be created for each performance according to the preferred range of each musician. Technical software and guidance will be provided by the composer.

Rehearsal

For technical rehearsal, three pre-prepared sections will be provided that allow the ensemble to do a practice run-through.

Technical notes

Each musician has a device which displays the score, e.g. an iPad. The score is generated in real-time by an application that is connected to a computer. The iPad and the computer must be on the same WiFi network, so the iPad can receive the score. The computer must receive the sound input of each instrument clearly, for example with a closely-positioned microphone. The sound engine must be able to clearly determine the notes played by the musician, and also the sound is sent across the Internet to the remote performance space. Where there are multiple musicians, each is treated separately as an individual sound source. Multiple musicians may share the same composite space, or they may be connected remotely via the Internet in any configuration. For rehearsal, the musicians will want to prepare beforehand familiarity with the note series provided and the range of rhythmic and tempo instructions.

Technical requirements per location

Broadband internet connection with WiFi access

Suitable monitors for close listening of small sounds

One WiFi-enabled tablet or screen device per performer

One microphone per musician and cables

One sound input device with sufficient channels per musician

One modern Mac computer, MacOS Sierra or later, minimum 16GB RAM, Core i7

Example series

Series 1:

Musical notation for Series 1. It features a treble and bass clef. Above the treble clef, there is a sequence of notes with an 'accel.' marking and a dotted line above it. Below the treble clef, there are notes with dynamic markings 'pp' and 'mf'. The bass clef has notes with dynamic markings 'p' and 's'.

Series 2:

Musical notation for Series 2. It features a treble and bass clef. Above the treble clef, there is a sequence of notes with a 'quickly' marking in a box. Below the treble clef, there are notes with dynamic markings 'ppp' and 'pp < mp'. The bass clef has notes with dynamic markings 'ppp' and 'pp < mp'.

Series 3:

Musical notation for Series 3. It features a treble and bass clef. Above the treble clef, there is a sequence of notes with a 'variable trill speed' marking in a box. Below the treble clef, there are notes with dynamic markings 'p' and 's'. The bass clef has notes with dynamic markings 'p' and 's'.