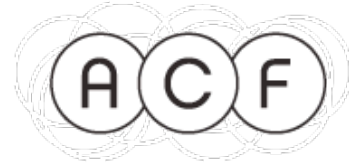


June 6, 2012 @ 6:30PM  
<fidget> Space  
1714 N. Mascher Street  
Philadelphia, PA 19122



## **MULTICHANNEL WORKSHOP**

Presented by American Composers Forum : Philadelphia Chapter  
<http://workshops.acfphiladelphia.org/>

### **I. Lecture by Joo Won Park**

Techniques and Aesthetics of Multichannel Composition

### **II. Multi Channel Listening Session**

*Welcome to Hasla* (2007)

by Suk-Jun Kim

[www.reddoorsound.com](http://www.reddoorsound.com)

*Breath and the Machine* (1999)

by Paul Koonce

[www.arts.ufl.edu/composition/bios/kooncebio.html](http://www.arts.ufl.edu/composition/bios/kooncebio.html)

*Pollock's Dreams : Liquefied Sounds* (2007)

by Konstantinos Karathanasis

[music.ou.edu/oukon](http://music.ou.edu/oukon)

*Decrescendo* (2003)

by Joo Won Park

[www.joowonpark.net](http://www.joowonpark.net)

*Mi Bémol* (1990)

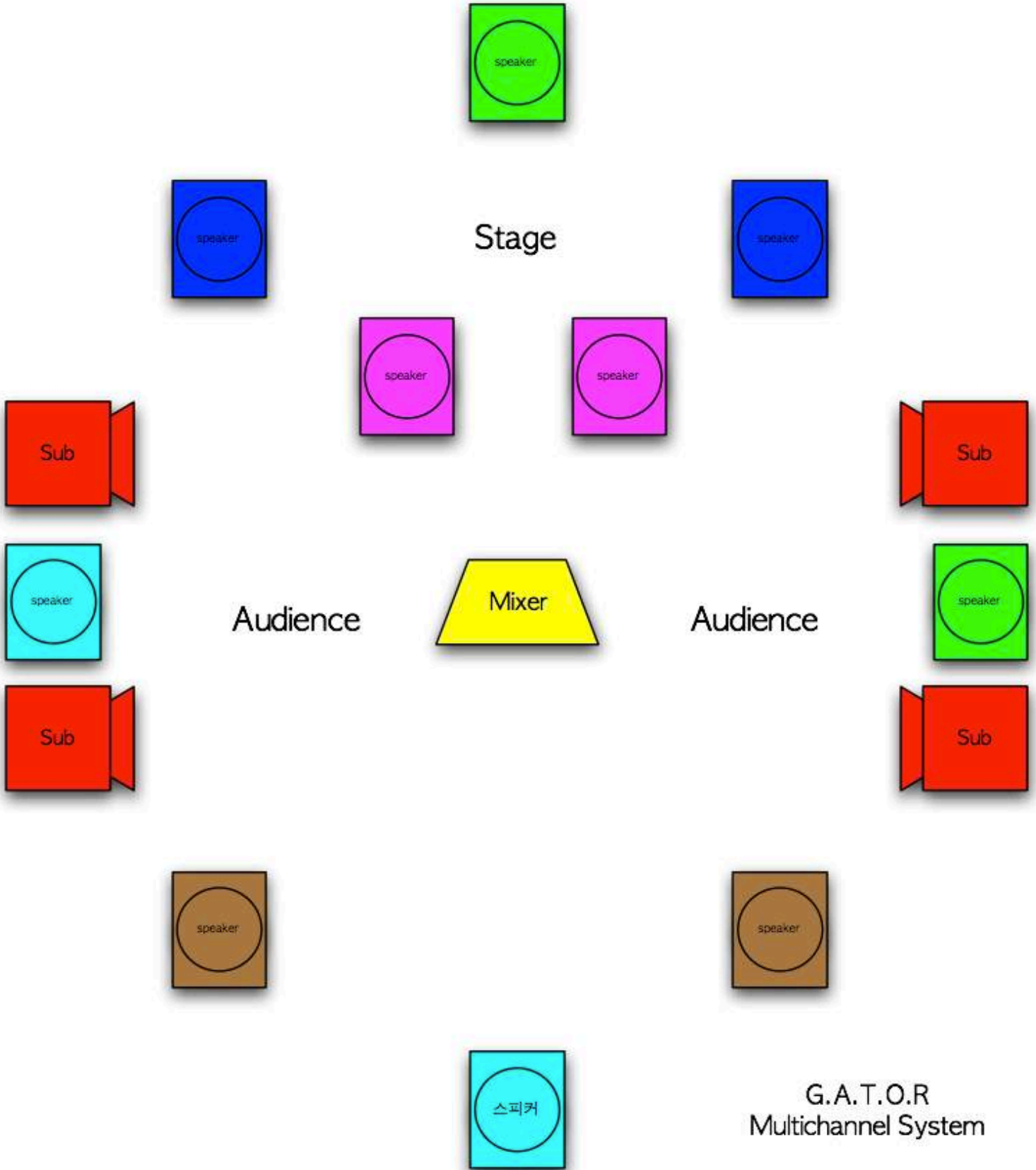
by Yves Daoust

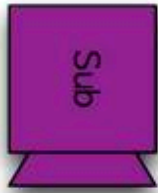
[www.electrocd.com/en/bio/daoust\\_yv](http://www.electrocd.com/en/bio/daoust_yv)

*Pre-Composition* (2002)

by Mark Applebaum

[www.markapplebaum.com](http://www.markapplebaum.com)





Audience



Orford Sound Workshop  
Diffusion System



## Tech Notes for Breath and the Machine

### 8-channel Playback Configuration

The sound files are mono. The 8 files group together into 4 stereo pairs: Front Narrow, Front Wide, Side, and Back.

1. Front Narrow:

BreathAndTheMachineStMixPr1.L and BreathAndTheMachineStMixPr1.R

2. Front Wide:

BreathAndTheMachineStMixPr2.L and BreathAndTheMachineStMixPr2.R

3. Side:

BreathAndTheMachineStMixPr3.L and BreathAndTheMachineStMixPr3.R

4. Back:

BreathAndTheMachineStMixPr4.L and BreathAndTheMachineStMixPr4.R

The speaker placement for the stereo pairs is as follows.

	Pr1.L (Front Narrow)	Pr1.R
Pr2.L	(Front Wide)	Pr2.R
Pr3.L	(Side)	Pr3.R
Pr4.L	(Back)	Pr4.R

The side and back pairs contain mostly reverb and should therefore be positioned to give the audience a sense of spatial enclosure. Many of the more dramatic spatial events in the piece begin in the front and roll to the back with delays and reverb, enlarging the virtual space with the movement to the back; the side and back speakers should be positioned and their level adjusted to create this effect. Many times the back pair need extra gain depending upon their position.

The front pairs should be equalized to create a frontal presence. A gain of 4-15 dB on a high shelf above about 6 kHz will achieve this. My experience is that this EQ is necessary in most halls as it accounts for the loss of presence incurred by the distance of the speakers from the audience, the masking effect of the hall's reverberant response, and the diffusing effect of the audience.

The overall sound should be both intimate and impressive, reflecting a full range, high fidelity sound extending into the subwoofer; however it should not be painful. Take care to attenuate the 2kHz-6kHz band (by 2 to 6dB) in the two front pairs if the sound is piercing (as a consequence of the type of speakers used and their placement.)

by Paul Koonce

**Diffusion** refers to the practice of performing electroacoustic music by projecting it through multiple loudspeakers placed around the performance space. Traditionally, the composer or other person sits at a centrally placed mixing console and manually controls the levels and other processing of the sound. - Barry Truax ([www.sfu.ca/~truax/dm8.html](http://www.sfu.ca/~truax/dm8.html))

#### Why Diffusion Is Needed In A Concert

"Even on a good hi-fi system, with the listener in the "sweet spot", the stability of the stereo image is notoriously fickle - turning or inclining the head, or moving to left or right by just a few inches, can cause all kinds of involuntary shifts in the stereo image. So if a stereo piece is played only over a single pair of loudspeakers in a large hall (which will probably also have a significant reverberation time), the image will be even less stable and controllable than in a domestic space, and will certainly not be the same for everyone in the audience. In the equivalent of the ideal listening position at home, everything is relatively fine, but elsewhere the story is very different. Listeners at the extreme left or right of the audience will receive a very unbalanced image; someone on the front row will have a "hole in the middle" effect, whilst a listener on the back row is, to all intents and purposes, hearing a mono signal! Listener (c) will also experience everything as "close", with listener (d) hearing it as "distant", simply because these listeners are in those real relationships with the loudspeaker cabinets. The shape and size of the hall have a huge influence on how marked these effects will be. But in any public space, some or all of these effects will occur. Events carefully oriented by the composer within the space of the stereo stage will simply not "read" in a concert unless something more radical is done." - Jonty Harrison ([cec.sonus.ca/econtact/Diffusion/Beast.htm](http://cec.sonus.ca/econtact/Diffusion/Beast.htm))



<BEAST System>

# Snapshots

for Bass Clarinet and Computer

♩ = 80 (approx.)  
sempre rubato

**Bass Clarinet**

secco gradually change to an airy tone

**Computer**

Intro ON

**B. Cl.**

7 Ord. key gliss

Gliss Glissando

**COM**

Branch 1 ON Branch 2 ON Branch 2 Loop

**B. Cl.**

13 three-note tremolo, keep key clicks at f subito to breath

**COM**

Branch 3 ON Branch 4 ON Branch 3 Loop

**B. Cl.**

19 tremolo as many notes as possible. squeak is ok improvise until cue. imitate the computer part

**COM**

Branch 4 Loop Branch 3 Pitch Branch 4 Pitch

**B. Cl.**

25

**COM**

25 gradually add reverb gradually shorten delay wet room Transition ON

**B. Cl.**

31 gradually end improvisation when computer part's texture gets thicken Cue random multiphonics

**COM**

31 Submixer Spawn Transition Loop (Spawn #15)

very short delay with pitch quality

**B. Cl.**

37 hold until comp part dies out Ord. subito to breath keep key clicks at f ritardando, moriendo, poco a poco stacc.

**COM**

37 (Spawn #18) Transition End ContraBR ON ContraBR Loop

**B. Cl.**

43 repeat until cue Cue breath

**COM**

43 ContraBR End Amp ON