

Save Point By The Lake

For laptop ensemble (2024)

By [Joo Won Park](#)

Commissioned by Peabody Laptop Ensemble

In RPG games, we make sure to stop by the save point to rest and recover before entering the boss stage. If the boss defeats us, we come back to the save point. From there on, we re-strategize, level up, or regain the courage to face the challenge. We need to have a save spot in our lives as well. I invite performers and audiences to pause, listen to the quiet part, and rest when experiencing *Save Point By The Lake*.

Setup

1. Download and install [SuperCollider](#)
2. Download and uncompress the performance files from www.joowonpark.net/savepoint
3. Put the SavePoint folder on the Desktop
4. Open *SavePointByTheLake.scd* in SuperCollider
5. In SuperCollider *Menu*, select *Language* -> *Evaluate File*
6. Follow the instructions in the score
7. Hardware Setup
 - a. Each performer needs a laptop
 - b. The audio output of the laptop should be connected to an amp or PA
 - c. Performers can fullscreen the GUI and increase the brightness for a visual effect
 - d. A PC user may need to [adjust the keyboard repeat rate](#) if the CPU is overloading

Score Interpretation

Score Interpretation diagram showing two staves, P1 and P2, with musical notation and instructions. Red circles 1 through 5 mark specific points in the score. The notation includes bracketed letters [a f j], [u], [b], and [Pitch Drone Off]. A note 'use lower-case only' is present above the P1 staff.

1. Divide the ensemble into two groups, P1 and P2.
2. **Boxed words** indicate specific buttons to press on the SuperCollider patch.
3. The traditionally-notated part shows the rhythm and number of voicings. Play all quarter notes as staccato. For example, in measure 2 above, press keys a, f, and j simultaneously on the downbeat.
4. [bracketted letters] indicate which keys to press, including the [space] bar. Note that low-case letters and upper-case letters make different sounds.
5. Improvise at slash notation. Perform according to the written instructions.

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♩ = 45-55 (very slow)

P1 [Start] [a f j] [a f j] [a f j] [a f j] [a f j]

P2 [Start] [a f j] [a f j] [a f j] [a f j] [a f j]

P1 [w r h j] [w h] [w r h j] [s d f y u i] [space]

P2 [w r h j] [w h] [w r h j] [x c v h j k] [space]

P1 [Pitch Drone ON] solo [7] P1 tutti [7] [3 7 8] [e r 7 8]

P2 [Pitch Drone ON] [3 7 8] [d f 7 8]

play 6-7 notes melody, uncoordinated to each other
use lower-case letters and numbers only

simile, but occasionally add UPPER-CASE letters

P1 [space] [space]

P2 [space] [space]

[z x c space] [z x c space] improvise until cue (30 sec+). play sparsely. staccato all notes

P1 [z x c space] [z x c space]

P2 [z x c space] [z x c space]

2

solo (while all others improve) P1 tutti

[f] [f] [f] [f]

P1

P2

[f] [x]

randomly press shift or caps lock to switch between u and U

[u]

P1

randomly press shift or caps lock to switch between b and B

[b]

P2

End Pad ON continuous tremolo using all available letters. reduce density as the pad decays End Pad Off

P1

End Pad ON continuous tremolo using all available letters. reduce density as the pad decays End Pad Off

P2

solo [f j] Pitch Drone Off Stop

P1

Pitch Drone Off solo [f j] Stop

P2