

Andrew Lewis

In Memory

NOTES ON PERFORMANCE

MIDI keyboard

A MIDI keyboard (played from within the orchestra by a percussionist or keyboardist) triggers playback of pre-recorded samples of transformed speech. The triggers are to be played according to the rhythm indicated in the keyboard part. Each keyboard note triggers a different sample, as indicated by the numbers in circles. The 'Samples' part shows an *approximation* of the resulting sample playback. (Note that the samples do not always sound immediately the key is pressed. There is sometimes a measured rest at the start of the sample.)

Sound projection

The triggered samples are played back over loudspeakers located at either side of the stage, close to the orchestra. Foldback monitors may also be useful, to enable the players and conductor to hear the electronics clearly. The balance of sound in the hall is controlled at a mixing desk, from a position where the balance can be judged adequately. The sound engineer should aim for the sampled voice to be integrated within the orchestral texture. It should not be unduly prominent.

Tempo

Much of the music consists of the orchestra playing in synchronisation with the rhythms of speech, as heard in the triggered sound samples. For this reason a strict tempo must be maintained whenever the electronic part can be heard. When the electronics are silent, greater flexibility with tempo is possible.

Materials for performance

Materials may be downloaded from <https://www.andrewlewis.org.uk/software/inmemory/>. They are provided in the form of a Live Set, intended for use with Ableton Live software. This contains pre-set mappings of MIDI keys to samples. Alternatively, the samples may be played back using any suitable software. In this case the keyboard mappings are as specified in the score.