

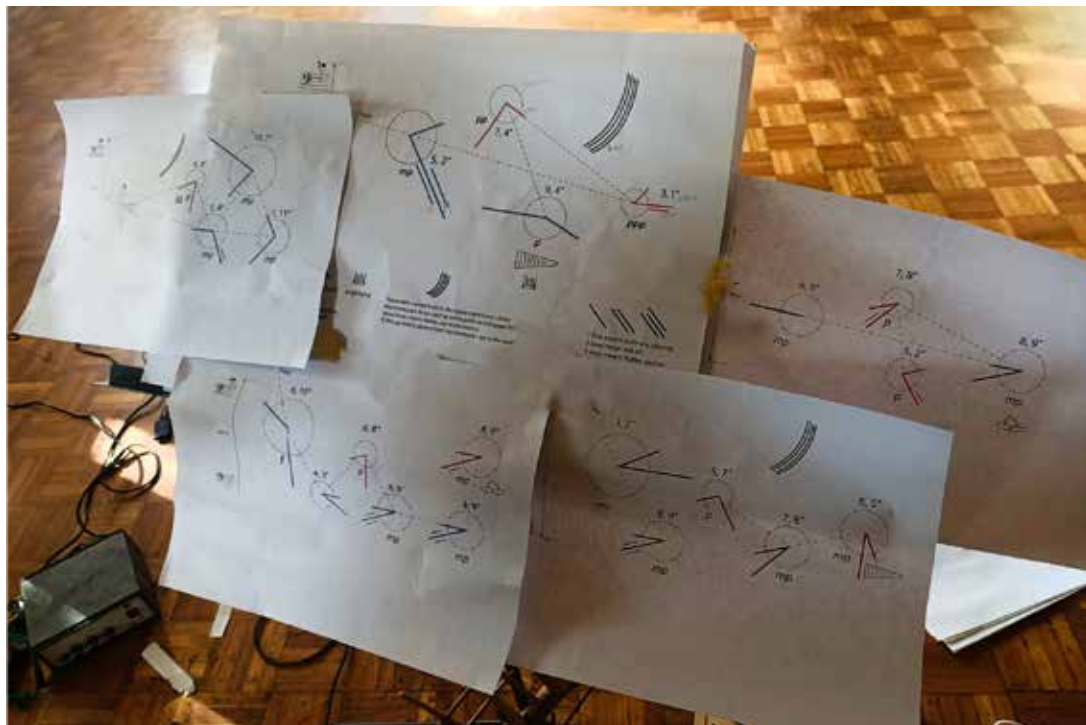
Dream Recorder: Score instructions



The idea for this performance came from an earlier project about 'dreaming in a time of a pandemic' drawing on recent research on how crises affect dreams and cognitive processes. See: <https://danielportelli.com.au/dream-recorder/>

This piece was written for contrabass recorder and is to be performed in a lucid dream. The 15 second graphic notation that was created is extended to 20 minutes for this piece that is to be performed in waking life. The performer is surrounded by mirrors of various shapes and styles as mirrors tend to be distorted and warped in a dream. This aspect of dreams is brought out and played with in this performance.

Images taken from rehearsals at Annandale Community Centre, Gadigal Country, Sydney.
Performer: Dr Alana Blackburn, 31 July 2024.



General instructions

- The graphic score consists of a series of dials that resemble clocks. Just like a clock they are numbered from 1 to 12, with 2 hands (big and small) that point towards numbers.
- The position of the big hand indicates how many sounds to make on the recorder. 12 = 12 sounds, 11 = 11 sounds, 10 = 10 sounds, 9 = 9 sounds, and so on. A single sound is whatever sound is made on the recorder that has a demarcation before and after it. The sounds can be different from each other, or the same. The spacing between each sound should be irregular wherever possible.
- The position of the little hand indicates the time in which to make the sounds. 12 = 12 seconds, 11 = 11 seconds, 10 = 10 seconds, 9 = 9 seconds, and so on. An example in the score is: 5, 2" – which means play 5 sounds in 2 seconds (in an irregular way, non-geometrically aligned, unevenness, different with each iteration)
- The **blue lines** represent sounds that are breathier. The **red lines** have sharper attacks and are grittier.

Follow the dotted line. ----- Start where it says the word "Start" and play the nearest clock. Once you finish, follow the dotted line to the next clock and play that. Keep doing this, following the dotted line until it finishes, which is the end of that fragment.



This is the pitch range of the contrabass recorder in F2, which is the one used in the graphic score. But it can also be adapted for recorders of any octave.

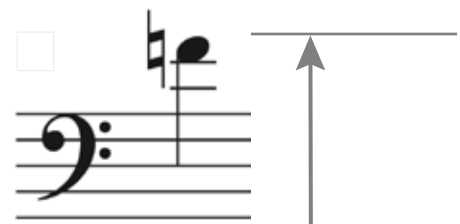
Pitch is indicated by how high or low the clocks are positioned in space. The higher the symbol, the higher the pitch. Pitch is imprecise, so explore pitch roughly in that area.

Dynamics

The size of the symbol indicates how loud to play it (a suggested dynamic has been written underneath). The player needs to estimate the pitch and the dynamics based on the relative size and position of the symbols.

Preparation

Folded up aluminum foil is placed between the head joint and the middle joint to create a buzzing sound.



pitch

Start

5, 2"

mp

7, 4"

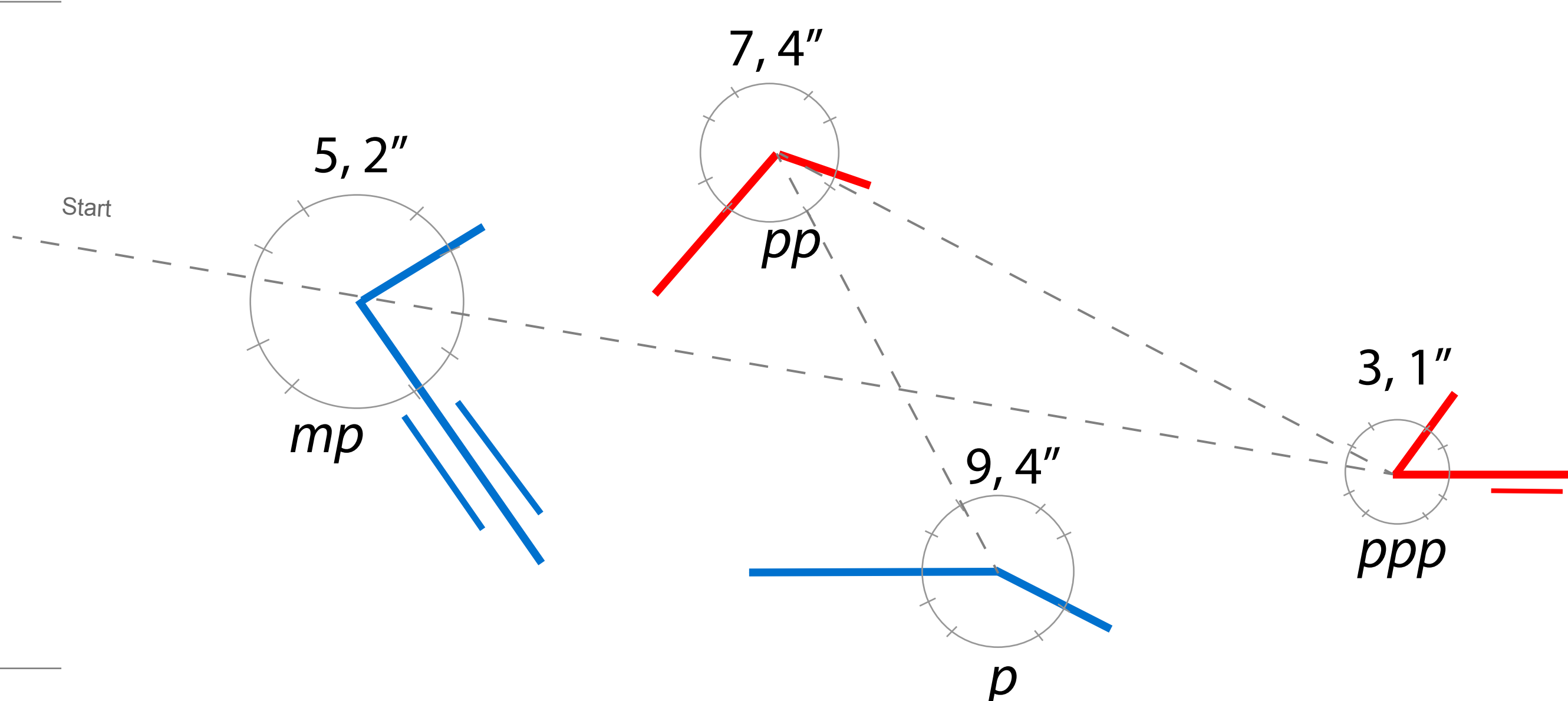
pp

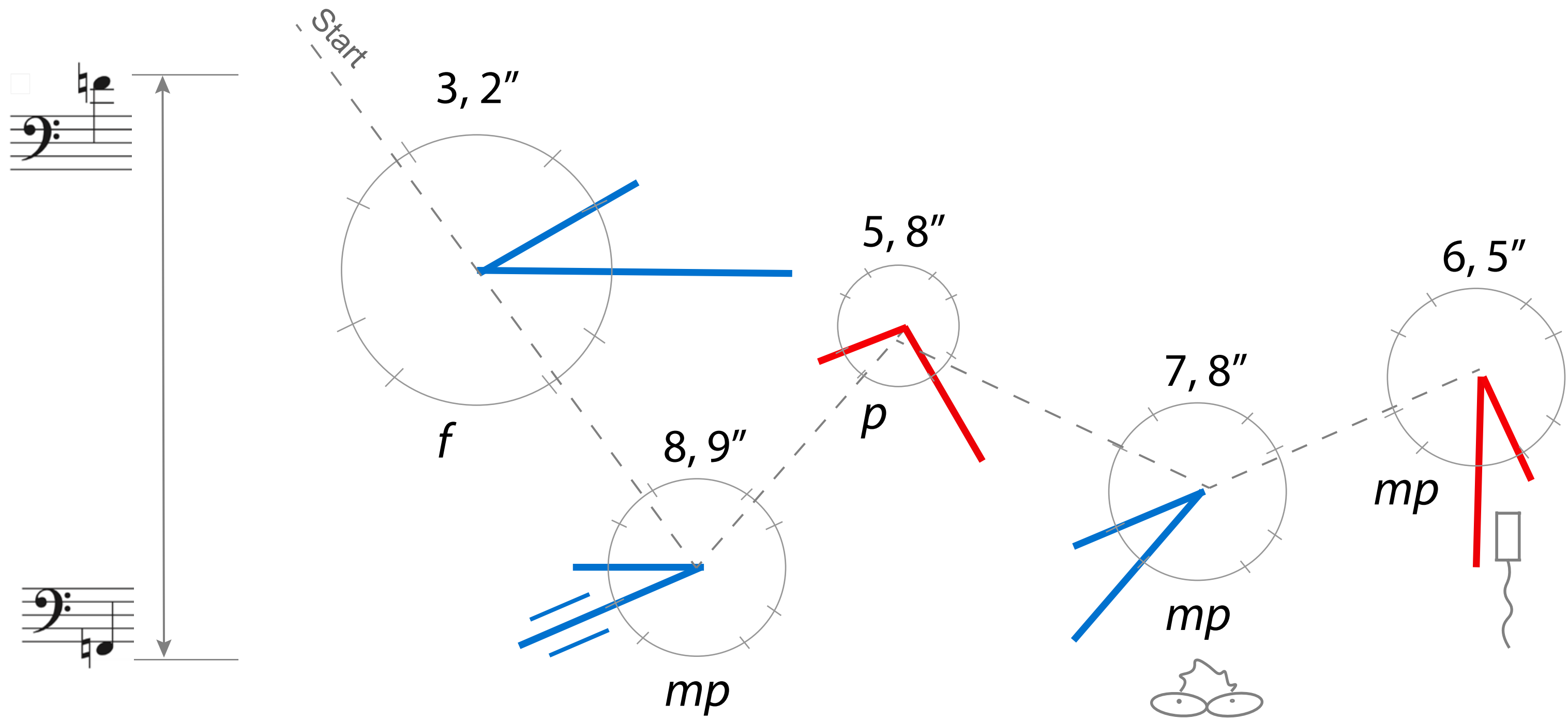
9, 4"

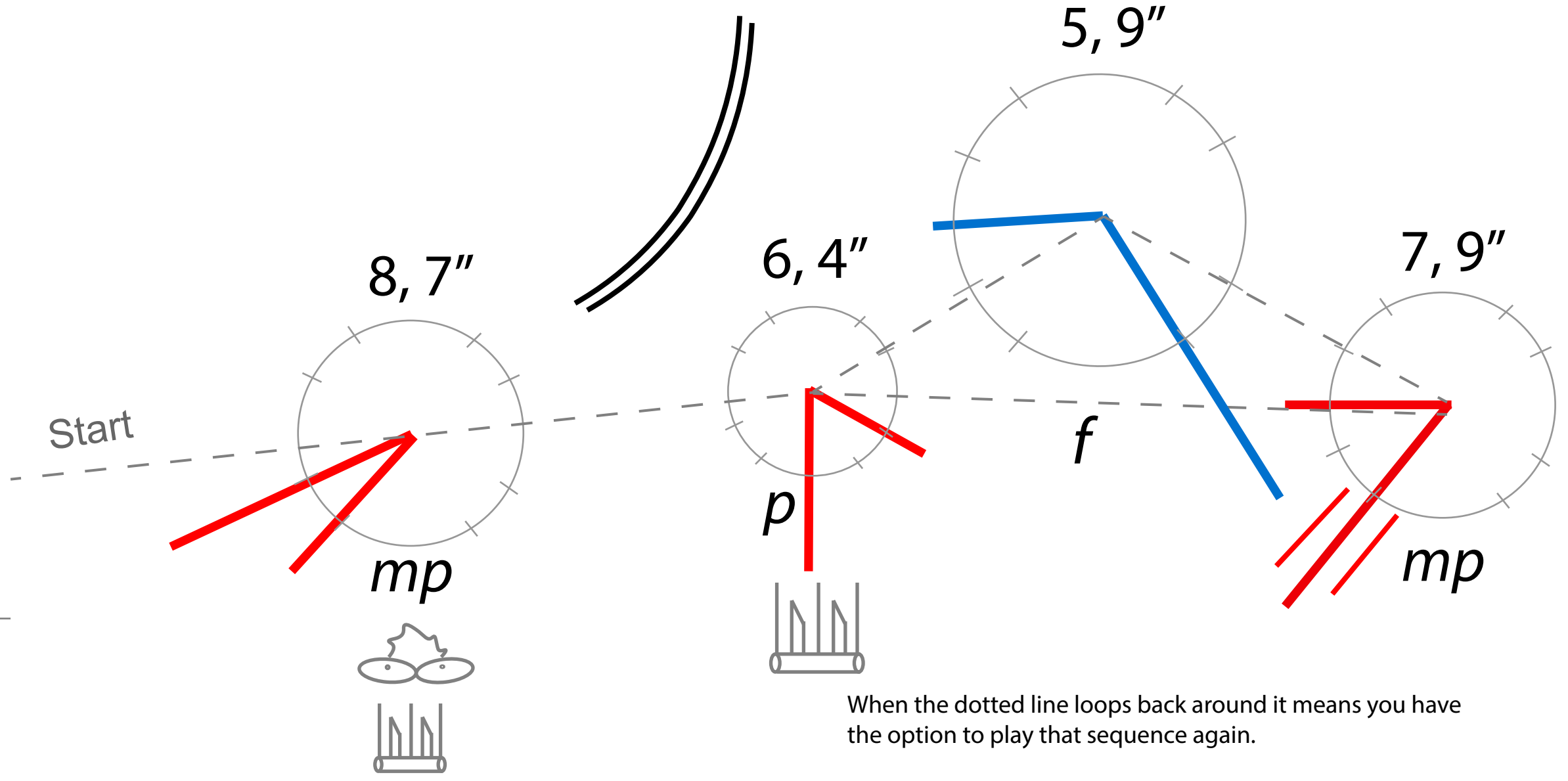
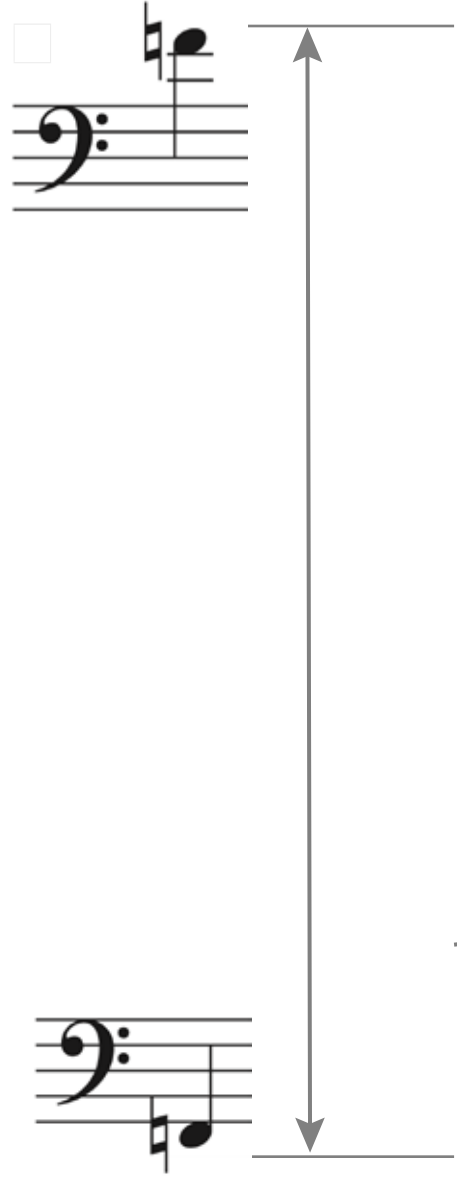
p

3, 1"

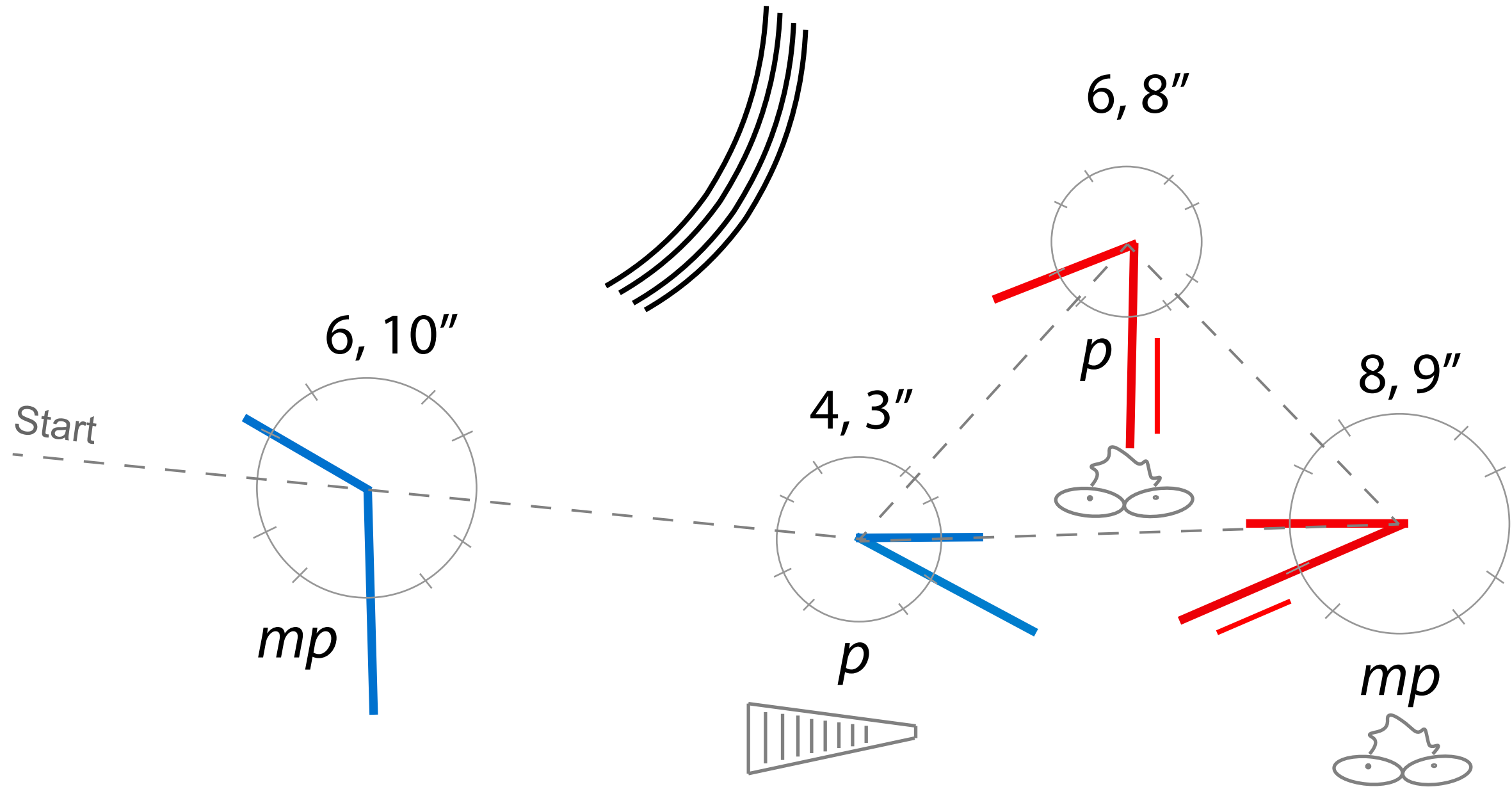
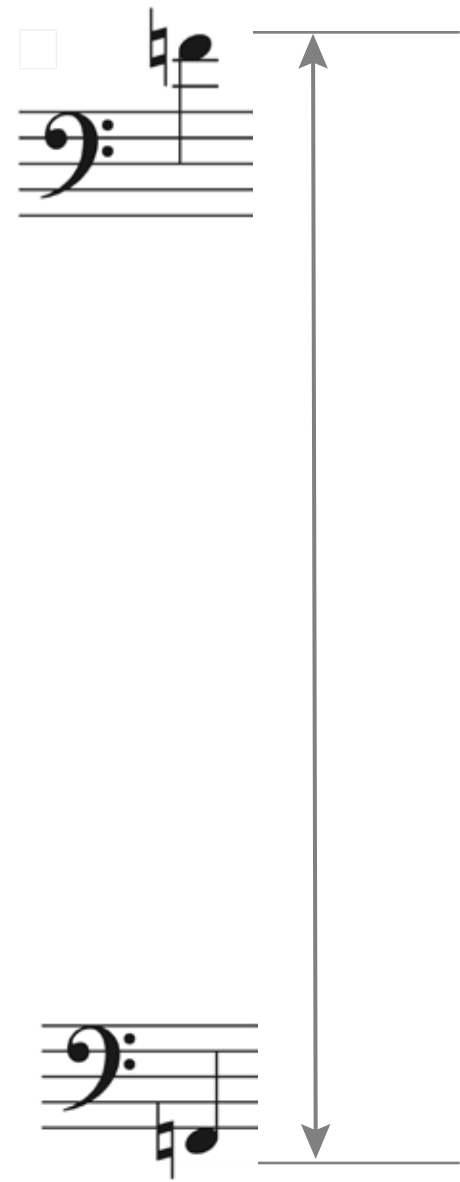
ppp

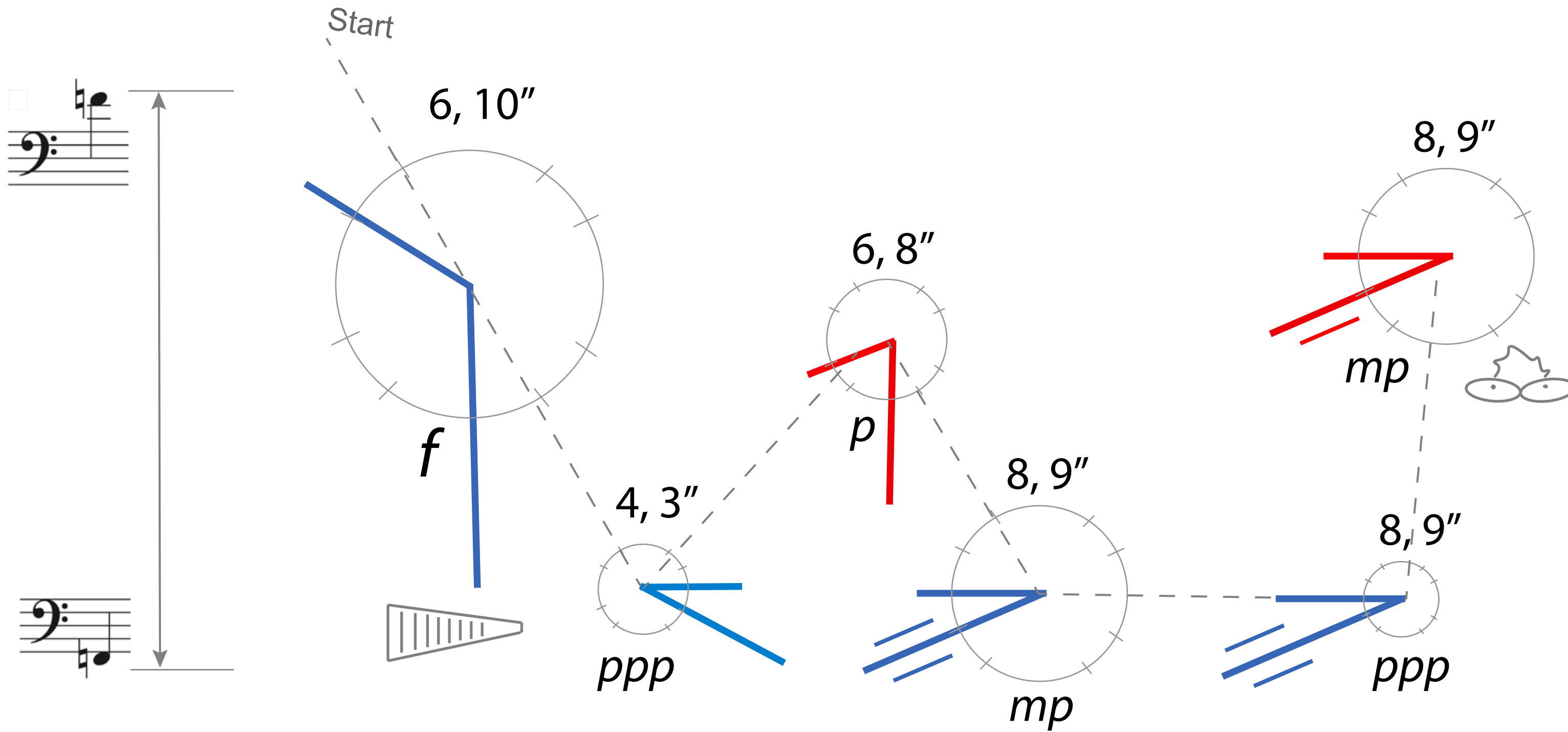


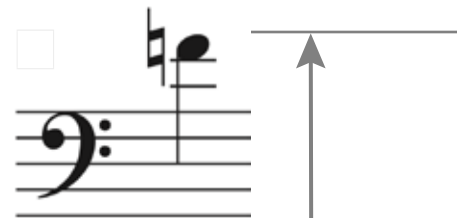




When the dotted line loops back around it means you have the option to play that sequence again.

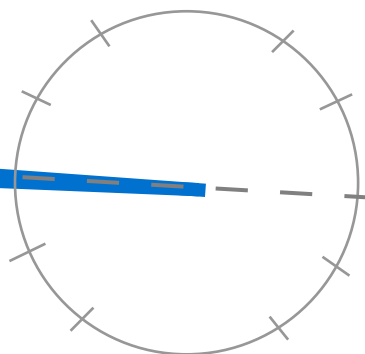






Start

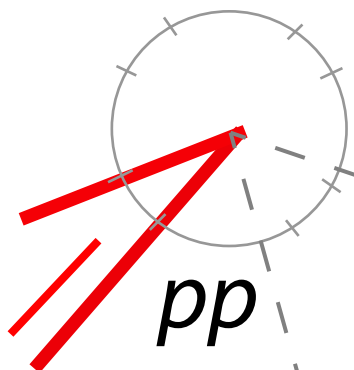
9, 9"



mp

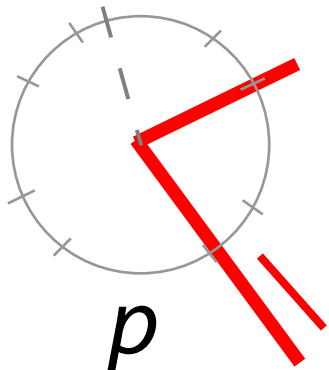


7, 8"



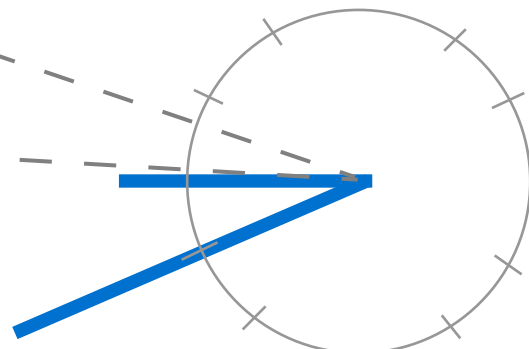
pp

5, 2"



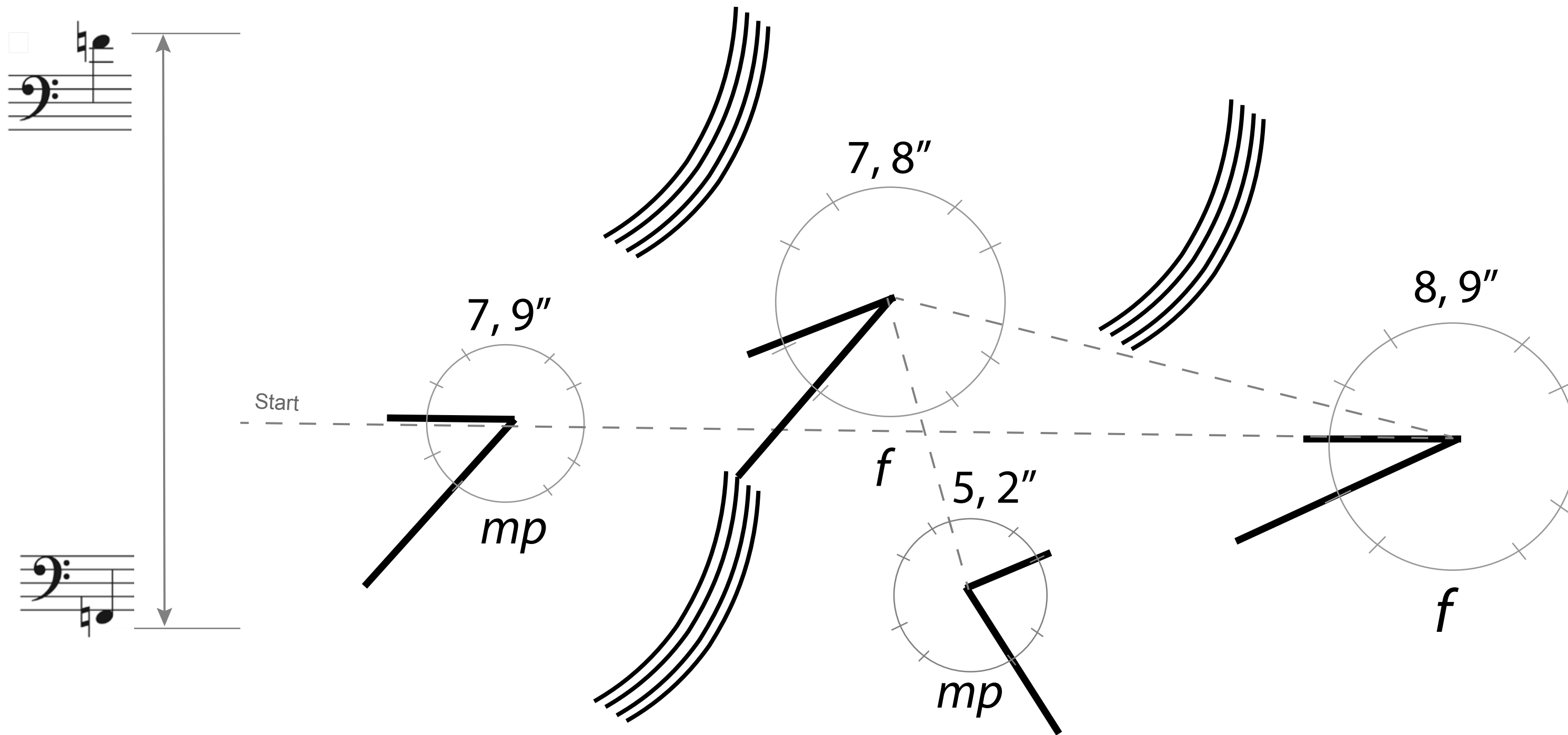
p

8, 9"



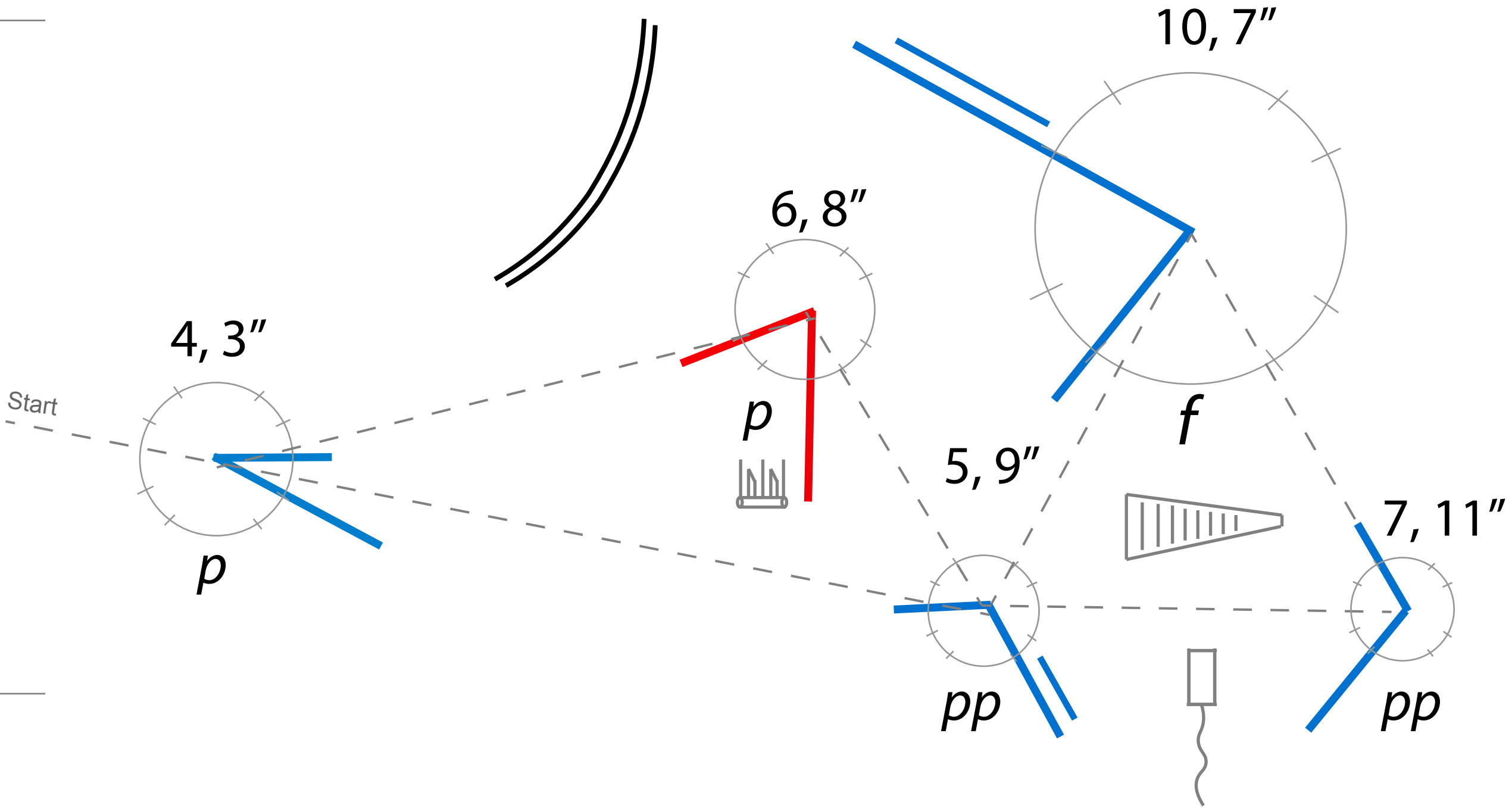
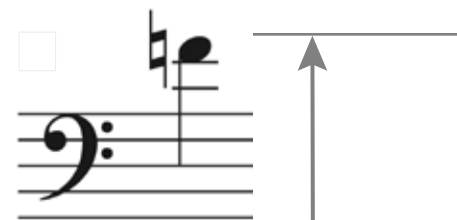
mp

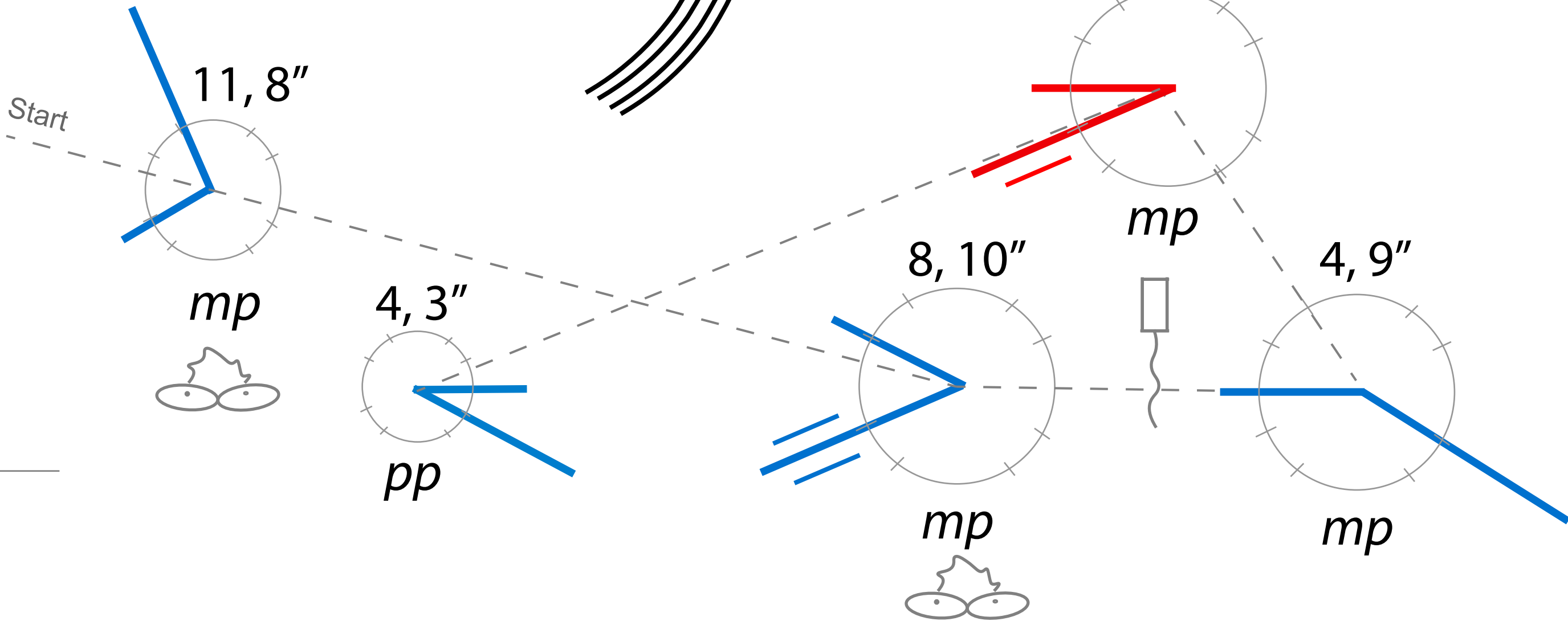
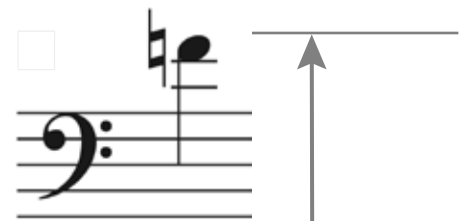


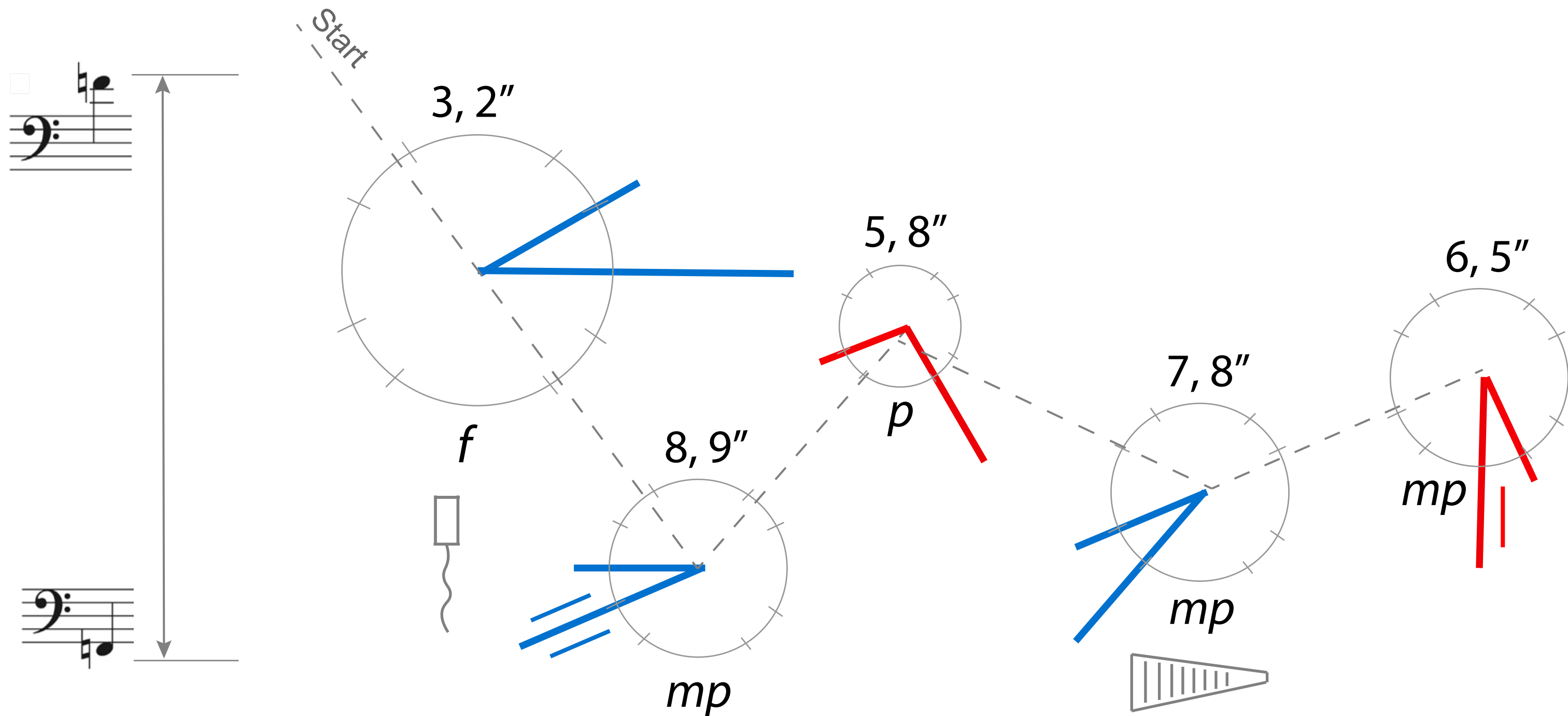


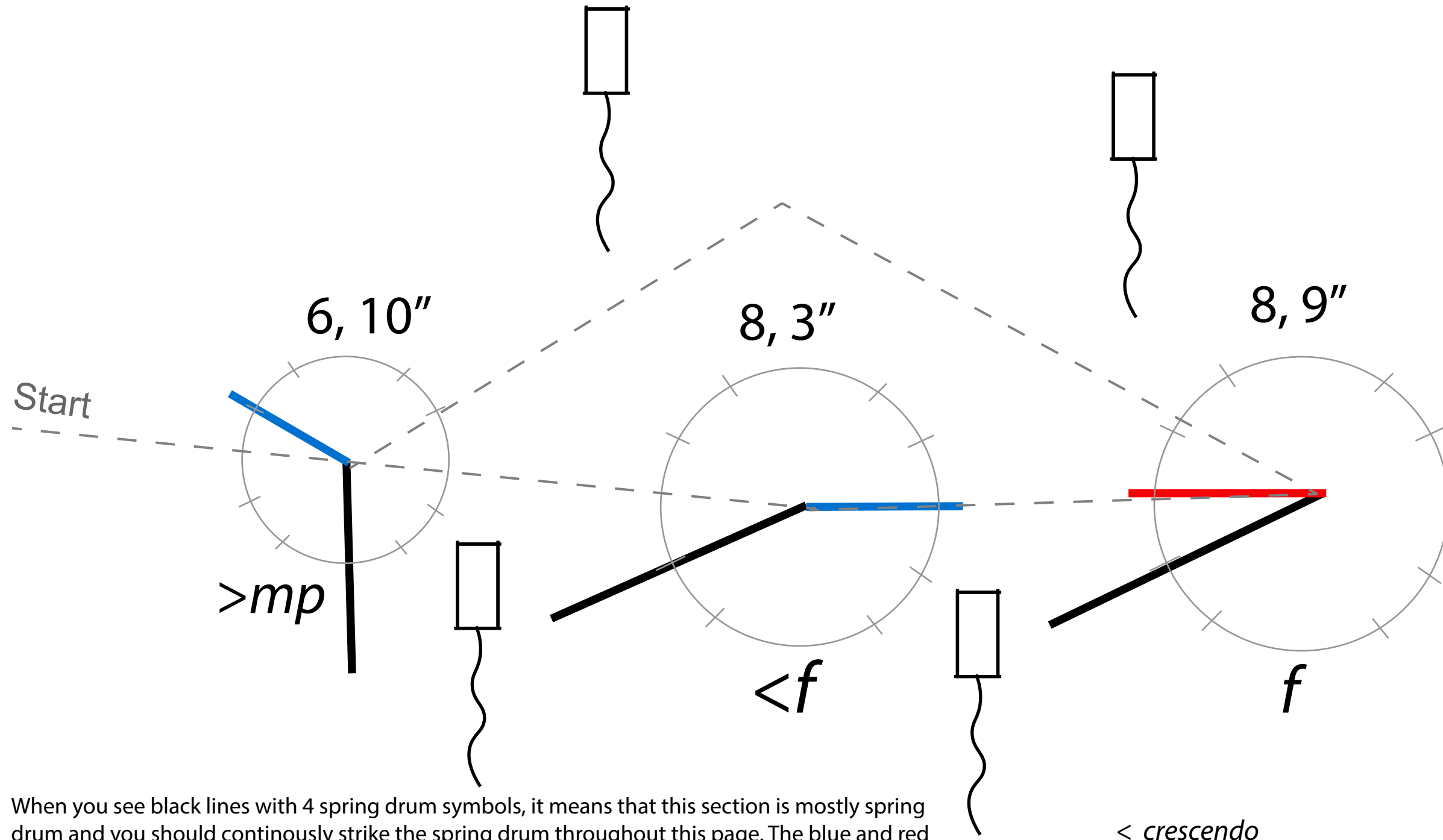
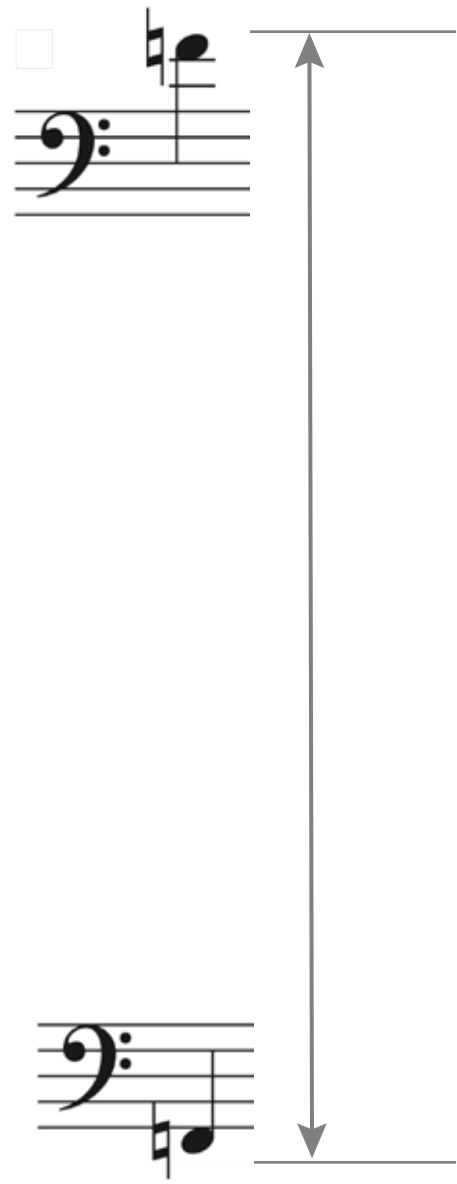
When you see black clocks with 4 curved lines (x3), it means that only electronics are to be used on this page.

Some pages are fixed and some can be freely rearranged. When you see a page number in the bottom right hand corner, it means that that page must be ordered with that page number (page 7). When there is no page number it means that the performer can freely choose the order of that page.



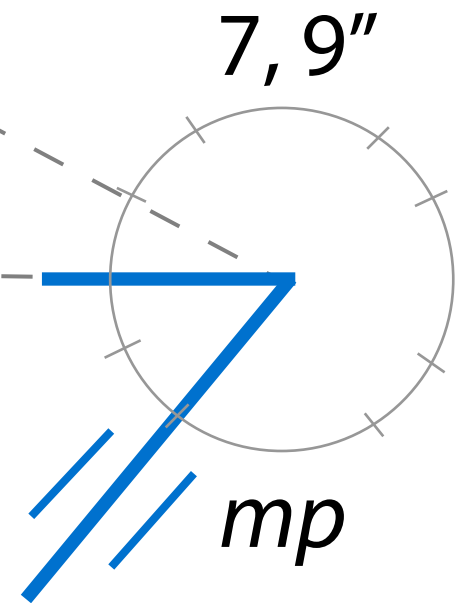
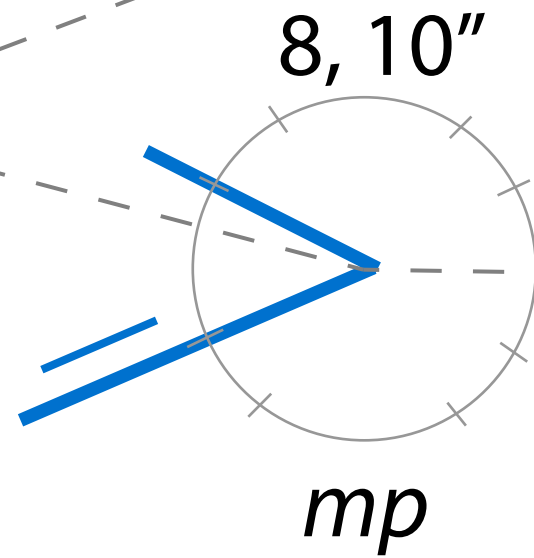
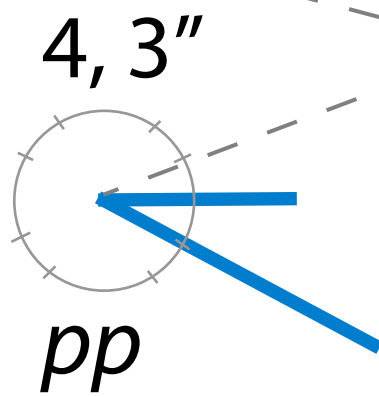
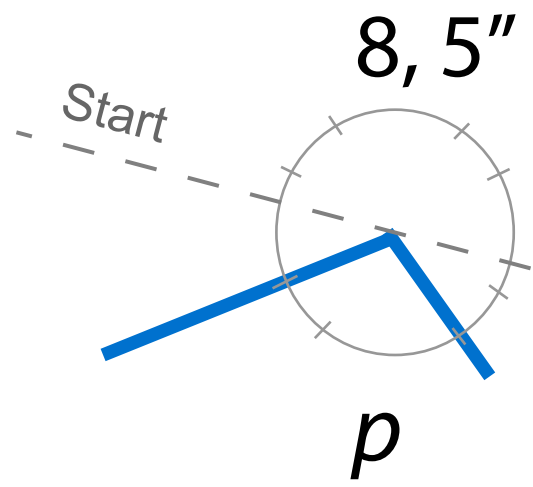
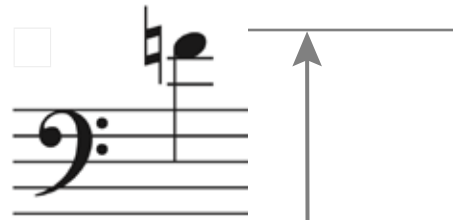


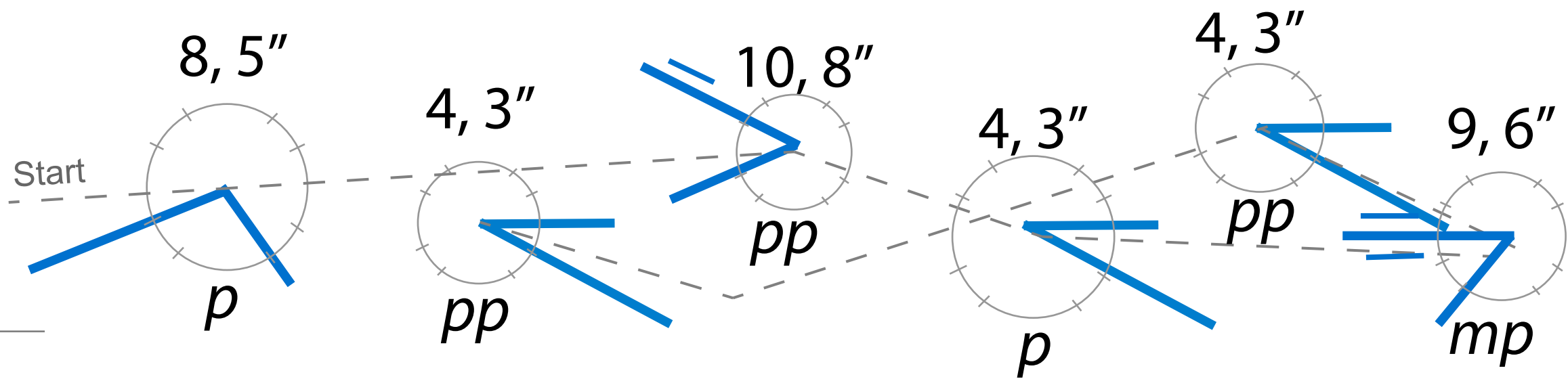
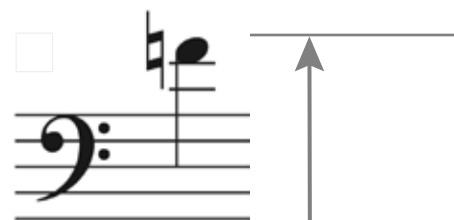


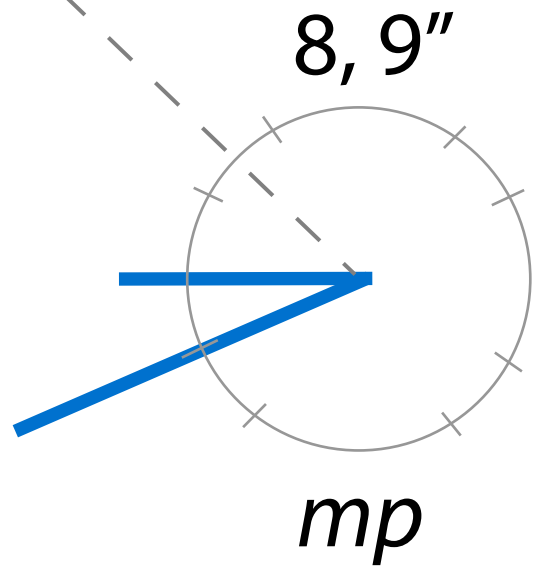
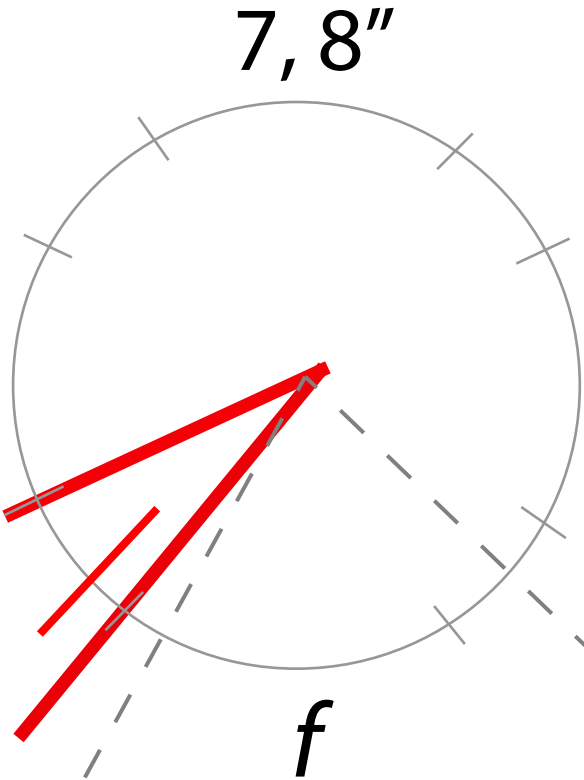
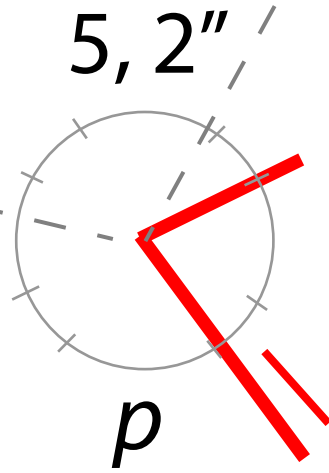
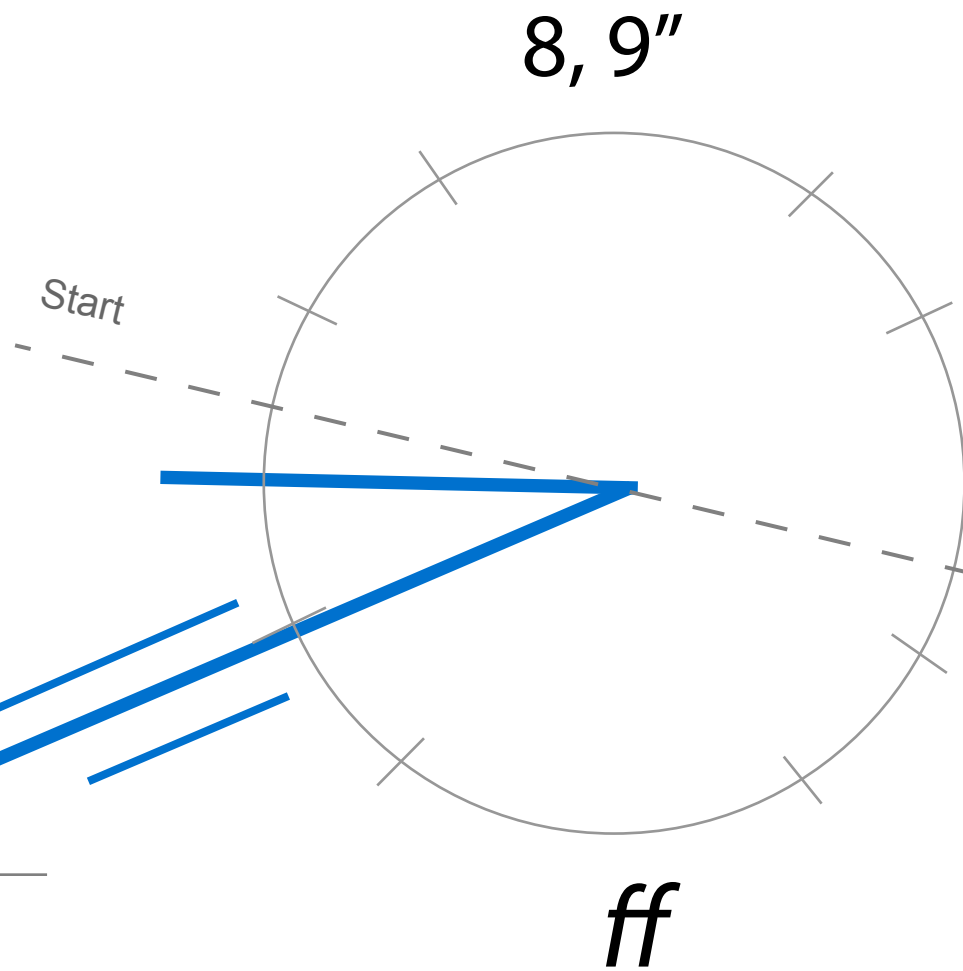
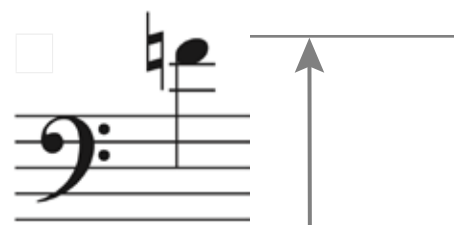


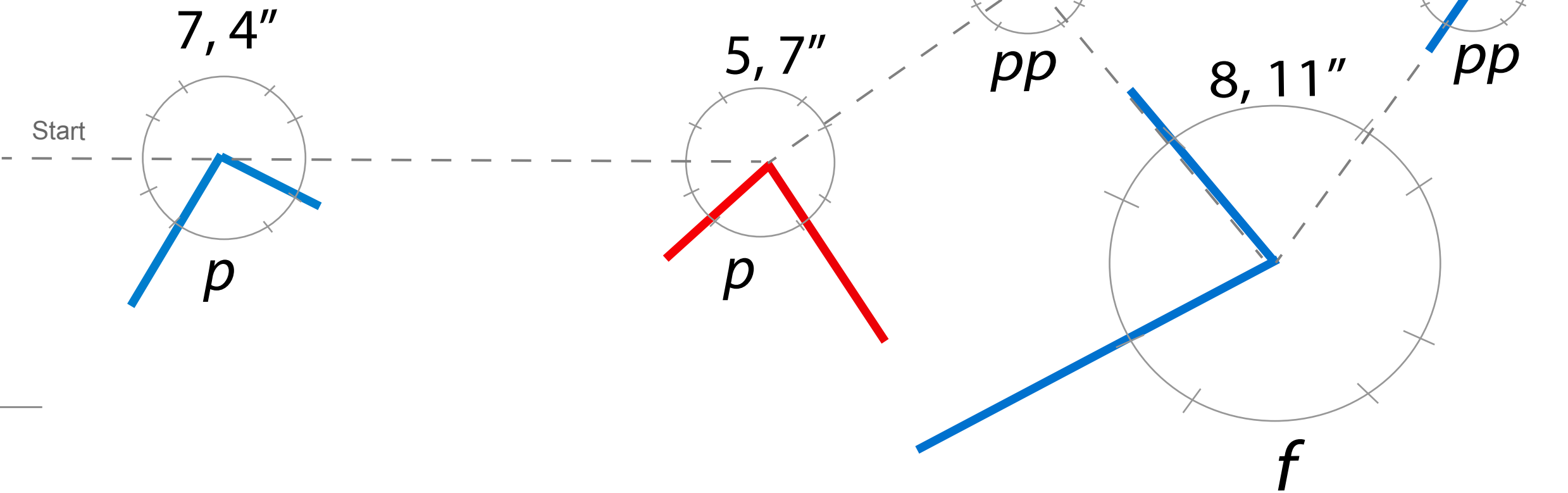
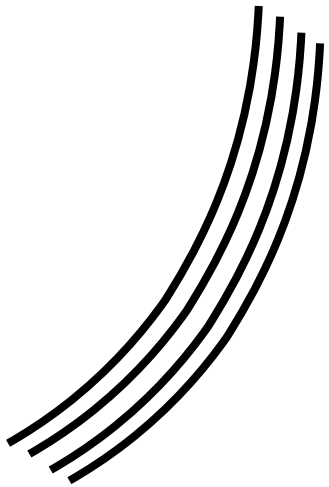
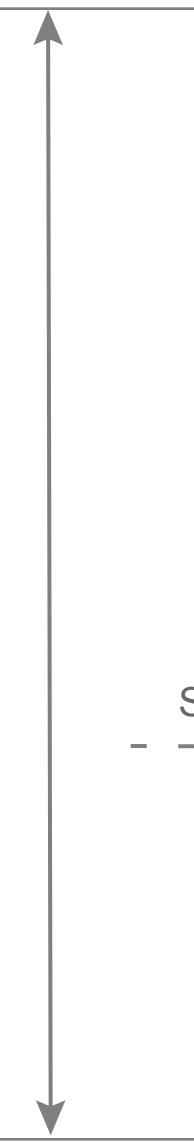
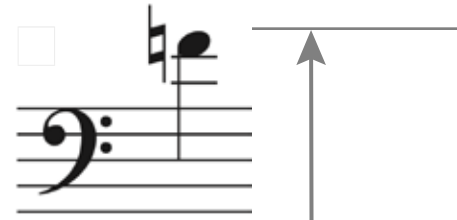
When you see black lines with 4 spring drum symbols, it means that this section is mostly spring drum and you should continuously strike the spring drum throughout this page. The blue and red lines in the little hands means you can also play the contrabass recorder as well.

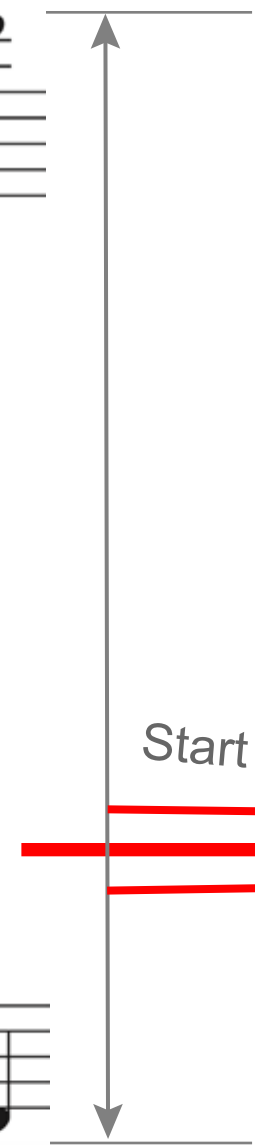
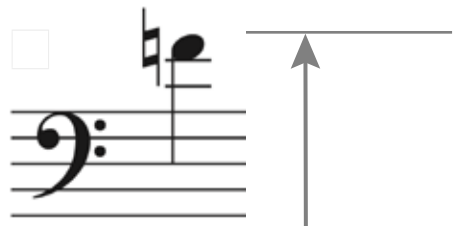
< *crescendo*
 > *decrescendo*





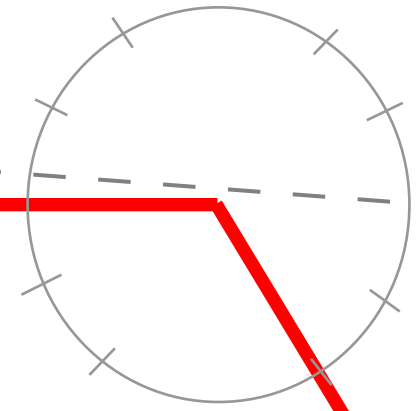






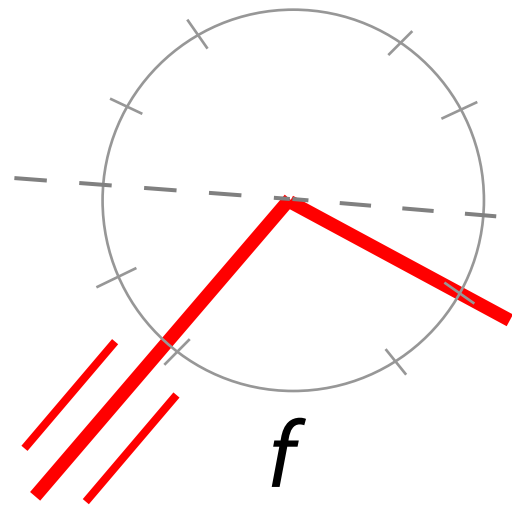
Start

9, 5"



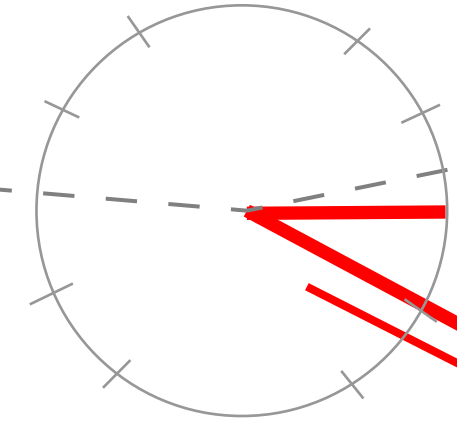
f

7, 4"



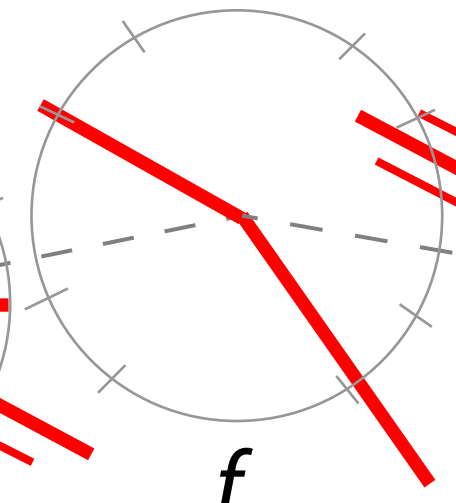
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4, 3"



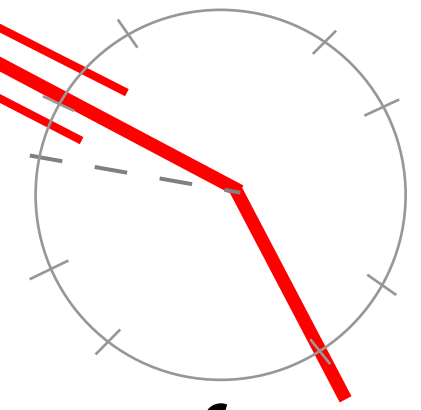
f

5, 10"

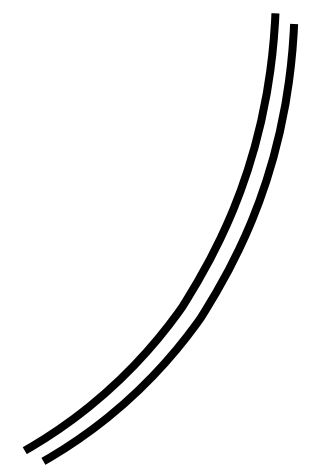


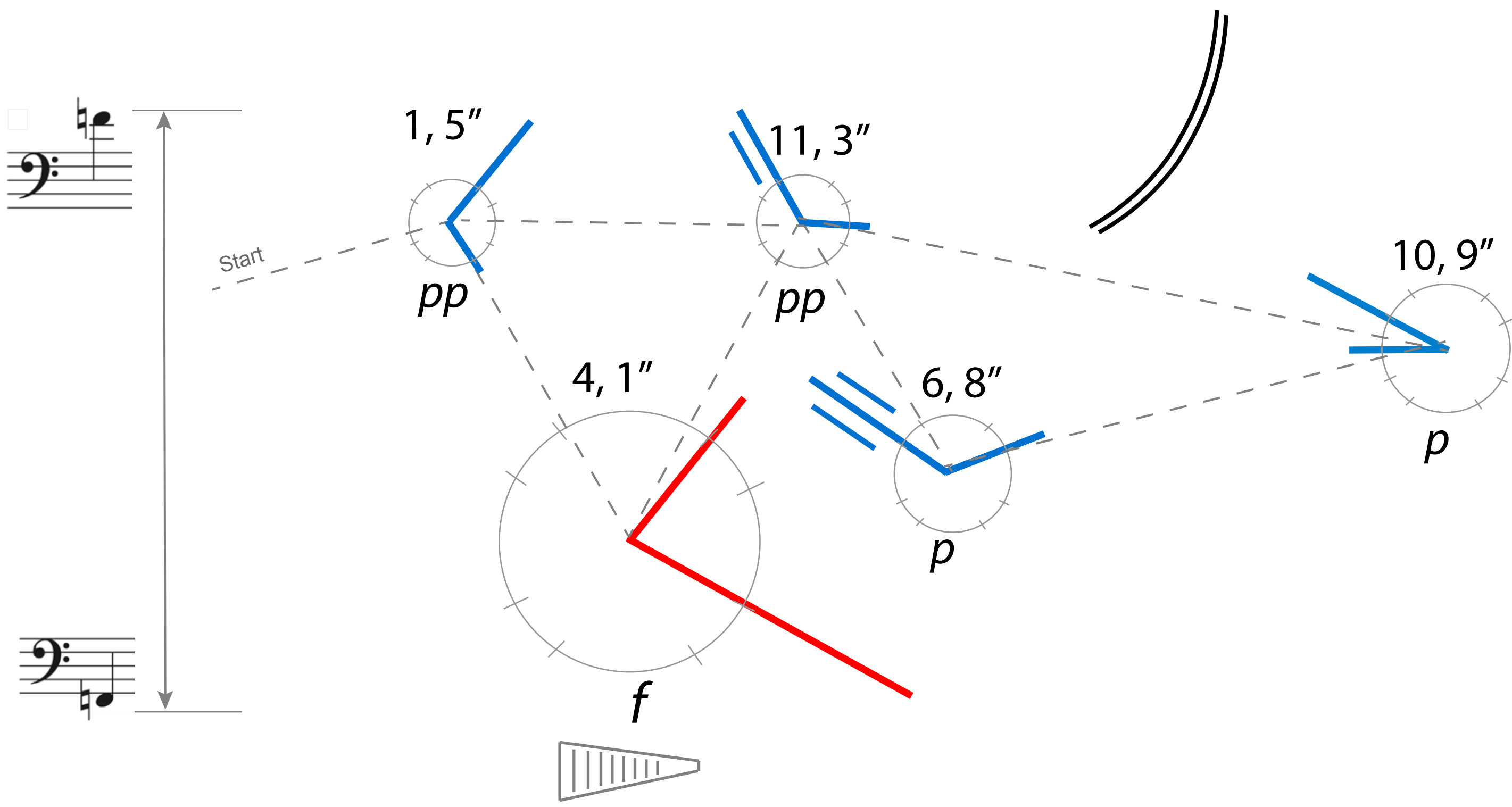
f

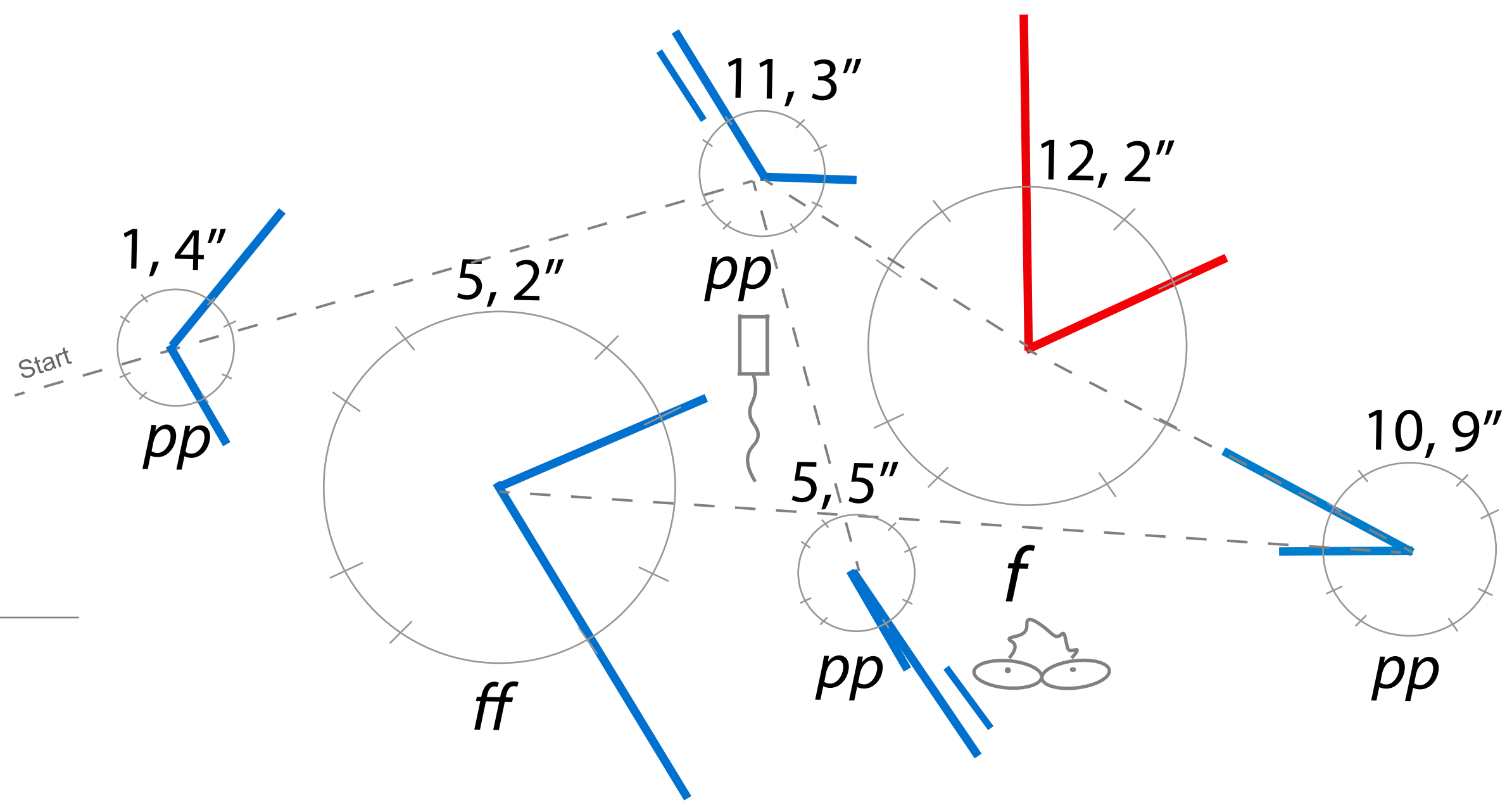
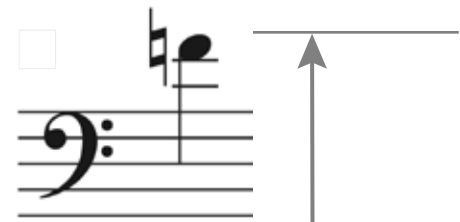
10, 5"

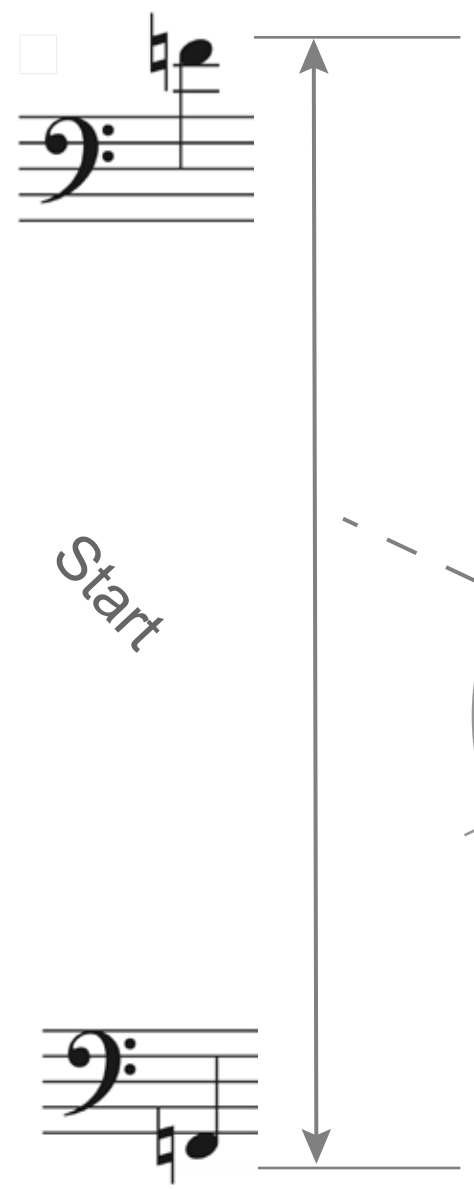


f

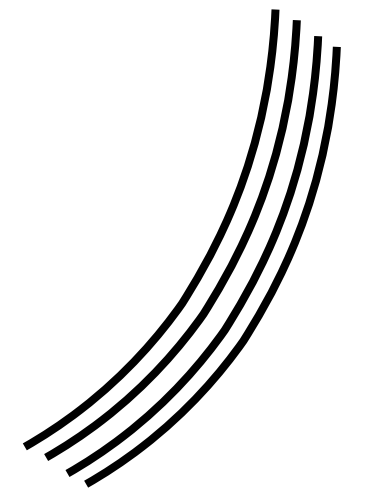
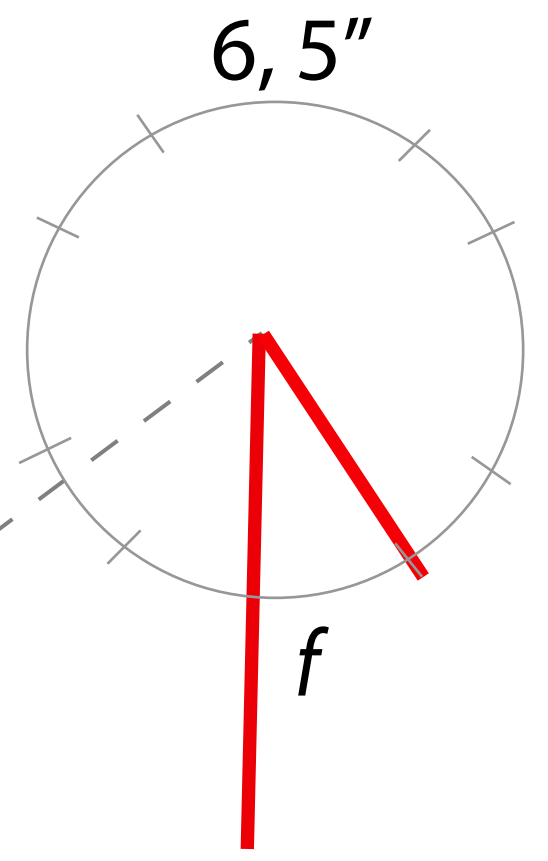
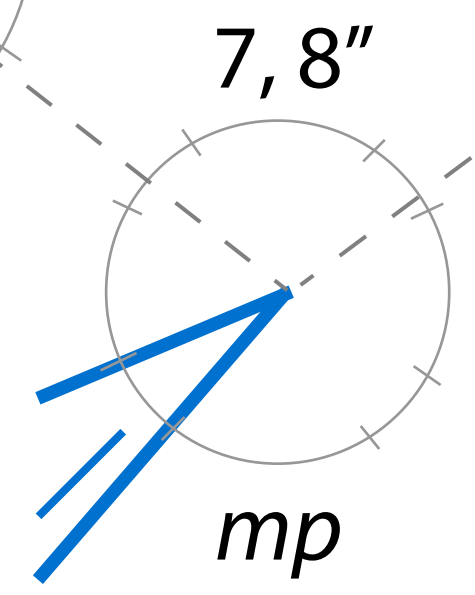
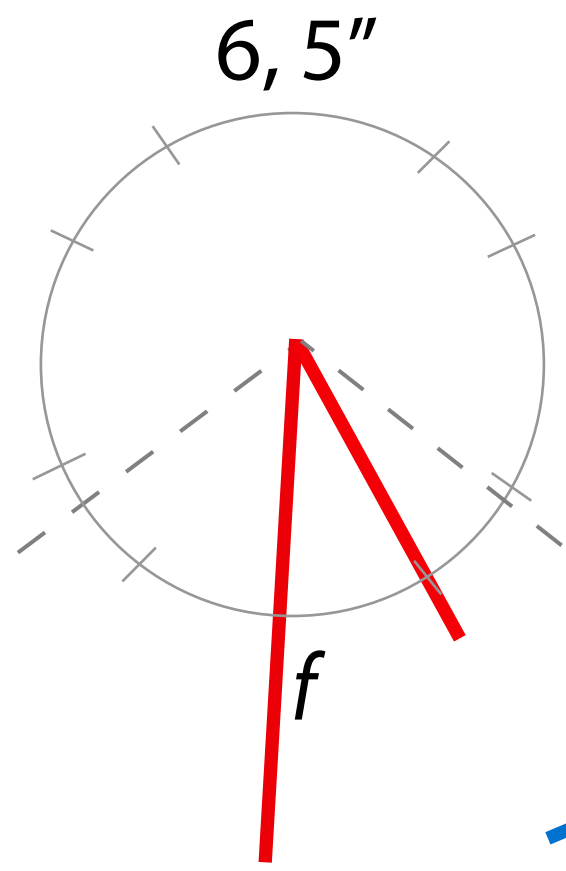
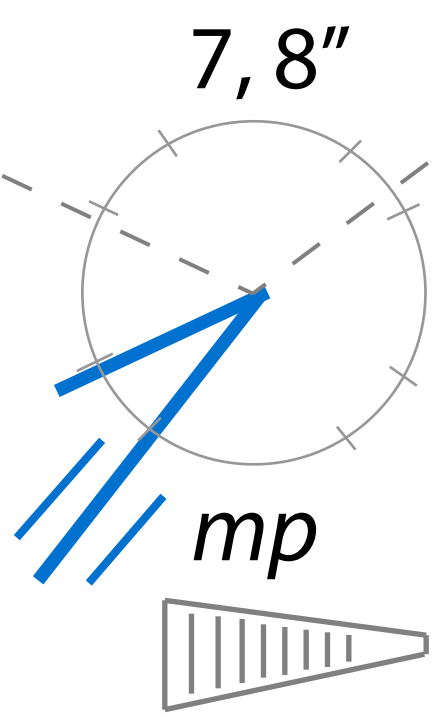
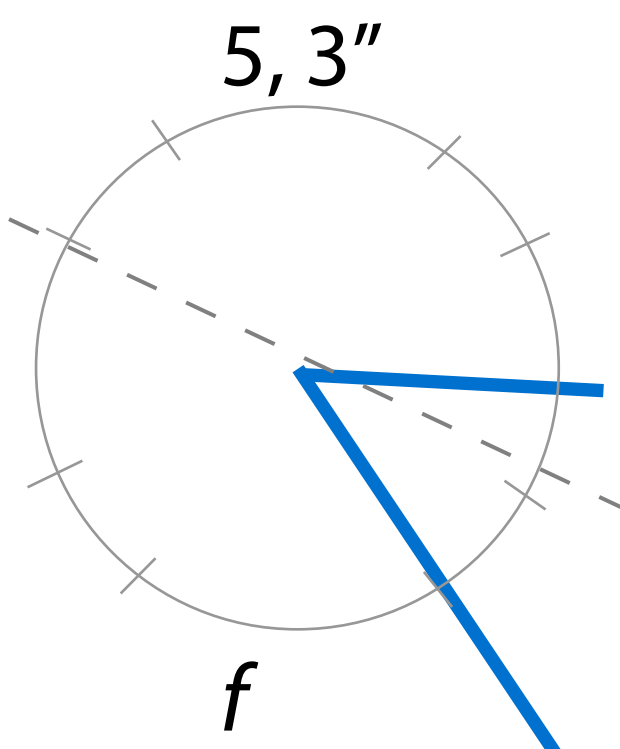


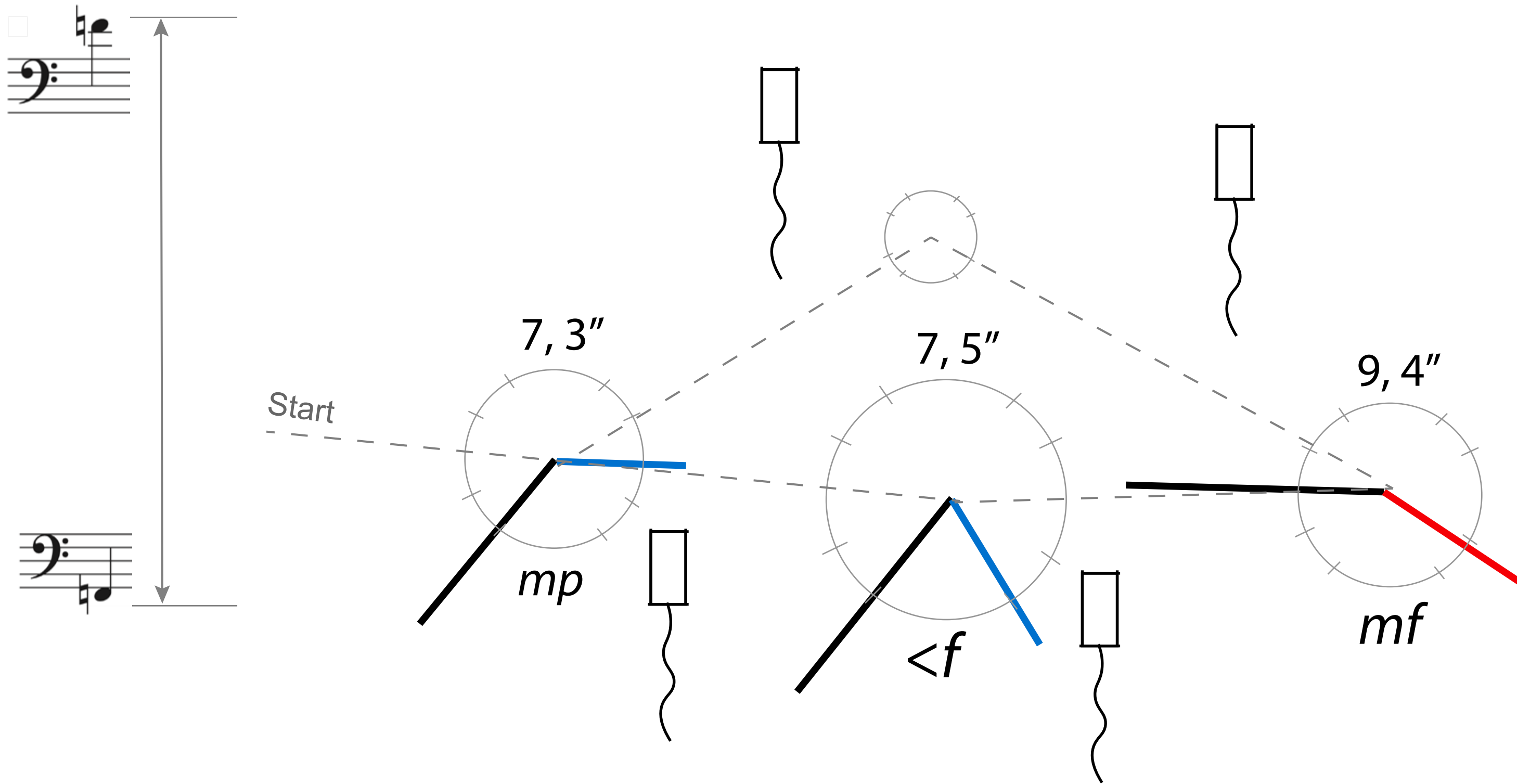




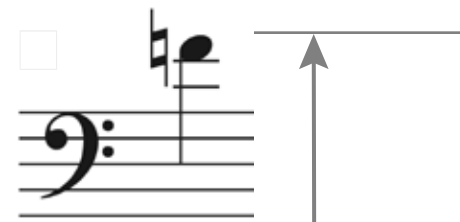


Musical notation in bass clef with a square box above the staff. A vertical double-headed arrow spans the distance between the top and bottom staves, with the word "Start" written vertically to its left.



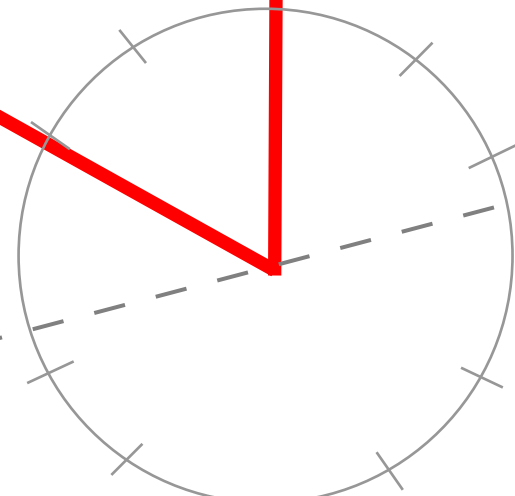


When you see black lines with 4 spring drum symbols, it means that this section is mostly spring drum and you should continuously strike the spring drum throughout this page. The blue and red lines in the little hands means you can also play the contrabass recorder as well.



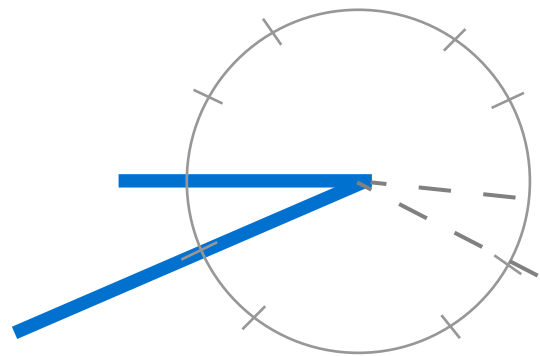
Start

12, 10"

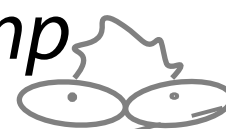


mf

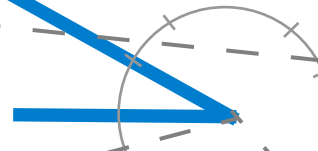
8, 9"



mp

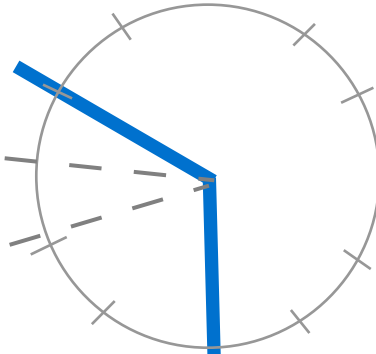


10, 9"



pp

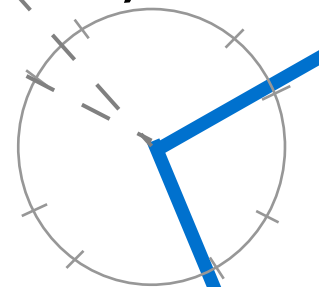
6, 10"



mp

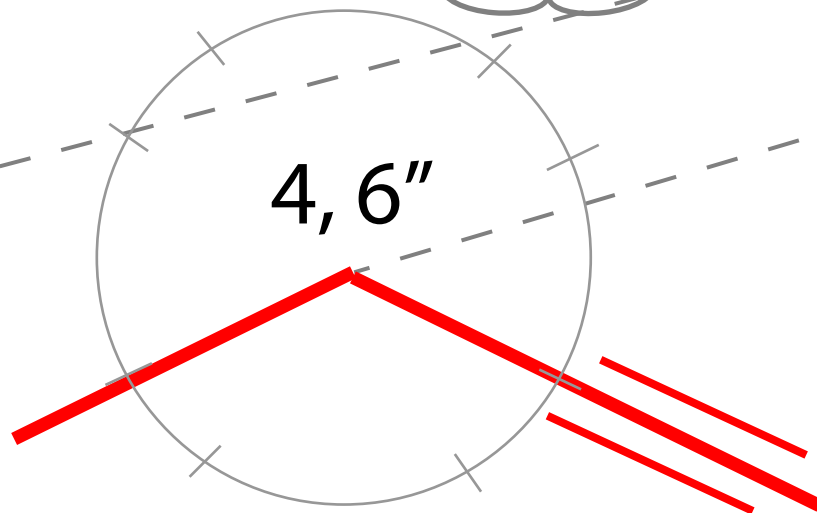


5, 2"

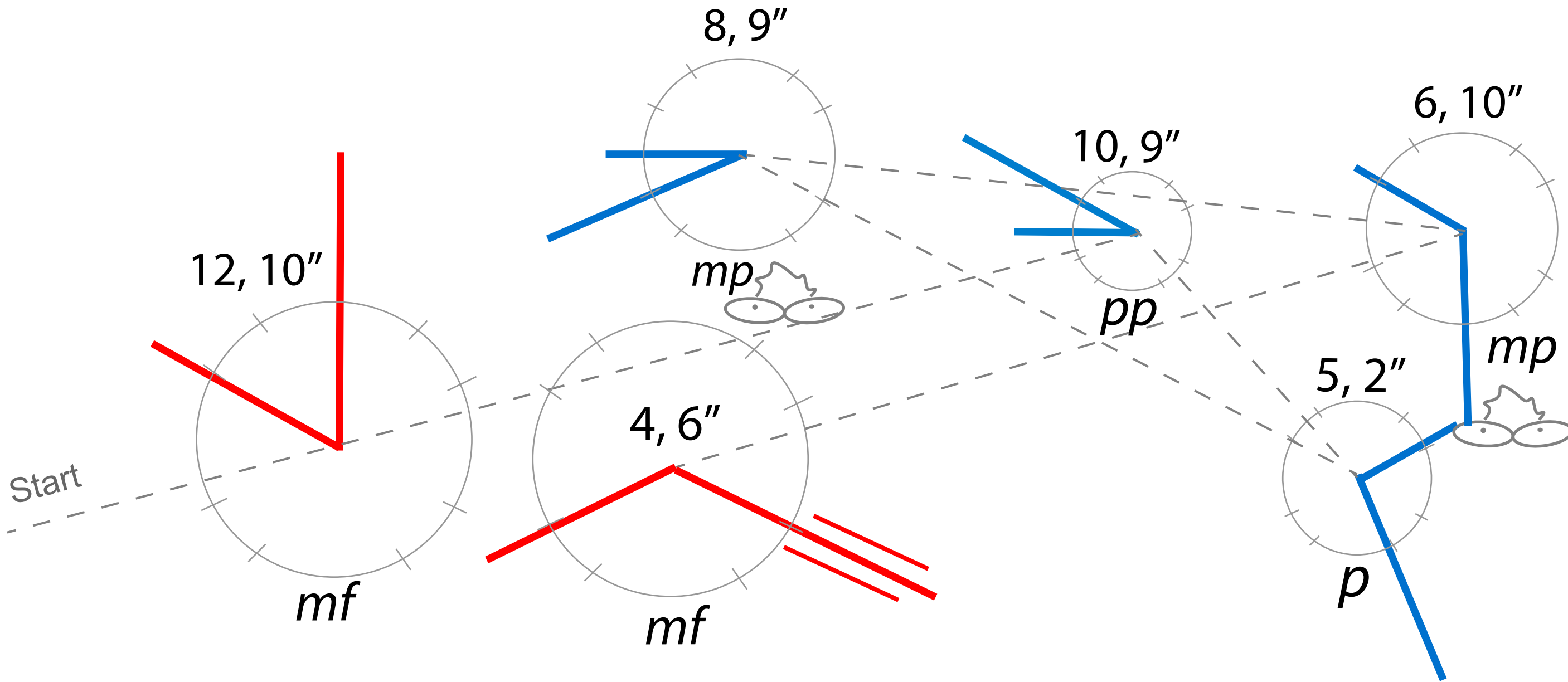


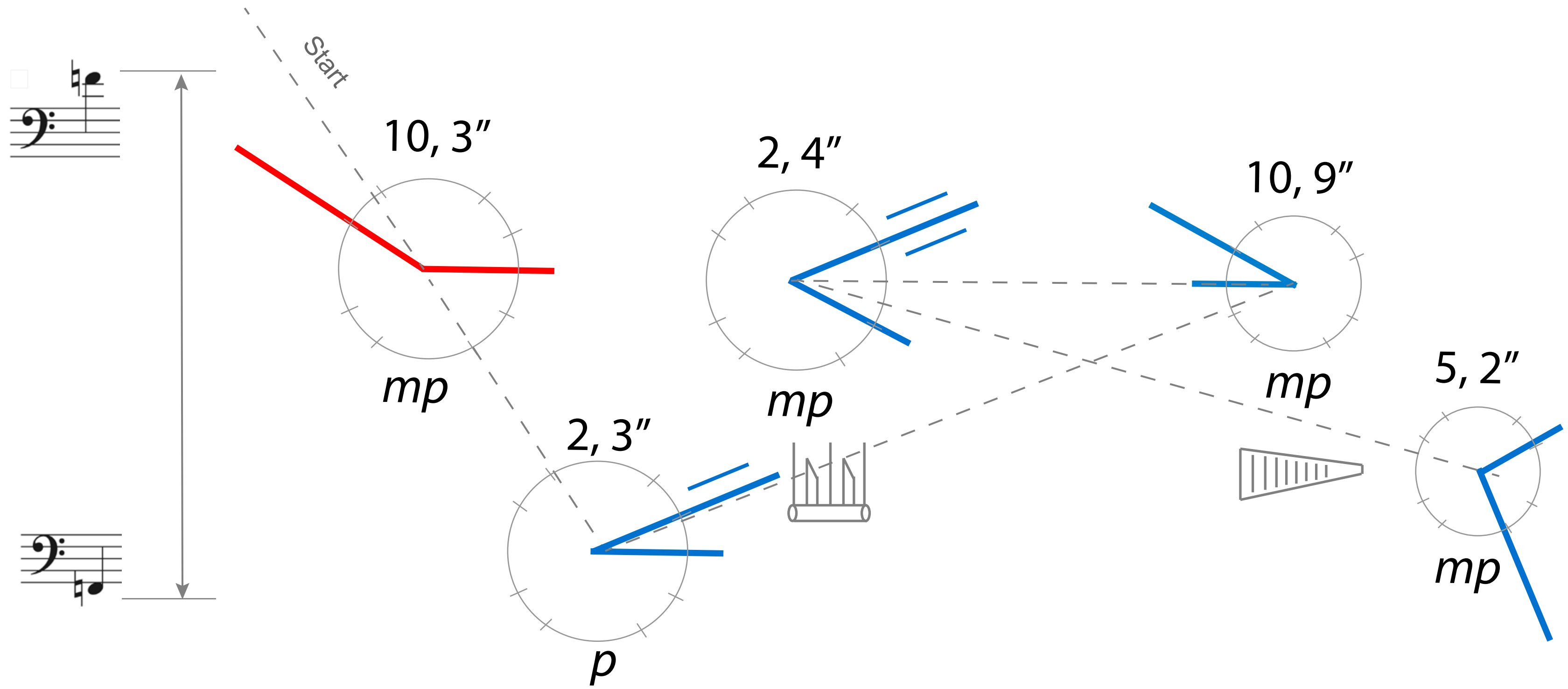
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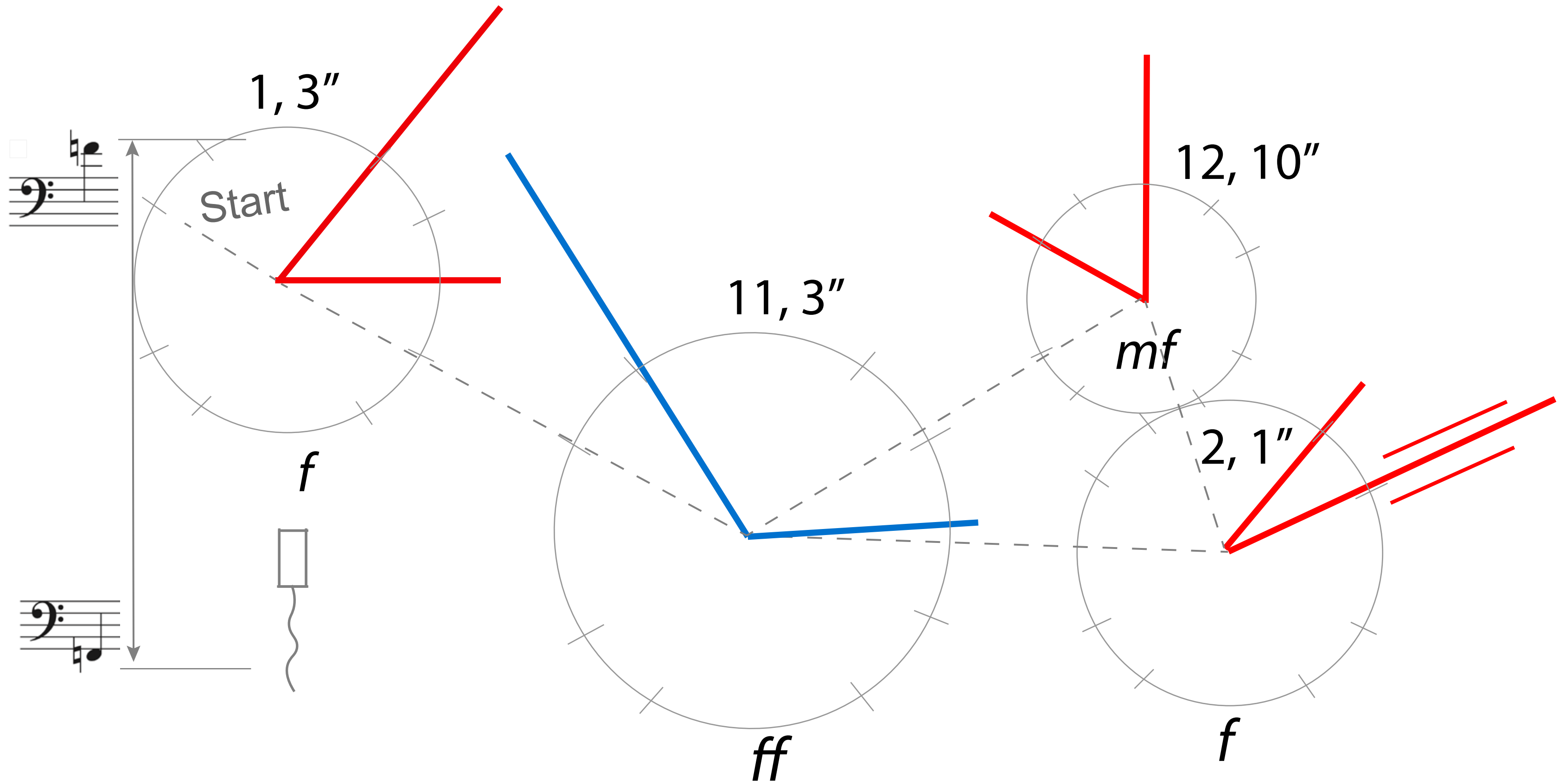
4, 6"

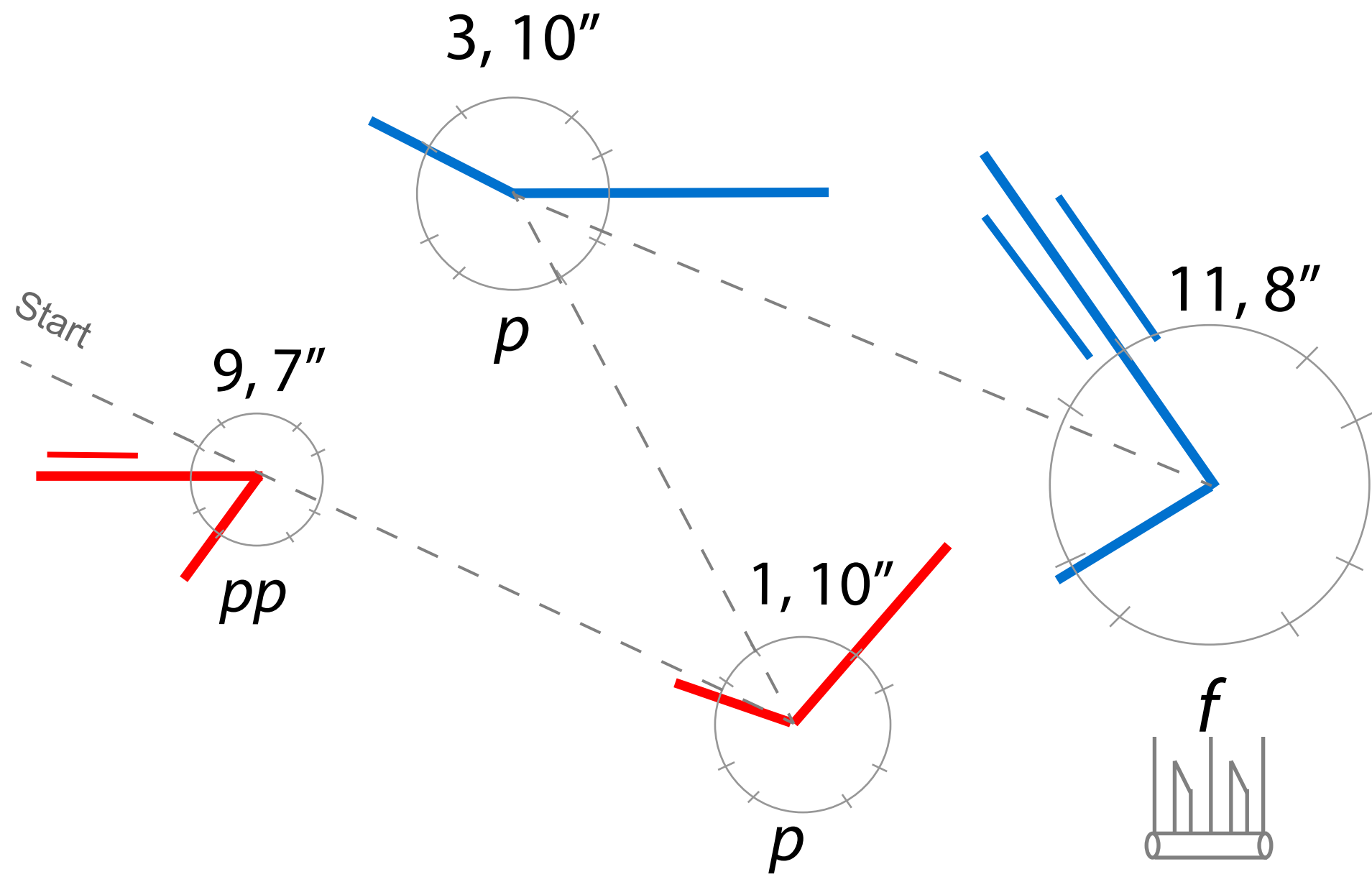
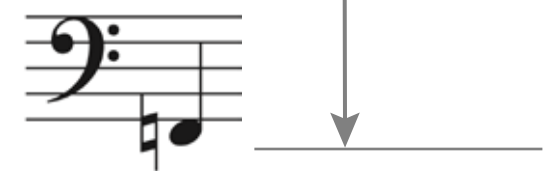


mf



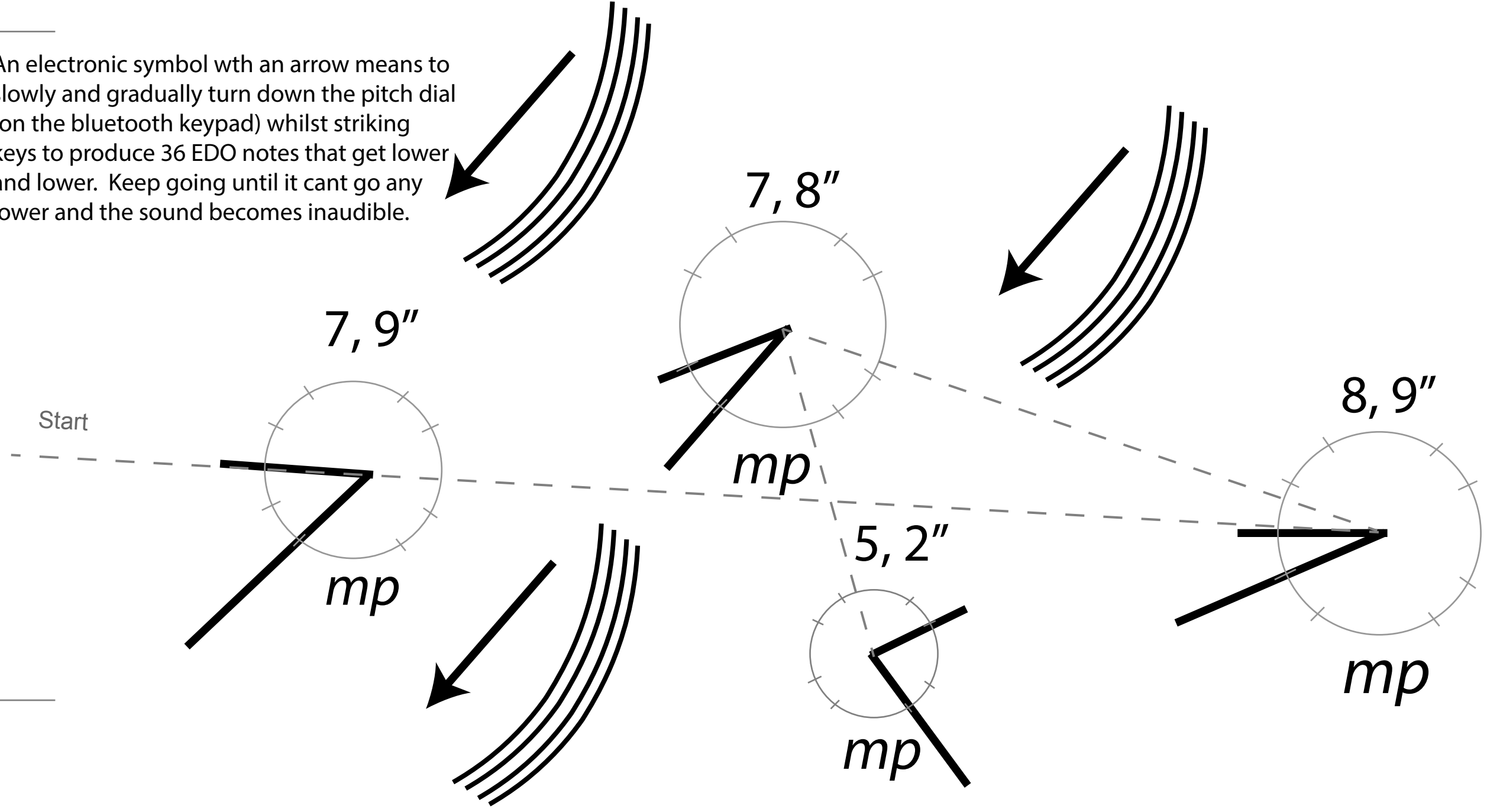


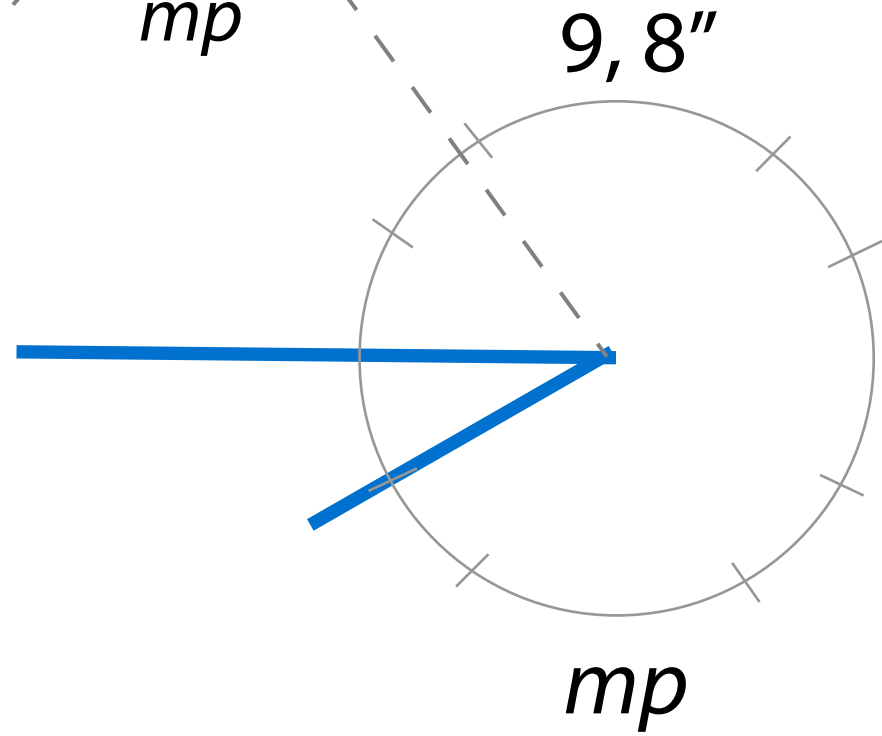
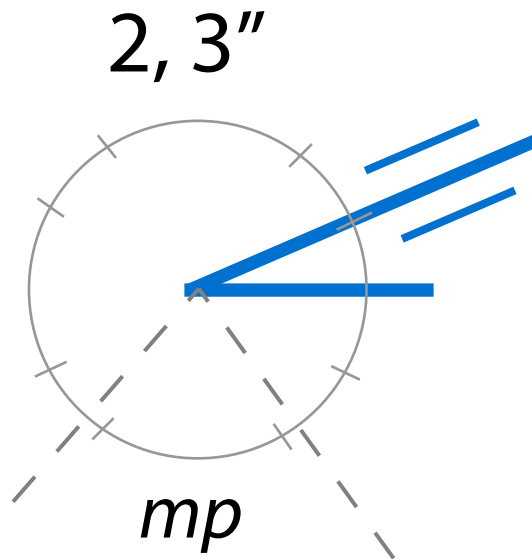
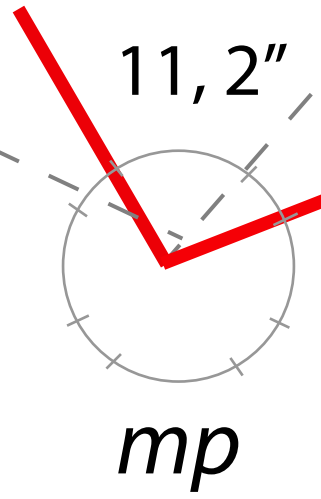
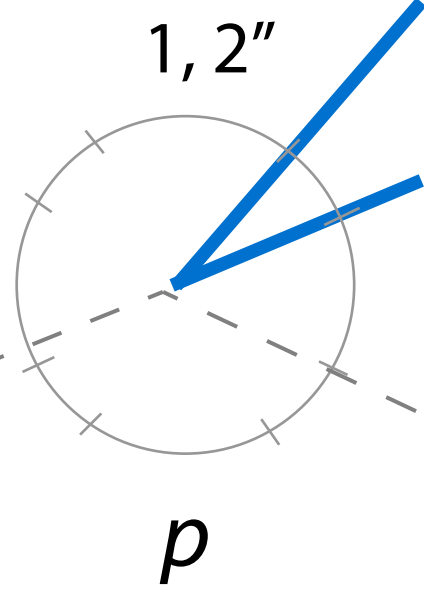
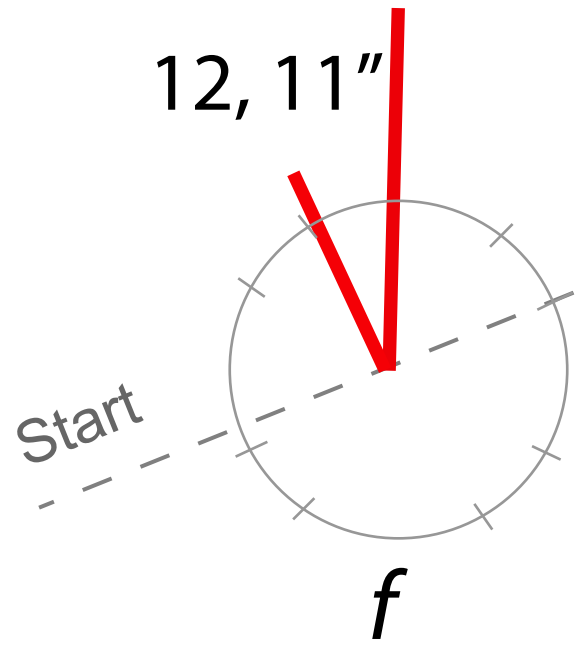
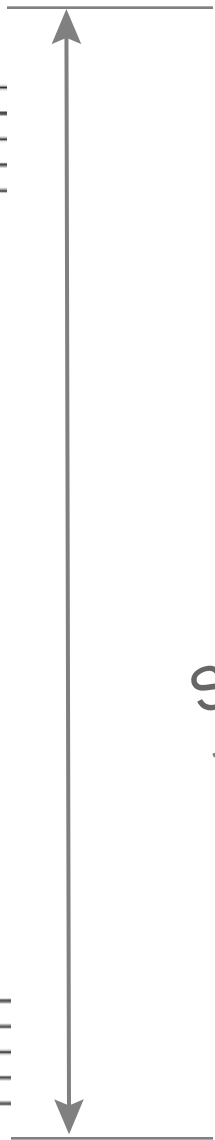
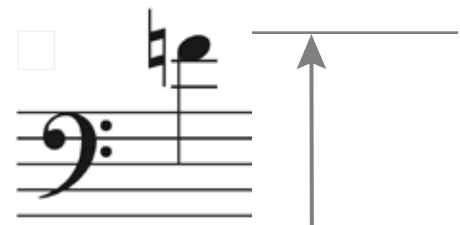


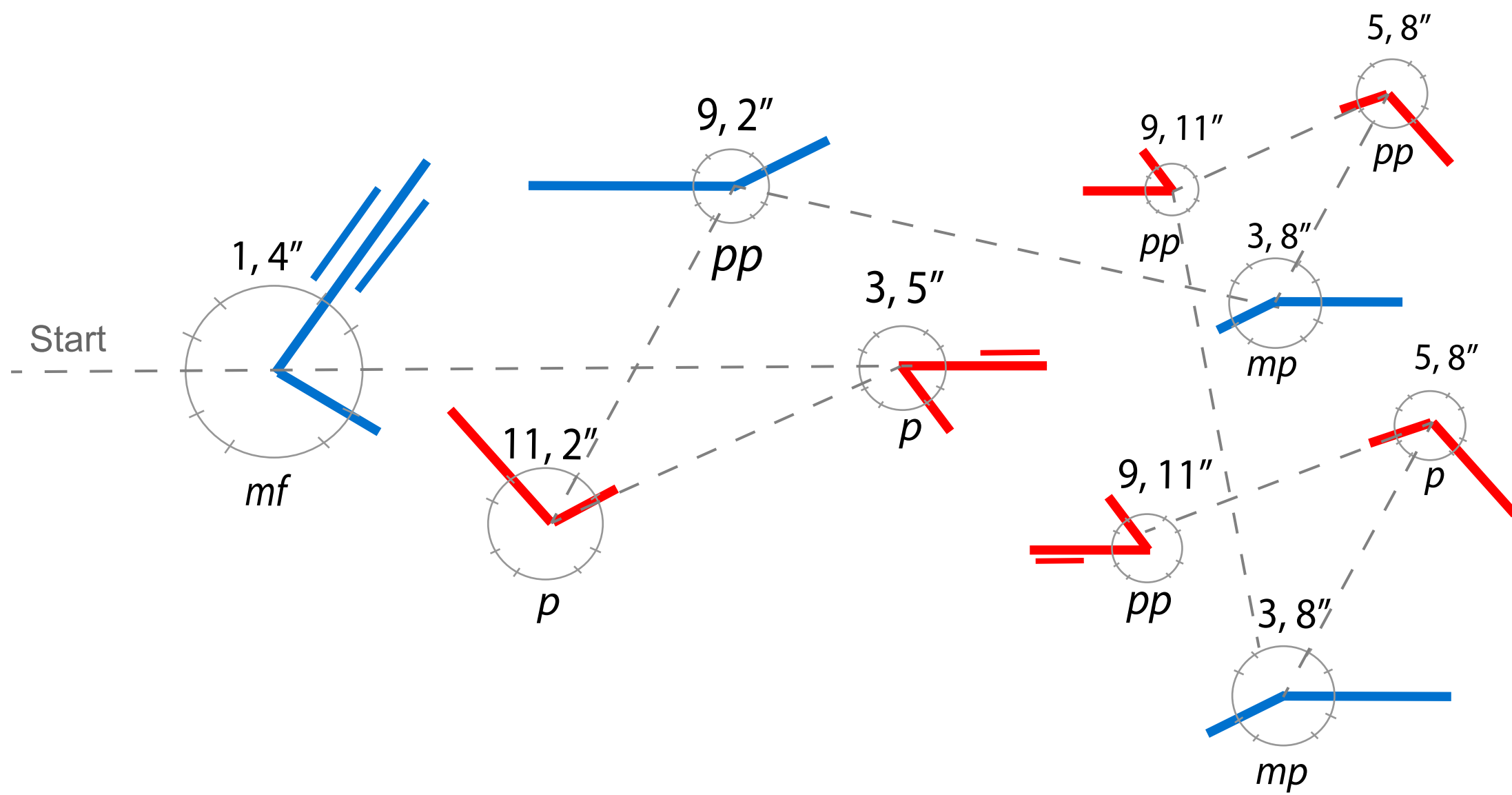
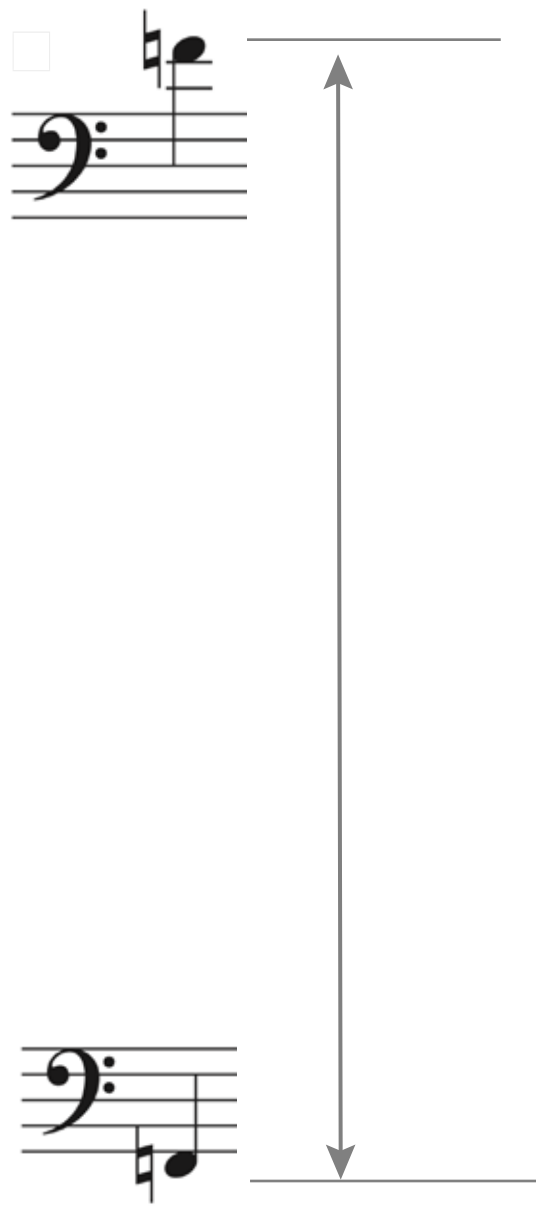




An electronic symbol with an arrow means to slowly and gradually turn down the pitch dial (on the bluetooth keypad) whilst striking keys to produce 36 EDO notes that get lower and lower. Keep going until it cant go any lower and the sound becomes inaudible.







Electronics

Ableton 12 Suite is the software that is used.

Karabiner Elements is the software used to customise the keys (Macbook 2019, Sonoma 14.5).

See mini keyboard on the right. The keys and one of the dials are all changed to letters of the alphabet to work best with key binding in Ableton. One dial is set to the up and down arrows on the keyboard.

In Ableton, there are two tracks in total, and one send is used.

Track one:

A breathing sound sample was taken from Pixabay.com. The file is called ghostbreath1-107236.mp3 but other breathing sounds could be used.

This mp3 is triggered as a clip in Ableton which is sent to a 'send', only, with reverb - 3.46 seconds decay, wet 50%, size 18.29, and also a 'grain delay' (arrow keys control 'pitch') [click on it with the mouse to be able to control it with one of the bluetooth mini gaming keyboard dials].

Play the clip. Assign one of the buttons to turn this track off and on. As the clip is running the button turns the sample off and on and has reverb tail when turned off.

Track two:

The instrument plugin 'Meld' is on another track (A=Sub, B=Basic shapes), Attack 1.89ms, Release 7.27.

It has a 'pitch' MIDI effect. As you move the dial up and down it changes the pitch on all of the notes on all the keys on the bluetooth mini keyboards. The dial on the second bluetooth mini keyboard controls this.

Each key is a note on the piano keyboard e.g: asdfghjkl - wei - but micro tuning is applied as 36-EDO (36 Equal Divisions of the Octave) - lowest note 42hz highest note 484.46hz. This track has reverb on it: 13.2 seconds decay, wet 100%, size 100.

The electronics are controlled in real-time using:

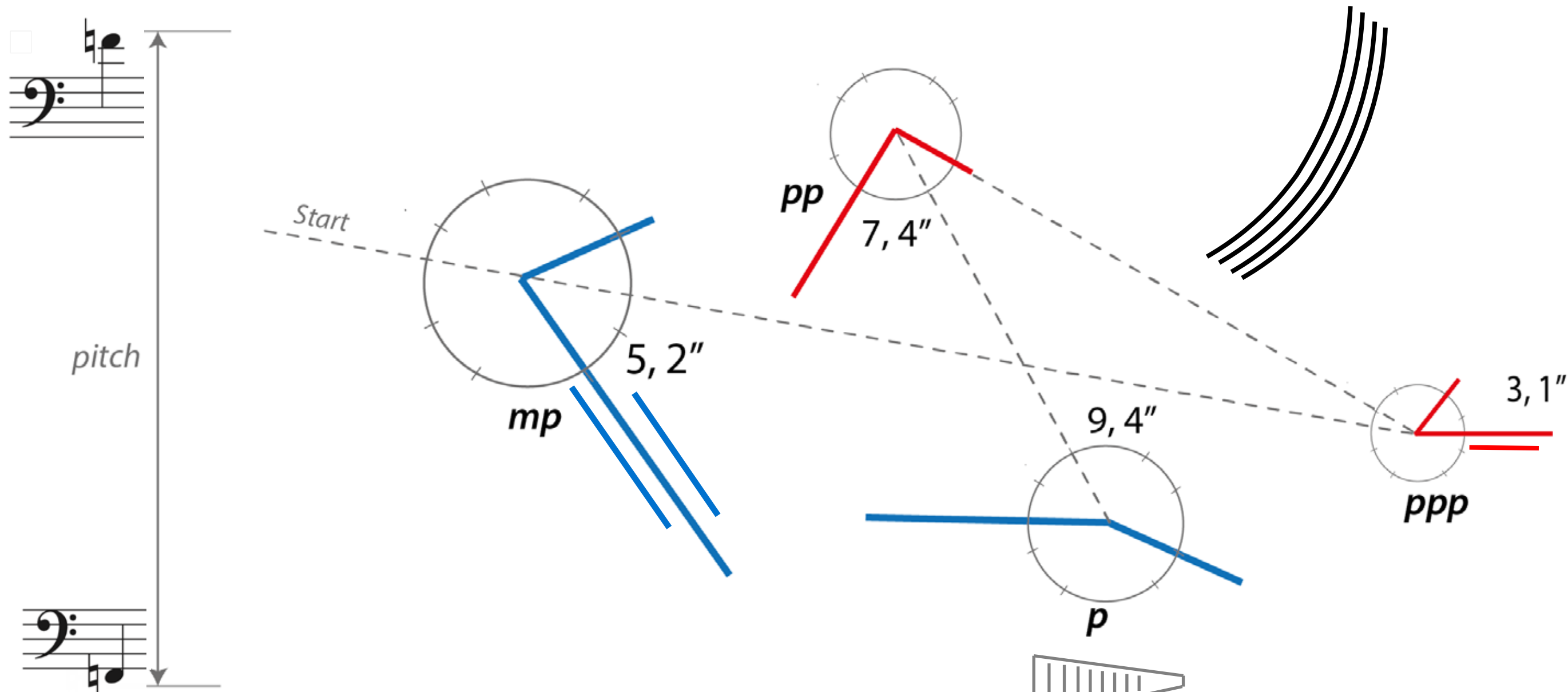
A Bluetooth Mini Programable Macro, 3 Keys Mechanical Gaming Keyboard



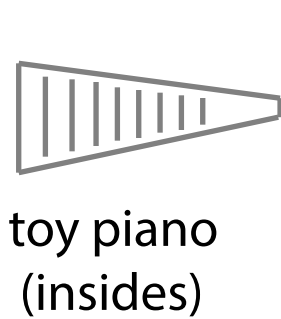
x 2

Two of these keyboards are attached to the body of the recorder using blue tack and controlled wirelessly through Ableton. The dial is also a button so there are 4 buttons per keyboard. The dial button is another 'note' in the 36 EDO scale.

In order for the computer to register the two devices as separate devices one keyboard needs to be connected via USB-C.



Further symbols/
instructions



Blue line = breathy sound
Red line = more attack



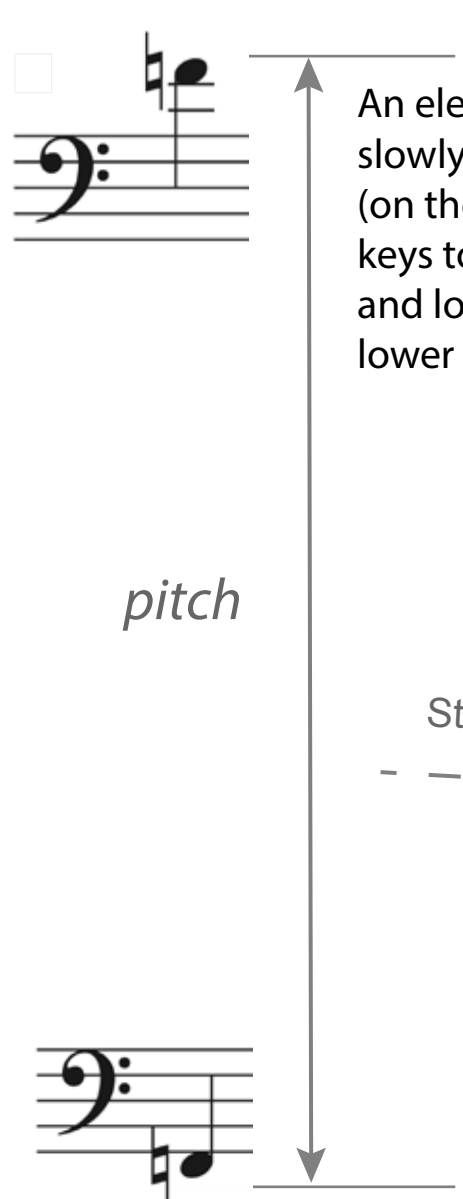
1 line means ordinary playing
2 lines mean voiced
3 lines means flutter and/or
guttural playing
Red and blue is the same

Transitioning between
clocks can be done instantly
or in 1-4 seconds.

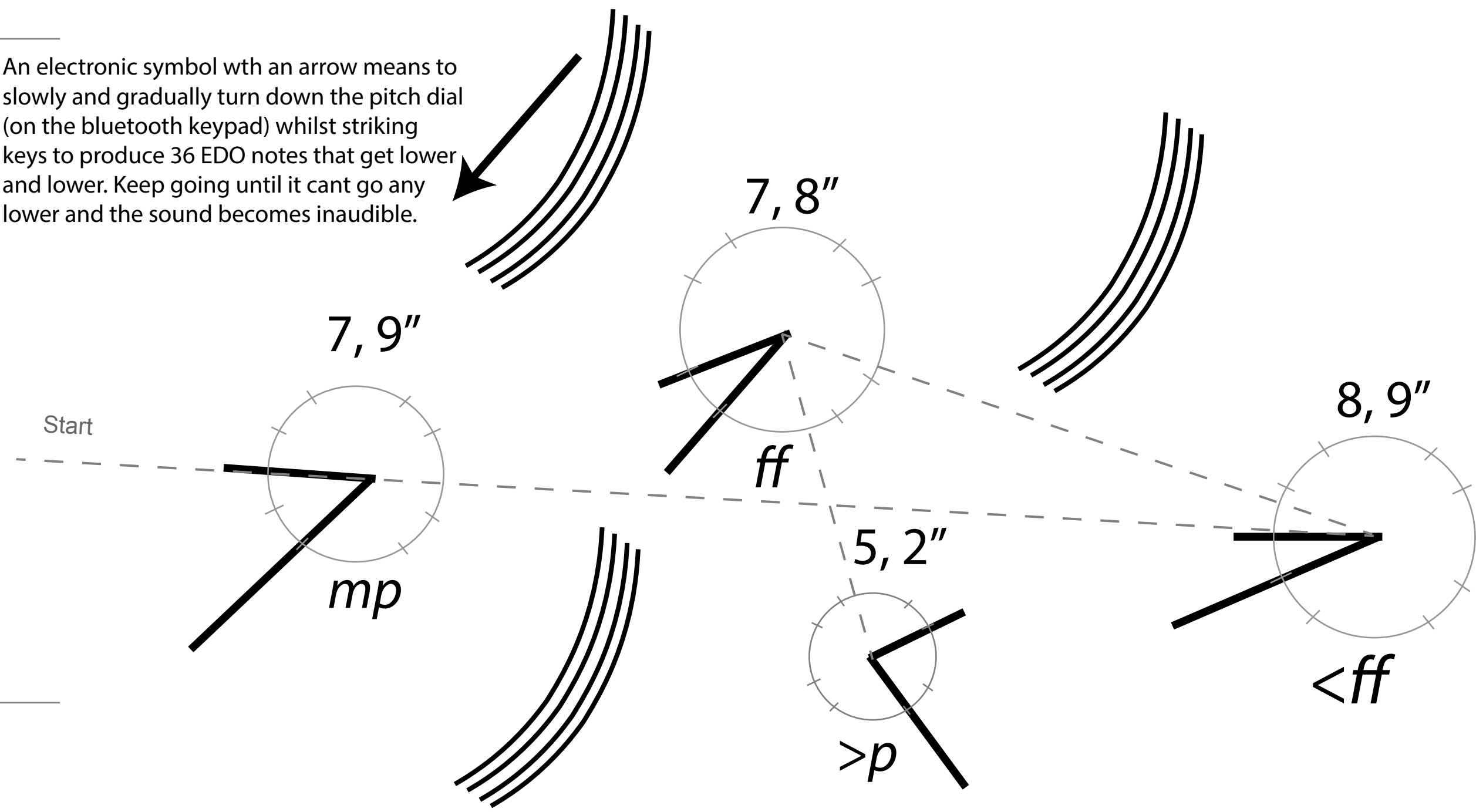
(these symbols are positioned
underneath a clock to indicate they are
to be played at that point)

Some toy piano gestures include:
downward glissando
short single strikes 1 high, 1 low
(a metal rode from a triangle is used)

These dark curved lines in the upper right hand corner means that
electronics are to be used at some point on that page (a general instruction),
for example, 4 curved lines means roughly 6-7 electronic sounds on that page.
When you see 2 curved lines that means roughly 2-3 electronics sounds.
Dynamics are created using the density of sounds. As sounds layer on top of
each other they get louder and create a distorted quality. So pressing the keys
quickly will achieve this effect.



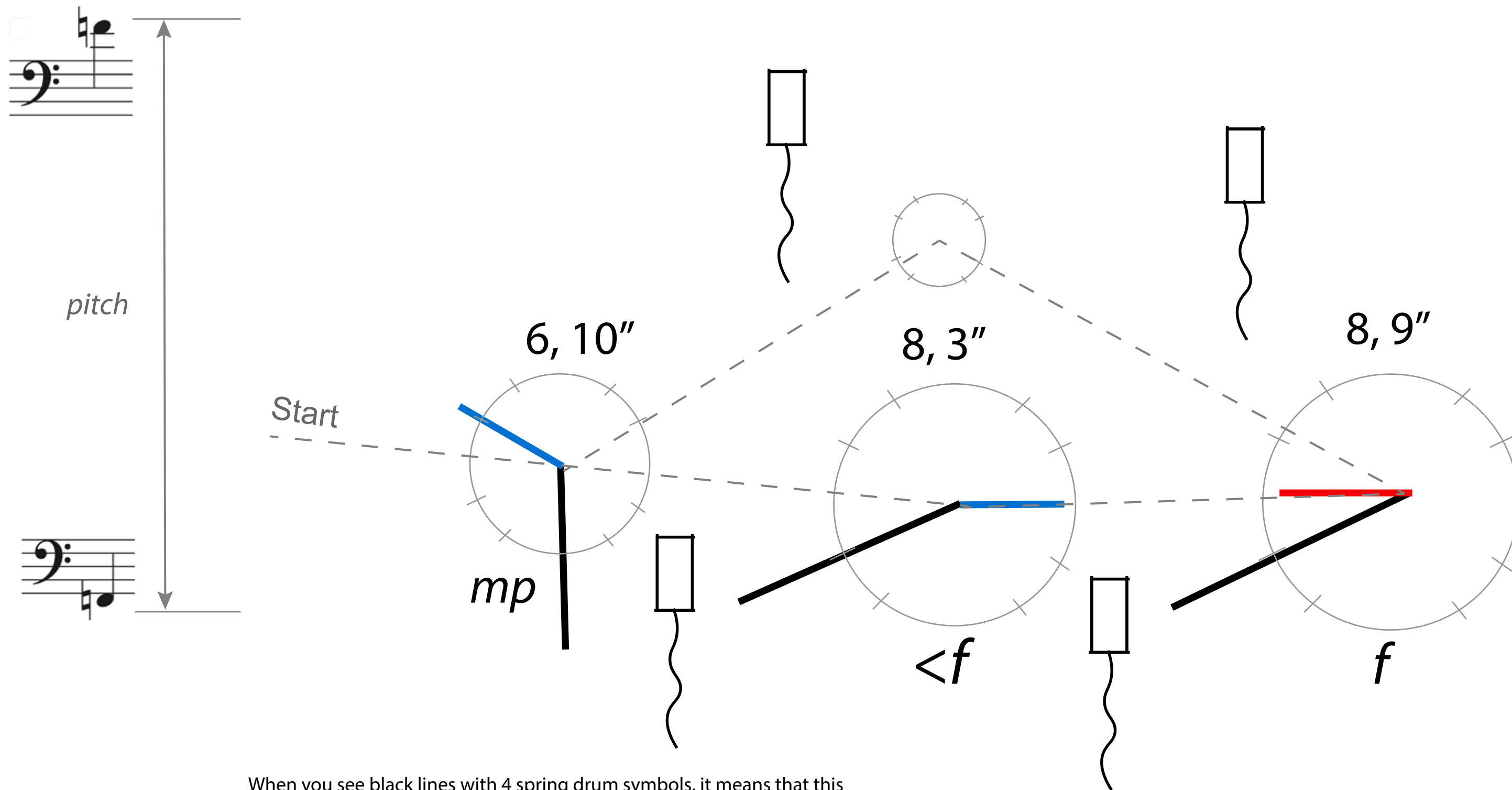
An electronic symbol with an arrow means to slowly and gradually turn down the pitch dial (on the bluetooth keypad) whilst striking keys to produce 36 EDO notes that get lower and lower. Keep going until it cant go any lower and the sound becomes inaudible.



When you see black clocks with 4 curved lines (x3), it means that only electronics are to be used on this page.

- < *crescendo*
- > *decrescendo*

Some pages are fixed and some can be freely rearranged. When you see a page number in the bottom right hand corner, it means that that page must be ordered with that page number. When there is no page number it means that the performer can freely choose the order of that page. However, using the order of this PDF is fine also as some considerations have been made with this order.

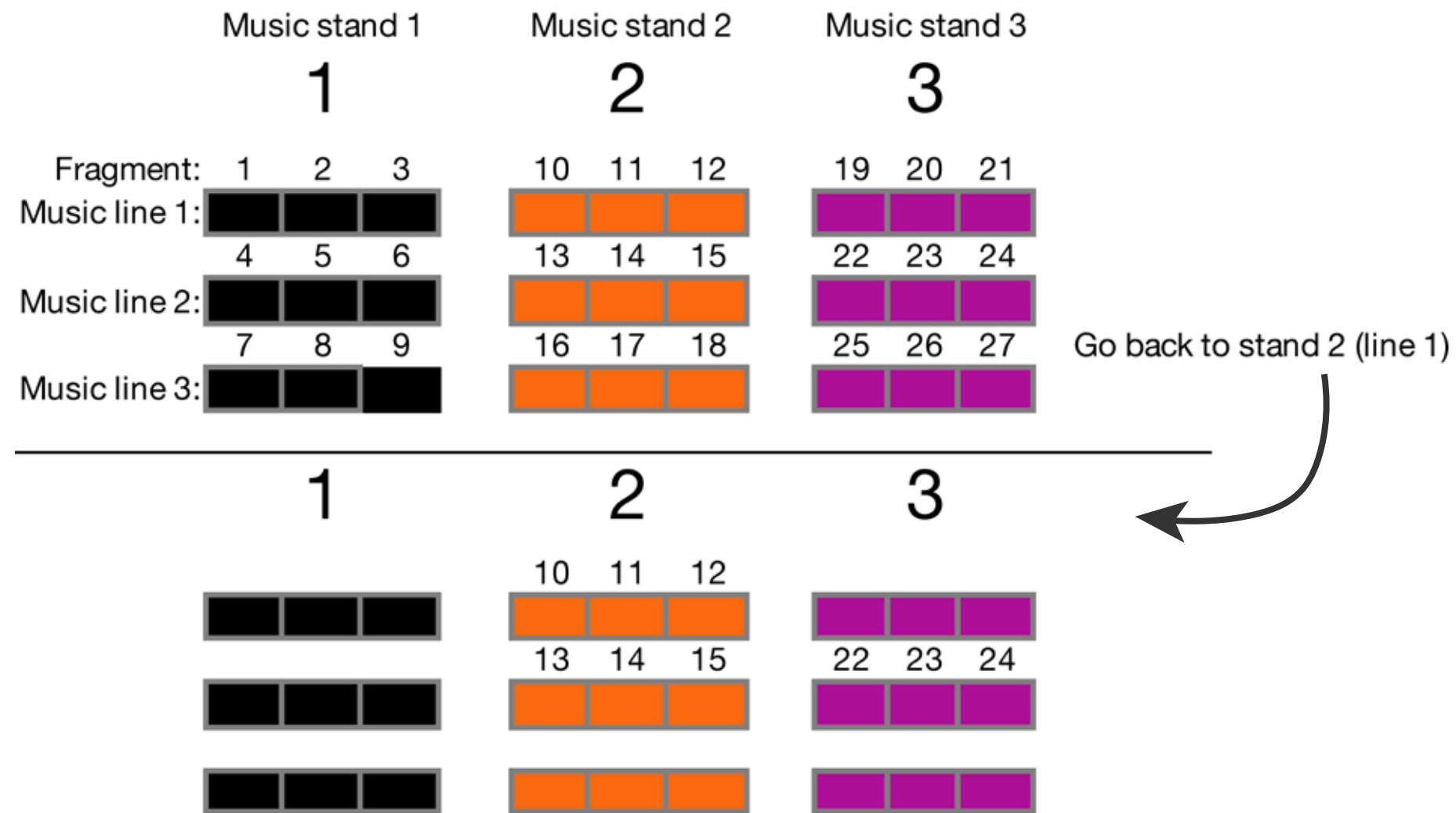


When you see black lines with 4 spring drum symbols, it means that this section is mostly spring drum and you should continuously strike the spring drum throughout this page. The blue and red lines in the little hands means you can also play the contrabass recorder as well.

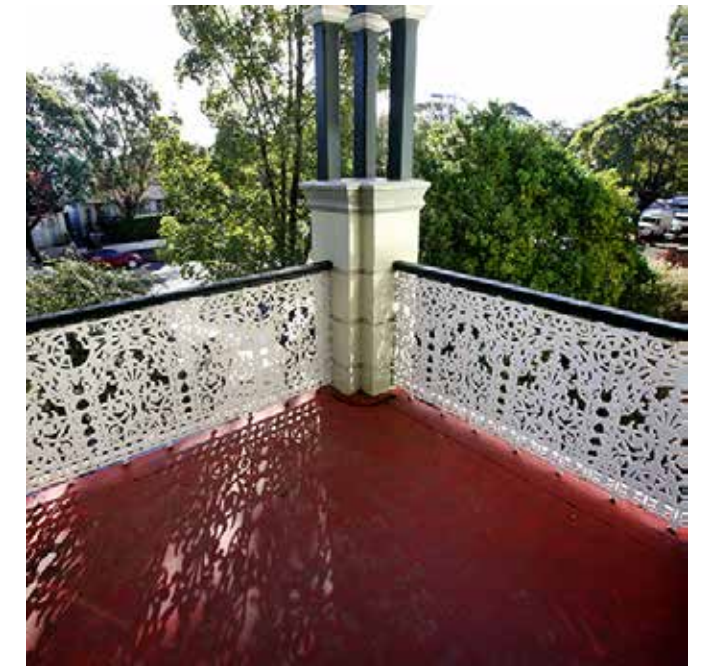
When the dotted line loops back around it means you have the option to play that sequence again.

Global structure

There are **3 music stands** with **9 fragments** on each. One fragment is one page (consisting of 4 to 7 clocks). Combine the fragments together into a compact cluster of 9 on each music stand.



The whole sequence is 1 through to 27, then go back to 10 to 12 on stand 2 then 13 to 15 on stand 2 then 22 to 24 on stand 3. The performance should be roughly 20 minutes.

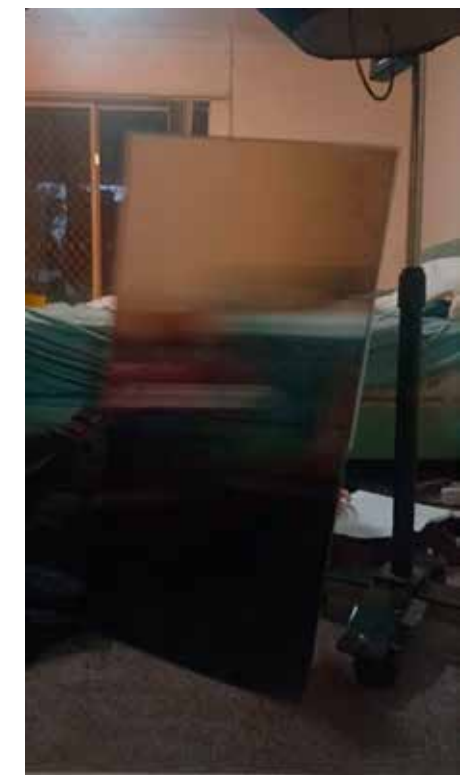


Theatrical

A video art work is shot in Annandale Community Centre - Upstairs (see images above)

The recorder player is surrounded by mirrors of various forms:

1. Alana seated, plays recorder with a variety of mirrors.
2. Alana moves to different locations around the space in Annandale with different formations and arrangements of mirrors are set up.
3. Hand held mirrors and fixed mirrors reflect the recorder and the score at different angles.
4. Spinning mirrors - mirrors are spun quickly to create a blurring effect. Could be played back in slow motion as a camera effect.
5. Small fragmented mirrors. Close up and slow panning. Camera operator moves around the mirror to pickup different angles of the room.
6. A video of a mirror spinning is set up (using a projector) next to an actual mirror spinning in the space.



Spinning mirror



Artist: Rebecca Horn in a artwork called: 'Rooms meet in mirrors' (1974/75)