

O Ritual Da Sombra

for solo recorder and live electronics

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General Information

O Ritual Da Sombra is an algorithmic work for solo recorder and live electronics. Since it is generated by a computer program that uses random numbers, a different version of this work is output at each execution. Thus, it is recommended that the performer generate a new version for each concert. Also, the performers may play more than one single version on a same concert.

Durata: averagely 12'

General Performance Notes

Although this work is written for a tenor recorder, it may be performed on other recorders. The used range is C4-B5, and therefore needs to be transposed according to the instrument size.

Since this work makes use of live electronics, the recorder must be amplified with a single microphone (possibly positioned in the body of the instrument) and this signal has to be received by the Pure Data patch.

The live electronics should be controlled by the player himself using a MIDI pedal. The moment of activation are always during the half-note rests with fermati.

The live electronics should be output by two speakers in the stage, one to the left and one to the right of the performer. Care should be taken that the microphone in the recorder does not pick up the music coming from these two speakers.

Although this work contains no markings for dynamics, the performer may create small volume nuances according to his/hers interpretation of the musical phrases (i.e. *espressivo*).

All accidentals in this score are notated as sharp.

Generating a unique version

In order to generate a unique version of this work, it is necessary to have the four following programs installed on a Linux or Windows computer:

- The programs `ritual.out` (for Linux) or `ritual.EXE` (for Windows), which can be freely obtained by sending a request message to the address gilberto.agostinho.f@gmail.com
- LilyPond, which can be downloaded at www.lilypond.org

To generate a score, simply execute the file `ritual.out` or `ritual.EXE` (depending on your OS) and wait until a score is automatically generated as a pdf file, together with a LilyPond file (`.ly`), a MIDI file (`.midi`) and a file named `datafile.txt` which has to be used by the Pure Data patch in order to produce the live electronic part. To generate a new score, simply run the executable file once again.

IMPORTANT NOTE: after generating a score, another execution of `ritual.out` or `ritual.EXE` will result in the loss of all previously generated files (they will all be overwritten)! If you wish to keep a particular version of this composition, please copy all its files to a safe location.

Using the Pure Data patch

Every generated version of this work will have a file named `datafile.txt` (which is unique to each version). Below are the actions (in order) that have to be taken in order for the Pure Data patch to work:

- Make sure that the microphone input and the two stereo loudspeakers output are properly configured
- Turn on the DSP toggle
- Set the Master Volume slider to a reasonable level
- Test that the recorder is now being amplified
- Click on the button “Load datafile” and select the file `datafile.txt` of the version you intend to perform
- Configure the MIDI pedal by setting its controller and channel numbers
- Test the MIDI pedal: stepping on it should now move the “Event No.” counter forwards
- Click on the “Reset” button to bring the counter back to the initial value

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$\text{♩} = 216$

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19

20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38

This page of musical notation for guitar contains ten staves of music, each with numbered fingerings (39-61) and various musical symbols. The notation is as follows:

- Staff 1:** Starts with a treble clef and a key signature of one sharp (F#). It contains a series of eighth and sixteenth notes with various accidentals. A circled number 39 is positioned below the staff, with an arrow pointing to a specific note.
- Staff 2:** Continues the melodic line. It includes a triplet of eighth notes marked with a '3' and a five-fingered scale run marked with a '5'. Circled numbers 40, 41, and 42 are placed below the staff with arrows pointing to specific notes.
- Staff 3:** Features a five-fingered scale run marked with a '5'. Circled numbers 43, 44, and 45 are placed below the staff with arrows pointing to specific notes.
- Staff 4:** Includes a triplet of eighth notes marked with a '3'. Circled numbers 46 and 47 are placed below the staff with arrows pointing to specific notes.
- Staff 5:** Continues the melodic line. Circled numbers 48 and 49 are placed below the staff with arrows pointing to specific notes.
- Staff 6:** Includes a five-fingered scale run marked with a '5'. Circled numbers 50 and 51 are placed below the staff with arrows pointing to specific notes.
- Staff 7:** Features a five-fingered scale run marked with a '5'. Circled numbers 52, 53, and 54 are placed below the staff with arrows pointing to specific notes.
- Staff 8:** Includes a triplet of eighth notes marked with a '3'. Circled numbers 55 and 56 are placed below the staff with arrows pointing to specific notes.
- Staff 9:** Continues the melodic line. Circled numbers 57, 58, and 59 are placed below the staff with arrows pointing to specific notes.
- Staff 10:** Includes a triplet of eighth notes marked with a '3'. Circled numbers 60 and 61 are placed below the staff with arrows pointing to specific notes.

This musical score consists of ten staves of music, each containing measures 62 through 80. The notation is in treble clef with a key signature of one sharp (F#). The music features a variety of note values, including quarter, eighth, and sixteenth notes, as well as rests. Circled measure numbers (62-80) are placed below the staves, with arrows pointing to the first note of each measure. Fingerings are indicated by numbers 3, 5, and 5 below specific notes. A triplet of eighth notes is marked with a '3' above it in measure 66. The piece concludes with a final whole note in measure 80.

81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100 *

*) Wait until the electronic sounds completely fade out.