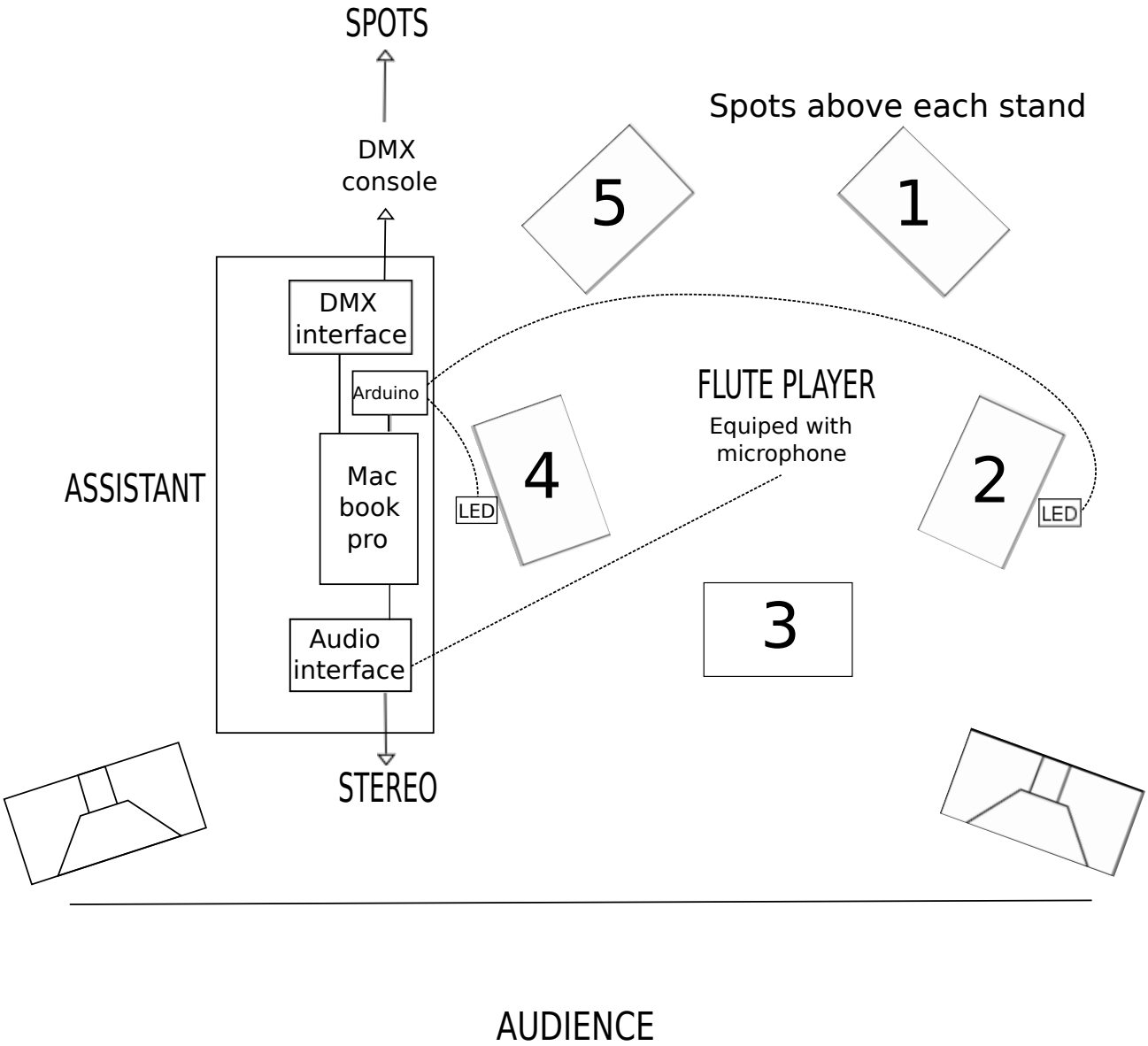
Matthias Leboucher

The Prisoner

For Flute, assistant, live electronics (Pure Data) and lights
with arduino led system (click tracks)



Material list

ON STAGE

Table and chair (for assistant) + a little table light
power supply, Apple macbook (PureData)
DMX interface (Enttec DMX USB Pro Mk2)
Audio interface (1 in/4 out with a microphone fixed on the flute, otherwise 5 in/4 out)
Arduino UNO (or other) system, for visual click track (To replace the Arduino system, an audio click-track can be send to the flutist via output 3 and 4, with earplugs.)

5 stands disposed in circle — One spotlight above each stand.
Lights for stands if needed

Microphone for flute with fixation system
(SD system FX-1, or Audix ADX10 FLP, or Yamaha MC-7…)
The cables (to microphone /and click track) has to be fixed on the floor, in the center of the stands.

LIGHTS

DMX console to dimmer (5 channels) — controled via the DMX interface

REGIE

Mixing console + stereo audio system

Setup

DMX Setup wth Enttec pro Mark II

With Mac OS Mavericks

Download a ftdi driver control to disable the Apple/VCP driver.
http://www.dmxis.com/release/FtdiDriverControl.zip

More informations on this page :
https://www.enttec.com/?main_menu=Products&pn=70304&show=faq
http://www.enttec.com/support-center/kb/article/108-OS_X_Mavericks_

Download the driver on :
http://www.ftdichip.com/Drivers/VCP.htm

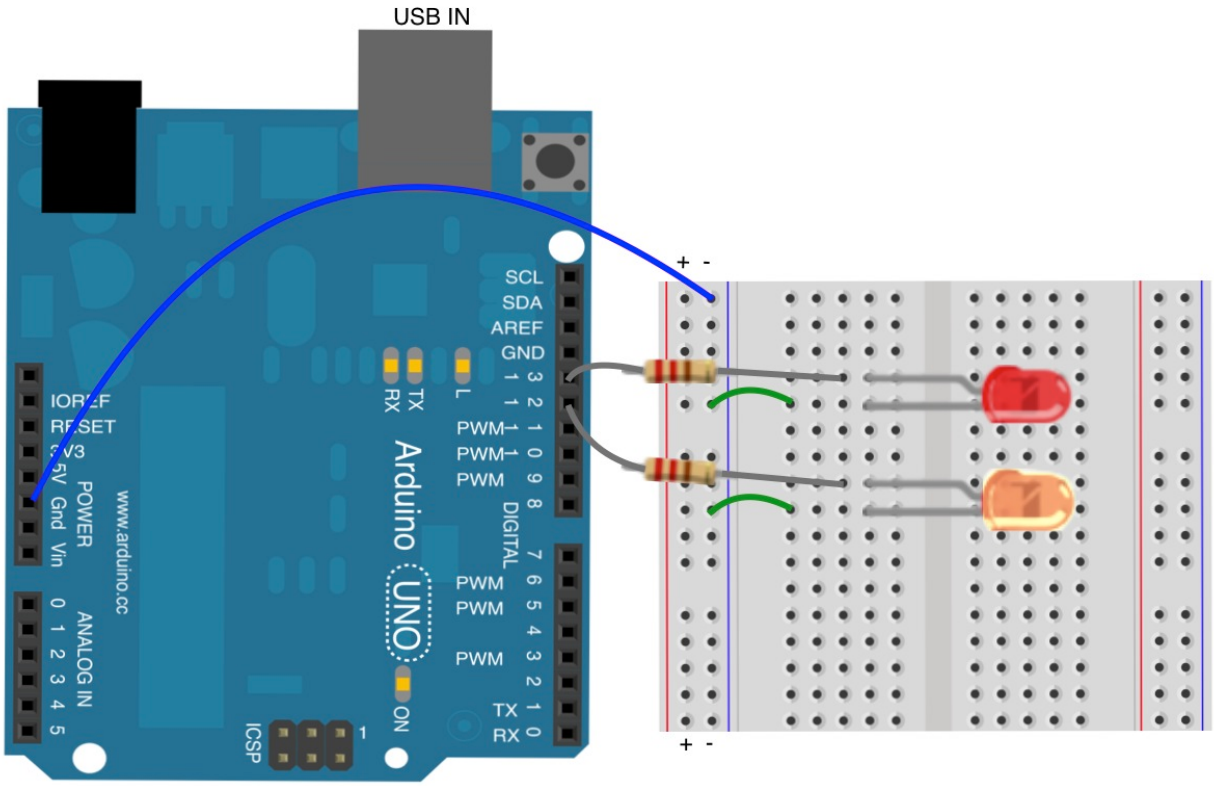
Important : don't use Enttec pro manager!

Connect DMX interface (Enttec pro USB) to computer — Test port and choose the corresponding port (printed in console) — For testing use the test box on the left corner or move the sliders.

Arduino click track setup (with Arduino UNO)

No driver required (runs from pduino in pure data)

See schema for connections.
Instead of the led of the schema, connect longer cables and bring 2 led to stand 4 and 2 led to stand 2.



AUDIO Setup

Only 1 ADC (microphone fixed on the flûte) and 2 DAC are used. The music can be performed with 5 fixed microphone (on each stands) in this case, replace in patch "flute-effects" the adc~ 1 with an adc~ 1 2 3 4 5 and connect all audio outputs to the corresponding *~

Run the patch (pd-extended)
Click on « Test port DMX Interface » then choose the right port for DMX
You can test each light with the faders or the test patch)

Set the port for the Arduino system, then set the pins used (Digital PMW~ Ports on the Arduino board.

Note for electronic part

The assistant has to be on the stage. His only action during the performance is to follow the corresponding cues (squares). He will have to move as less as possible. Some head movements are anyway possible, following the dynamics or climax on stand 4, by example.

Cues in score :
Circles are for automatic cues
Squares for manual cues

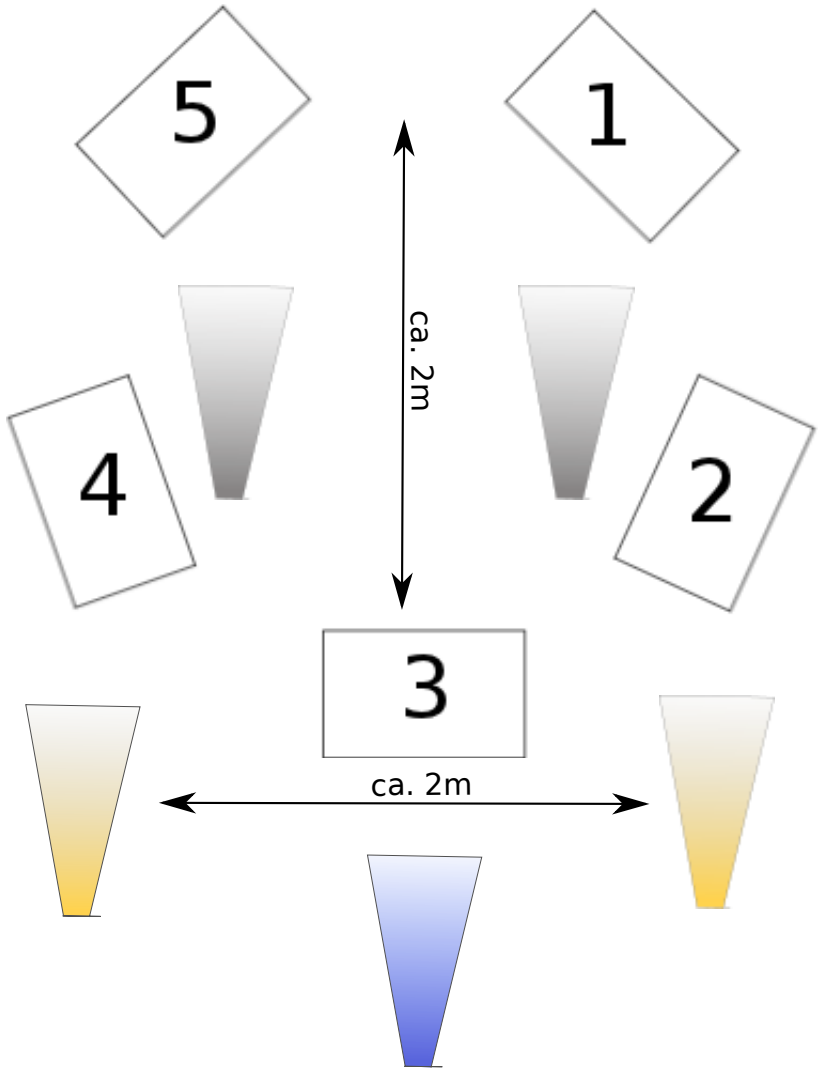
On the Pd patch, automatic cues are indicated with little squares.

Unblock keyboard before beginning!
keyboard map :
space: next cue

For rehearsing purpose only :
tab : repeat the curent cue
backspace : go back to precedent cue
r : reset to beginning

If something goes wrong :
0 : kill feedback-machine (stand 1)

Spotlights position



AUDIENCE

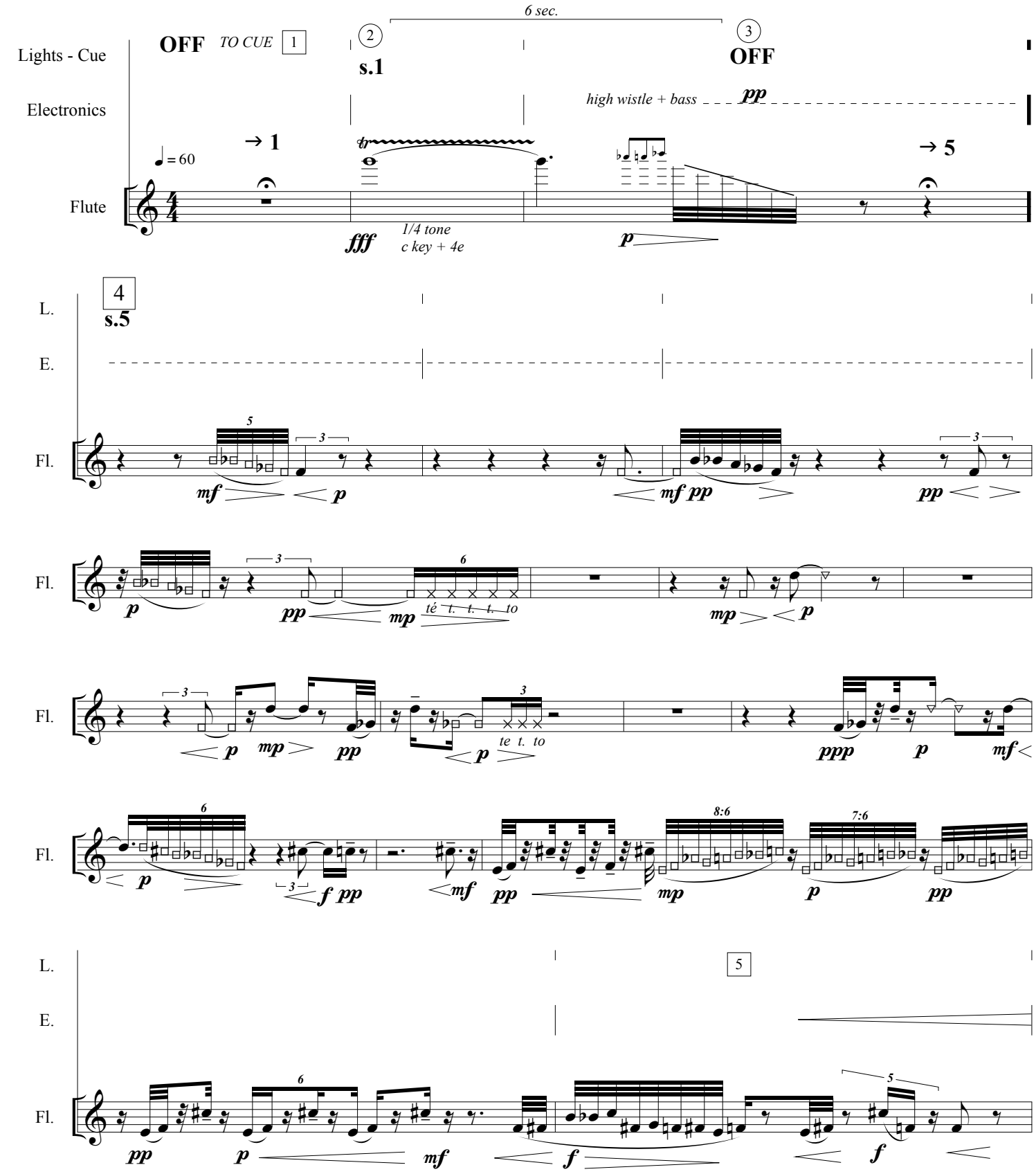
THE PRISONER

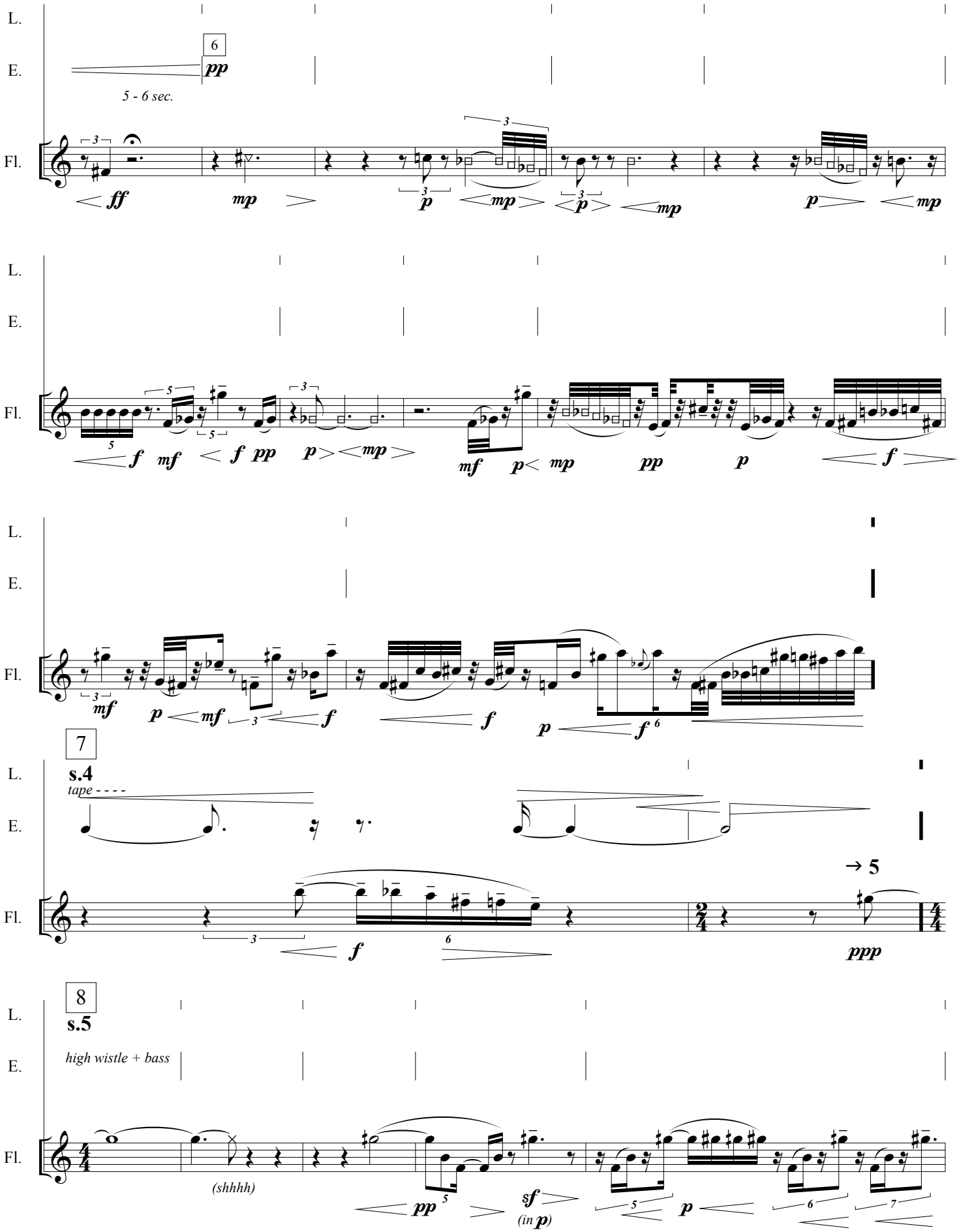
Matthias Leboucher

For flute and live electronics (Puredata)

Pour mon cher Oscar Catalan

STUDY AND
ASSISTANT
SCORE




L.
E.
Fl.
6
pp
5 - 6 sec.
ff
mp
p
mp
p
mp
f
mf
f
pp
p
mp
mf
p
mp
pp
p
f
mf
p
mf
f
f
p
f
7
s.4
tape - - - -
f
ppp
→ 5
8
s.5
high wistle + bass
(shhhh)
pp
sf
(in p)
p

Fl.

mp *pp* *ppp* *p* *ff*

Fl.

f *mf* *p* *f* *mp* *f* *ff* *f*

→ 4

9

L.

s.4

tape - - - -

E.

♩ = 60 *strict*

Fl.

f *f* *f*

L.

10

E.

→ 5

Fl.

L.

s.5

high wistle + bass

E.

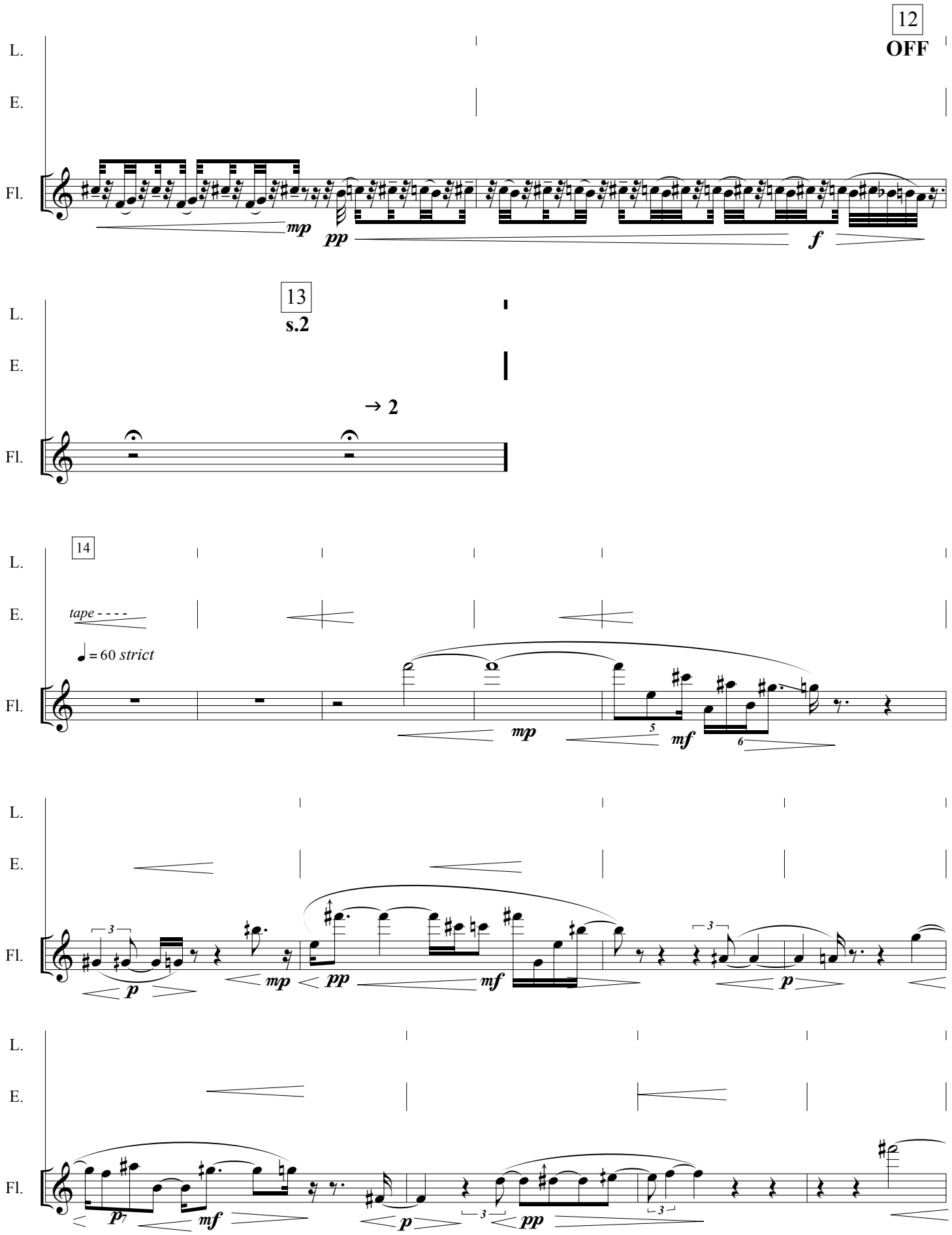
Fl.

p

11

Fl.

mf *f* *p* *f* *pp*


12
OFF
L.
E.
Fl.
mp
pp
f
13
s.2
→ 2
14
tape - - - -
♩= 60 strict
mp
mf
p
pp

A

Lights - Cue

Electronics

Flute

OFF TO CUE 1

2 s.1

6 sec.

3 OFF

high wistle + bass

pp

-> 5

→ 1

♩ = 60

tr

→ 5

fff

1/4 tone
c key + 4e

p

L

L.

E.

Fl.

25 s.1

feedback-machine

-> 5

→ 5

ff

26 s.5

high wistle + bass

ff

N

L.

E.

Fl.

27 s.1

feedback-machine

-> 5

→ 5

ff

P

L.

E.

Fl.

31 s.1

feedback-machine

-> 2

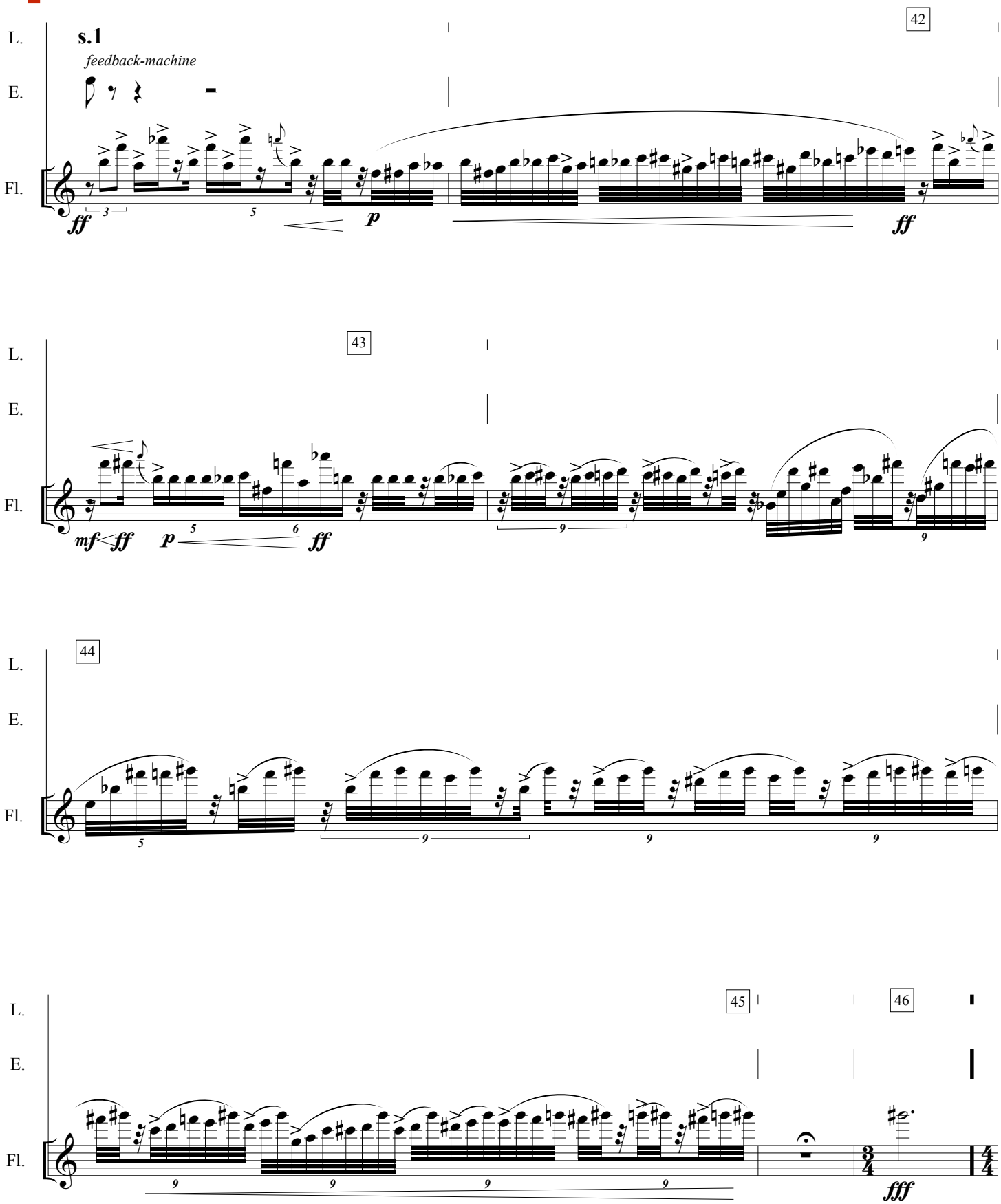
→ 2

mf

p

ff

T



WAIT 8 SEC... -> 2