Recitation

for flute & live electronics

Aleyna M. Brown

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Premiered April 28, 2017 at Florida State University

~4”

Performance Notes:

“Recitation” requires the MaxMSP patch application from the composer and access to a metronome click only to be heard by the flutist during the performance. (Suggestion: wireless headphones connected to a smartphone with metronome application)

The MaxMSP application includes a simple two-part delay and reverb presets that are adjustable for the performance space. The flutist must perform into a microphone—either headjoint-attachable or on a microphone stand positioned towards the performer’s headjoint.

To start, engage the Input/Output of the patch by clicking on the microphone icon. Once levels are adjusted and the reverb selection is set, the piece can can begin whenever the performer chooses—as the electronics are processing the delay on a rolling basis.

Aleyna M. Brown

2017

Score

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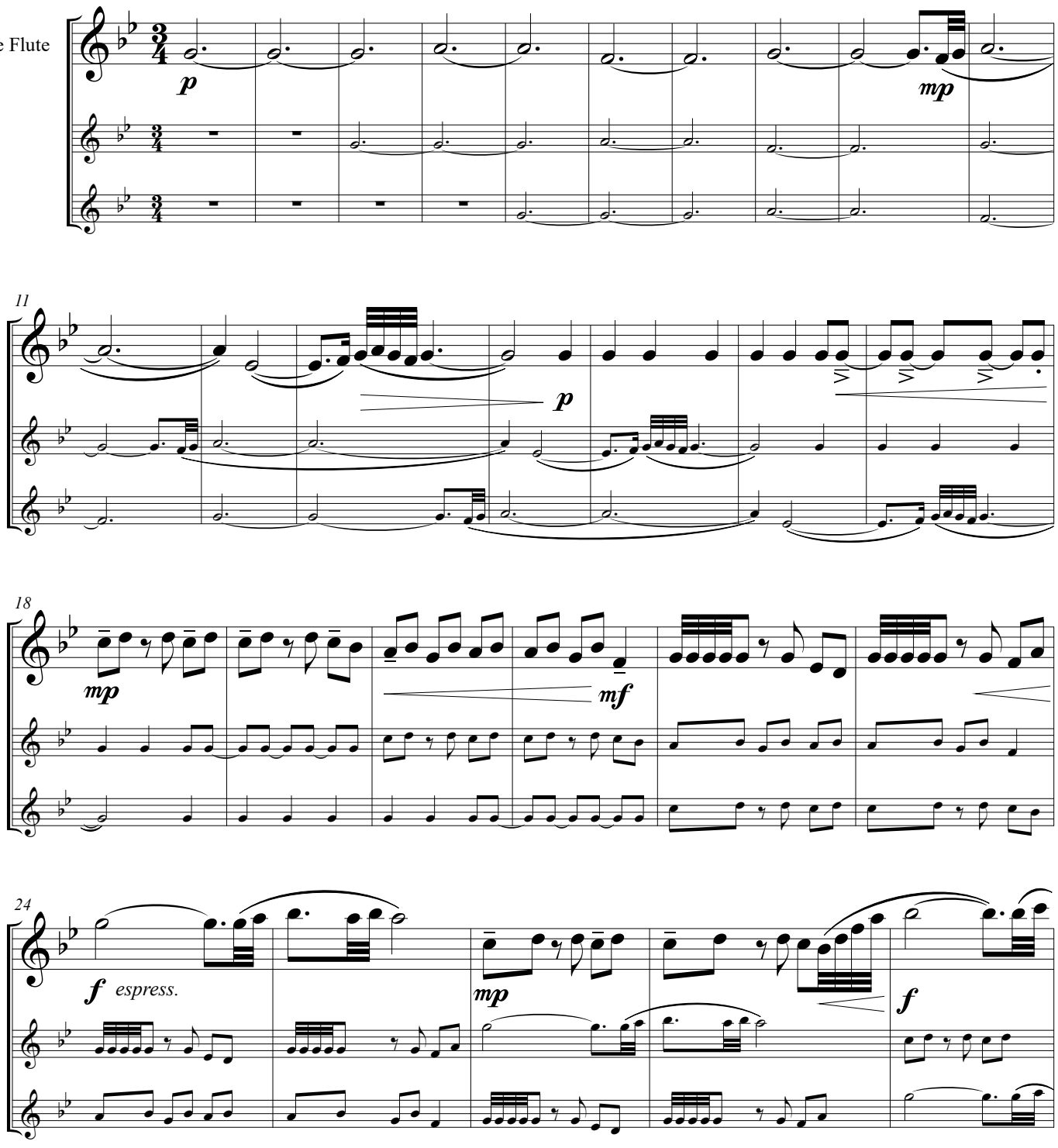
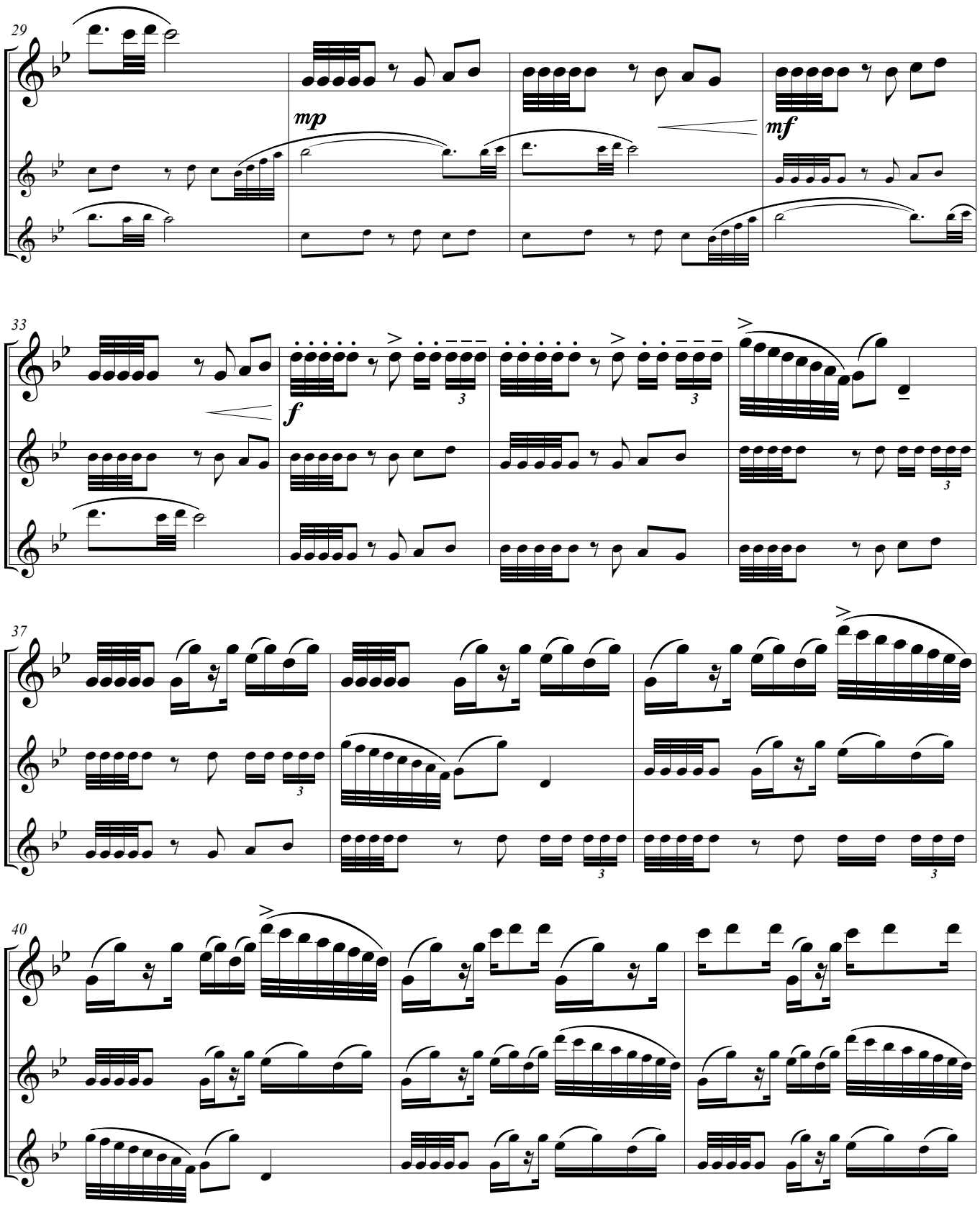
Andante ♩ = 60

Live Flute

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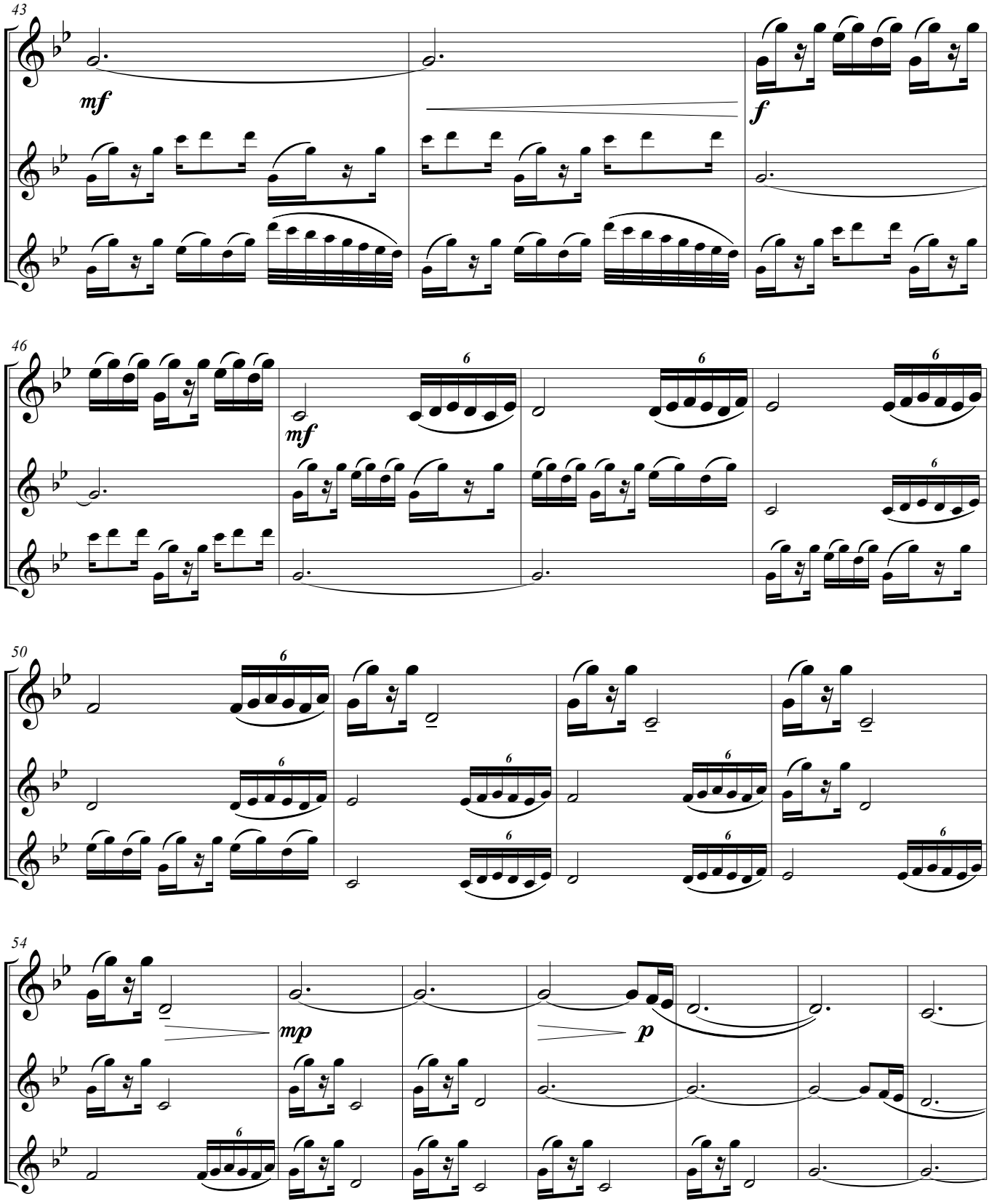
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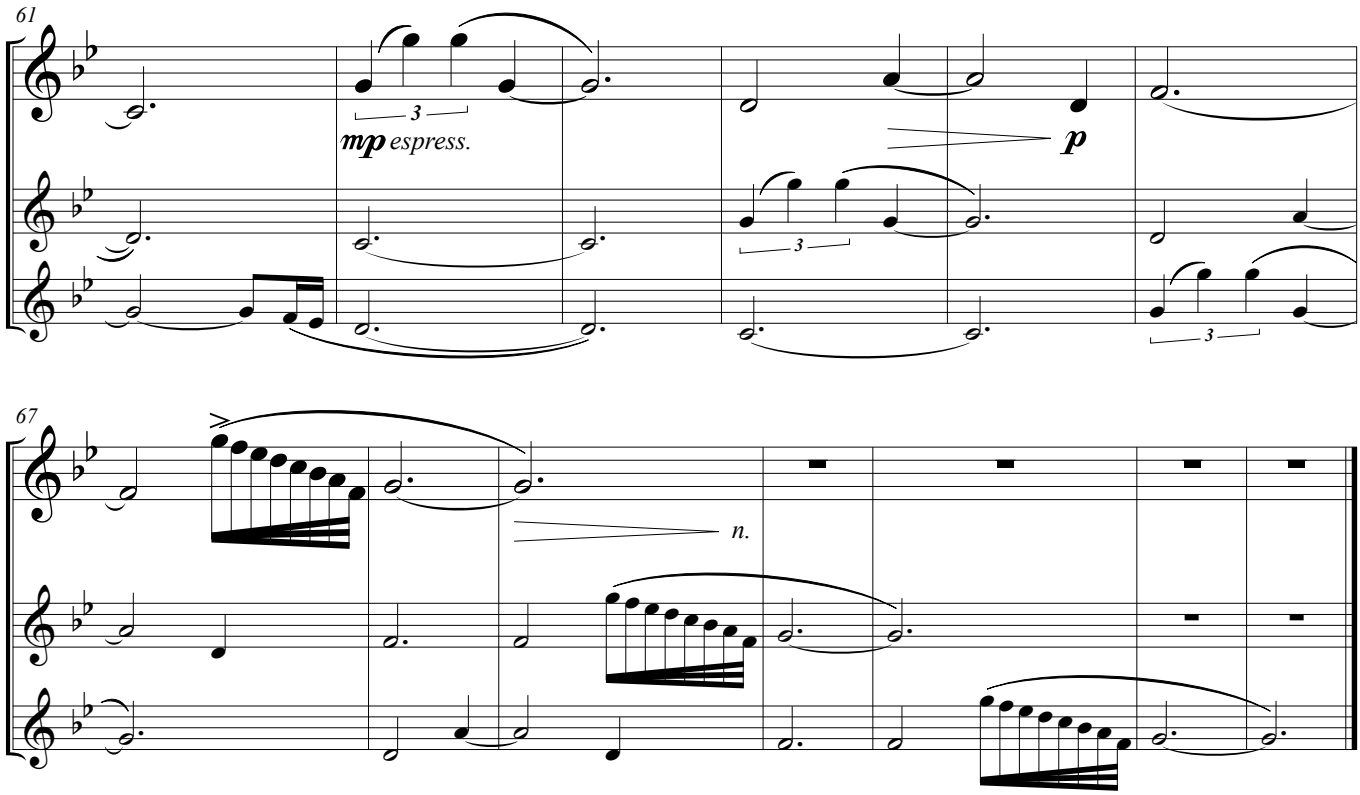
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67
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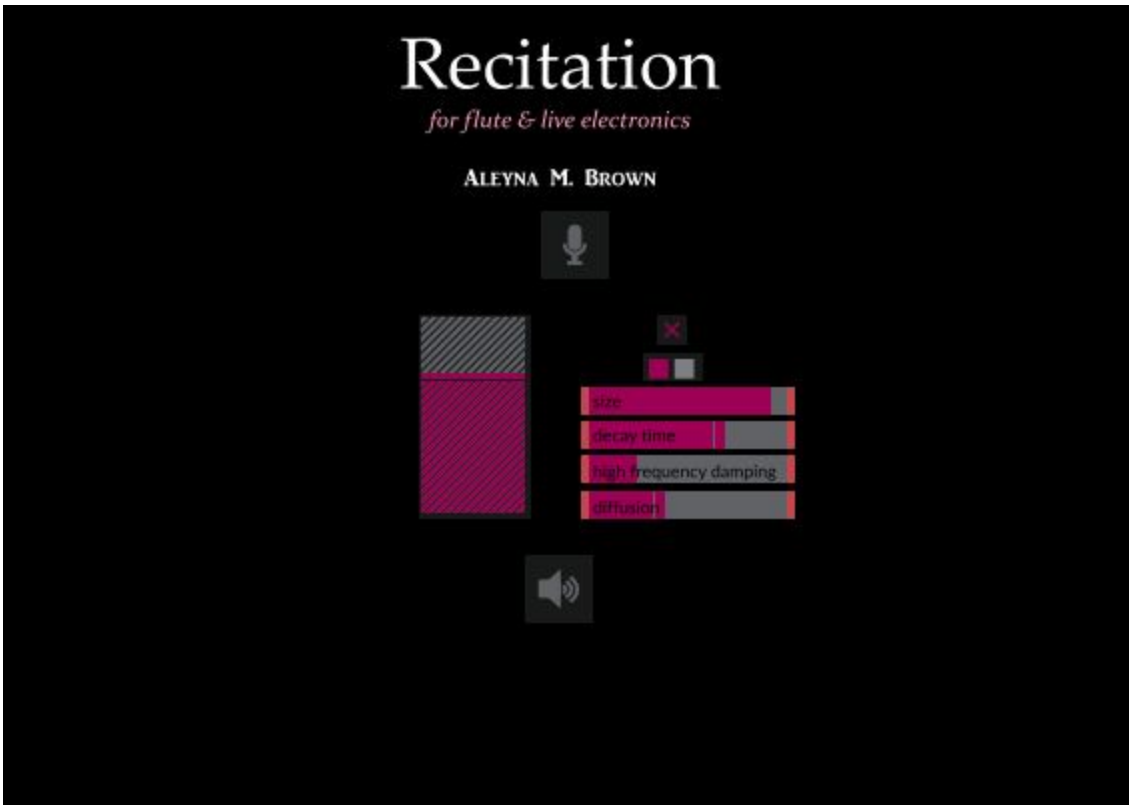
Live Electronics created in **Max/MSP** by Aleyna M. Brown

The following three pages contain images of the Max patch components of “Recitation” including:

1. Presentation Mode
2. Locked patch
3. Subpatch for reverb processing

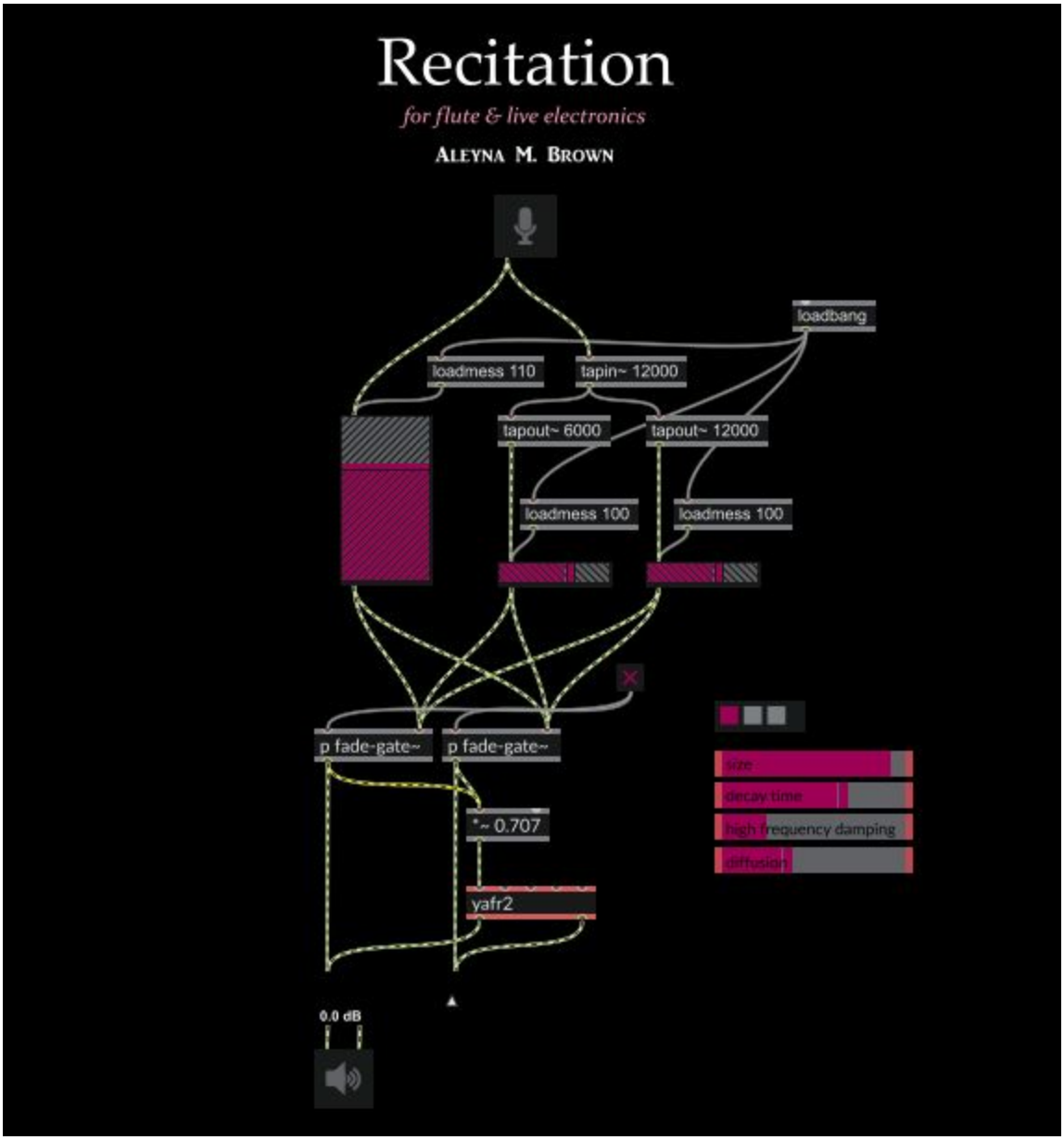
Presentation Mode

For performer’s adjustment of levels and reverb (presets provided):



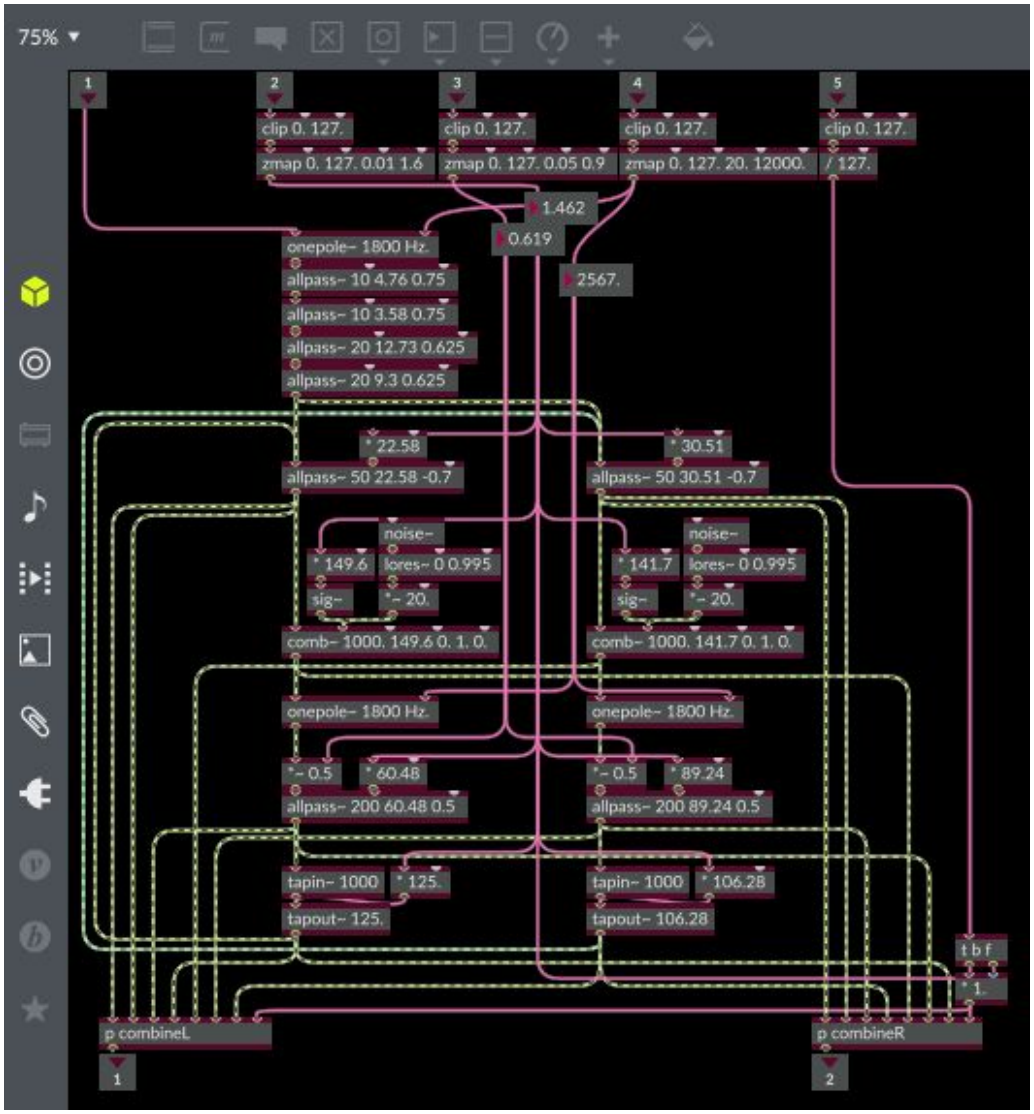
Full Patch, locked

This demonstrates the signal flow from the microphone input (ezadc~ object) through the delay processing, reverb processing, and output (ezdac~) object



Reverb subpatch

Processes the incoming audio signals and creates a basic Plate reverb in the style of Griesinger with variable presets



Modeled after MaxMSP contributor Randy Jones' reverb subpath