

# **MOMENTS OF MEDIATION**

**FOR ELECTRIC GUITAR AND COMPUTER**

**DECEMBER, 2000**

**SCOTT LEAKE**

---

## **Electric Guitar requirements**

---

Standard pick  
E-bow  
Distortion Pedal  
Digital delay pedal  
Compressor  
Harmonizer pedal  
Volume Pedal

---

## **Computer music System requirements**

---

1 Macintosh computer. (G3 400mhz or better)  
256mb of ram  
OS 9.2.2  
1gb of hard drive space  
Max and MSP software 4.1  
Audio interface for connection to a sound amplification system

---

## **MIDI Control and Sound reinforcement**

---

MIDI Interface  
Control device such as a foot switch or pedal board. A Midiman Oxygen8 with a sustain pedal, or a MIDI effects pedal board with a footswitch would be two possible configurations.  
OMS 2.3.8  
Guitar amplifier and direct box for a sound amplification system

---

## **Performance notes for the Guitarist**

---

The volume pedal is an optional pedal that should be primarily used as a means of controlling the volume of strings during the sections that use the E-bow.

There are no indications in the score for the use of the compressor. The compressor should be used throughout the piece in order to avoid any peaks in amplitude.







The E-bow switch should be set to the downward position so that the emphasis of harmonic overtones is kept to a minimum.

The guitarist uses a MIDI foot switch to cue all computer music. The timing of the cues is notated in the computer part of the score. An additional performer can be used for the cueing of the computer music.

The guitar and computer parts should be given equal emphasis in the mix for the audience. This piece was intended to be an electro-acoustic piece where the processed and real-time music are equal partners.

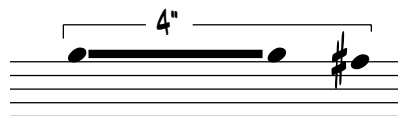
---

# Notation Legend

<p><b>Legato Slide:</b> Strike the first note and then slide to the second note. The second note should be re-articulated.</p>		<p><b>Rolled Chord:</b> Strum the chord from the bottom note to the top note.</p>	
<p><b>Shift Slide:</b> Strike the first note and then slide to the second note. The second note is articulated.</p>		<p><b>Quarter Tone Bend:</b> Strike the string and bend a quartertone in the direction indicated by the arrow.</p>	
<p><b>Vibrato:</b> Bend the string back and forth.</p>		<p><b>Muffled Strings:</b> Place left hand over the fret board while picking the strings.</p>	
<p><b>Use the Bridge Pickup:</b></p>	<p>REAR</p>	<p><b>Use the Front Pickup:</b></p>	<p>FRONT</p>

## Rhythmic Considerations:

Some sections of the piece utilize a system of proportional notation. The following principles apply:  
 Extended beams indicate sustained notes. No beams indicate short notes. Proportional sections also include approximate timings.



## About The Music:

---

*Moments of Mediation* is composed for solo electric guitar and computer, and is approximately twelve minutes long. The formal design for this piece was based on a technique used by Karlheinz Stockhausen called Moment Form. A guitarist should perform the piece with a sense that each moment has its own unique musical quality. As the composition develops it should also become clear that some moments are related to music heard earlier in the work.

The Computer music is drawn from a pre-recorded performance of the guitar part, which was then developed using processes such as granular synthesis and time stretching. Other sounds for the computer music were drawn from synthesizers like the Minimoog, and FS1R. The guitar part is intended to sound as if it is a part of the overall texture created by the computer music. The computer software used for a live performance was designed using a program by Cycling74 called Max/MSP, and is essentially a machine for cueing the processed computer music at the appropriate times. The performer receives visual feedback from the software interface regarding tempo, the cue number, the moment that is being performed, and total elapsed time. Utilizing this interface insures the synchronization of the guitar and computer music.

---