

Where Light Escapes You

For solo vibraphone and kick drum with electronics and optional buzzing snare drums

Composer

- Jordan Munson, www.jordanmunson.com

Performer

- Alex Wier, www.alexwier.com

Program Notes

Where Light Escapes You is a work influenced by those remote places where true darkness and silence exist. All at once tranquil and urgent, these environments offer up a deep knowledge of the space around us, hidden within the absences.

Where Light Escapes You was commissioned by Alex Wier and consortium: Justin Alexander, Megan Arns, Andy Bliss, Alex Fragiskatos, Bryan Hummel, Joe Millea, Danielle Moreau, Eric Retterer, Mark Cook, & Jonathan Latta.

The piece is available for purchase at www.elisionpublications.com

Performance Recording

- <https://youtu.be/qaHhqpRD-g>

Description of Electronics

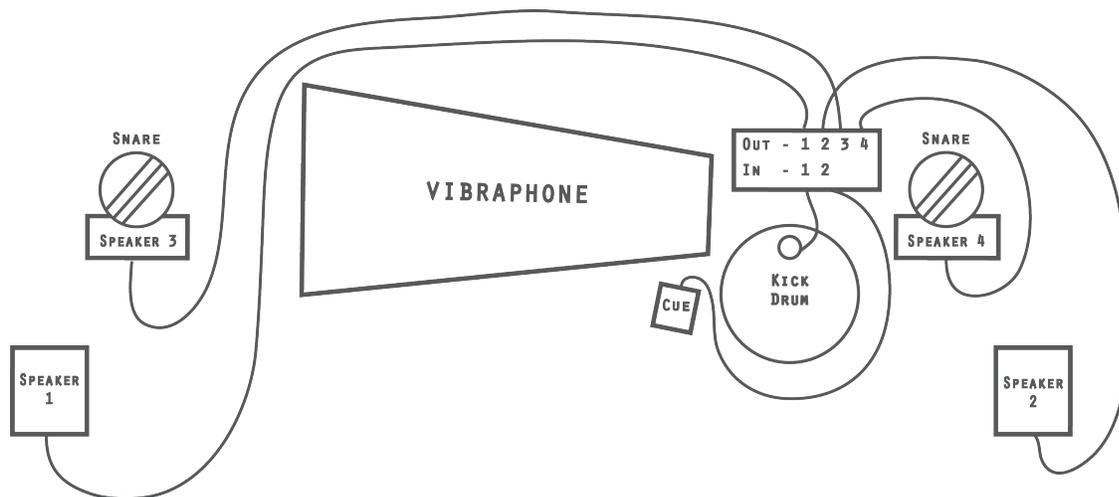
- Fixed elements: Once the performer selects “Play” in the Max/MSP patch on the computer at the beginning of the piece there are pre-recorded sounds that play at specific times based on a global clock. The performer can view the clock during the piece to align their playing with the fixed electronic elements.
- Live elements:
 - o 1) There are six electronic cues throughout the piece that are triggered live by the performer via a foot pedal.
 - o 2) There is a contact microphone attached to the head of the kick drum and the playing of the kick drum triggers antiphonal bass synthesizer sounds in the final section of the piece.
 - o 3) The contact microphone on the kick drum also allows for some live sound processing of the drum that is then played back through the speakers.

Technical Details

- 1) The electronics are controlled by a Max/MSP patch, which can be run on both Windows and Mac computers for free through a downloadable runtime version of the full software.
- 2) Along with a computer, the piece requires an audio interface device, an electronic piano sustain pedal with a 1/4” plug, and either two or four speakers.

- 3) For the full version of the piece, a third and fourth speaker are needed to be placed underneath snare drums that are turned upside so that the playback from the speakers make the snares buzz. These speakers would play channels 3 and 4 from the interface to make the snares buzz antiphonally along with the antiphonal bass synthesizer sounds.
- 4) If only two speakers are available, and/or an audio interface device that only has two output channels, the piece can still be performed without the buzzing snare drums. In this instance, there is a mechanism in the Max/MSP patch that is selectable to route the signals from channels 3 and 4 into channels 1 and 2 along with the main stereo output.

Setup Diagram



Logos



**Innovative
Percussion[®]
Inc.**