Terra Nova First Person Concerto

Live videogame adaptive music for the Terra Nova Game created especially by Matt Hollis. For a minimum of 11 pitched instruments for 5 different ranges plus a minimum of 4 laptop performers (amplified) and a drummer.

I. The Crossing

VSop randomly choose the Eb

Piano

not too sparse!

Always play from lower to higher note

roll chords as nec. except top sixth!

Vgame

Video game player rests

LTops

Laptops introduce rumbles, low transposed sea sounds, slowed down sounds of water and wood creaking sounds from their buffer pool

Drum Set

Drums

This pattern is only indicative: here the drummer should play in a triple feel for a kind of clichéd (but not cheesy!) depiction of rising and falling ocean waves, and the movement of the ship.

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Very Soprano Range

- Improvise with given pitches, vary the durations at will, remember to take breaks so the improv can breathe! Alternate between the boxed pitches.

Soprano Range

- Improvise with given pitches, vary the durations at will, remember to take breaks so the improv can breathe! Alternate between the boxed pitches.

Alto Range

- Enter on the beat but independent of the other instruments in your range, keep a very steady beat!

Tenor Range

- Enter on the 1st beat of the second cycle of the piano.

Bass Range

- A tempo

Piano

- MF

Videogame Player

- Laptops remain silent during this section (this is the minimalist piano chords progression).

Laptop

- Something that accents the beat clearly for the other players the 6 on the floor kick may be good as seen here, but use your imagination, accent in 3s!

Drum Set
C

choose diff. note each time

Laptops introduce rumbles, low transposed sounds, slowed down sounds of water and wooden creaking sounds from their buffer pool

Drum Set
do these crescendi on your largest cymbal
II. Depots

Moderato $\text{=} 120$

D

VSop range

$\text{walk}$

Soprano Range

improvise with given pitches, vary the durations at will, remember to take breaks so the improv can breathe! alternate between the boxed pitches

Alto Range

(free pizz if strings)

T Range

Bass Range

(pizz if strings)

$pizz$ if strings

Piano

Piano

D

The player must carry cases to the different depots, they must exaggerate their decisions to give time to the conductor to follow and cue in the different type of musical reactions

Tape

Laptops only play sounds of wind, sparse just to accompany the narrative overall.

One laptop plays footsteps in the snow while the player is moving. Laptops must have the re-spawning sfx ready at any time, plus sounds plunging into water and of winter laps

Drum Set

freely and adding your wn flourishes

yes... reggae!! :)

$\text{free}$
Look...

When the conductor beats, choose to stay or change to the next note.

Choose: [random 2 notes, p or f, octave]

for when the player stops and looks around, make sure you do this when you spot a depot and inside the depots.

play very high pitches, between 9k and 11k.

do these crescendi on your largest cymbal.
Danger!

something menacing can be seen in the distance...

play pitches between 30 and 35Hz

do these crescendi on your largest cymbal
make sure you fall into the water once or twice so we can play this music!

random fast rolls all over the kit!
III. Winter challenge

Explore

V Sop range

Sop Range

A Range

T Range

Bs Range

Pno.

Videogame Player

Enter the Winter level in search of penguin eggs, collect three to complete the level

Lt1 and Lt2: choose a note every time and play with a very low drone sound, add delay and a nice long reverb.

Lt3, 4 and 5: create the foley, including wind and the crashing of rocks falling, etc.
VSop range

Sop Range

A Range

T Range

Bs Range

Pno.

Videogame Player

LapT

Dr.

See all together...

play pitches between 11 and 12kHz

lightly play soft rolls
**Grab**

Very Soprano Range

\[ \begin{array}{l}
\text{mf} \quad \text{ad lib, start slow and accel to as fast as you can}\\
\text{till conductor brings you off}
\end{array} \]

Soprano Range

\[ \begin{array}{l}
\text{mf} \quad \text{ad lib, start slow and accel to as fast as you can}\\
\text{till conductor brings you off}
\end{array} \]

Alto Range

\[ \begin{array}{l}
\text{mf} \quad \text{ad lib, start slow and accel to as fast as you can}\\
\text{till conductor brings you off}
\end{array} \]

T Range

\[ \begin{array}{l}
\text{ad lib, start slow and accel}\\
to as fast as you can till conductor brings you off
\end{array} \]

Bass Range

\[ \begin{array}{l}
\text{ad lib, start slow and accel to as fast as you can}\\
till conductor brings you off
\end{array} \]

Tape

Stop to watch the Penguins before going for the egg

Lap'T

\[ \begin{array}{l}
\text{play 8-bit victory sfx}
\end{array} \]

\[ \begin{array}{l}
\text{when the egg is grabbed}
\end{array} \]

Dr.

Snare accel. could work here
IV. spring

Sop Range

A Range

T Range

Bs Range

Pno.

Videogame Player

Player rests, on the screen are projected pictures from the SPRIR freezeframe collection relating to spring in Antarctica

senza misura

LapT

Dr.
at the end of this section you should have
already broken down into granular elements,
like the laptops, breathe glissandi, breath
flutters, keyclicks and multiphonics

as before plus multiphonics

begin to
granulate your
materials until you
have only grain
textures

start decreasing
gran density,
forcing the
grains end up being
50-60 ms long

very sparse grains;
this section will
serve as a link for
the next section on
the polar plateau
V. The Polar Plateau

VSop

random but long durations
random but medium durations

Soprano Range

random but long durations
random but medium durations

Alto Range

random but long durations
random but medium durations

T Range

random but long durations
random but medium durations

Bass Range

random but long durations
random but medium durations

Pno.

random but long durations
everybody else is playing
randomly except you and
the drums!

random but long durations

Videogame Player

random but long durations

LapT

transposed strands continue to the end
dynamics and dynamics
increase

Dr.

keep a steady beat with the piano
more or less as tight as possible in pitch and with no resonator

pick the tempo from the drums, instruments enter at will after
conductor’s cue
VSop

Sop Range

A Range

T Range

Bs Range

Pno.

Videogame Player

LapT

Dr.

keep going!

random hits, never the same
During this section we watch the cutscene and hear very loud chords from the orchestra fading to silence.

Laptops introduce rumbles, low transposed sea sounds, slowed down sounds of water and wood creaking sounds from their buffer pool.

Do these crescendi on your largest cymbal.

Choose different notes each time.

Improvise like at the beginning.

Fade to nothing with laptops under v.sop and sop. improvisation.