Chris Kincaid

Snow Crash

for Vibraphone, Steel Drums,
and Live Electronics

2012

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Snow Crash

Instrumentation
Vibraphone
Steel Drums
Live Electronics

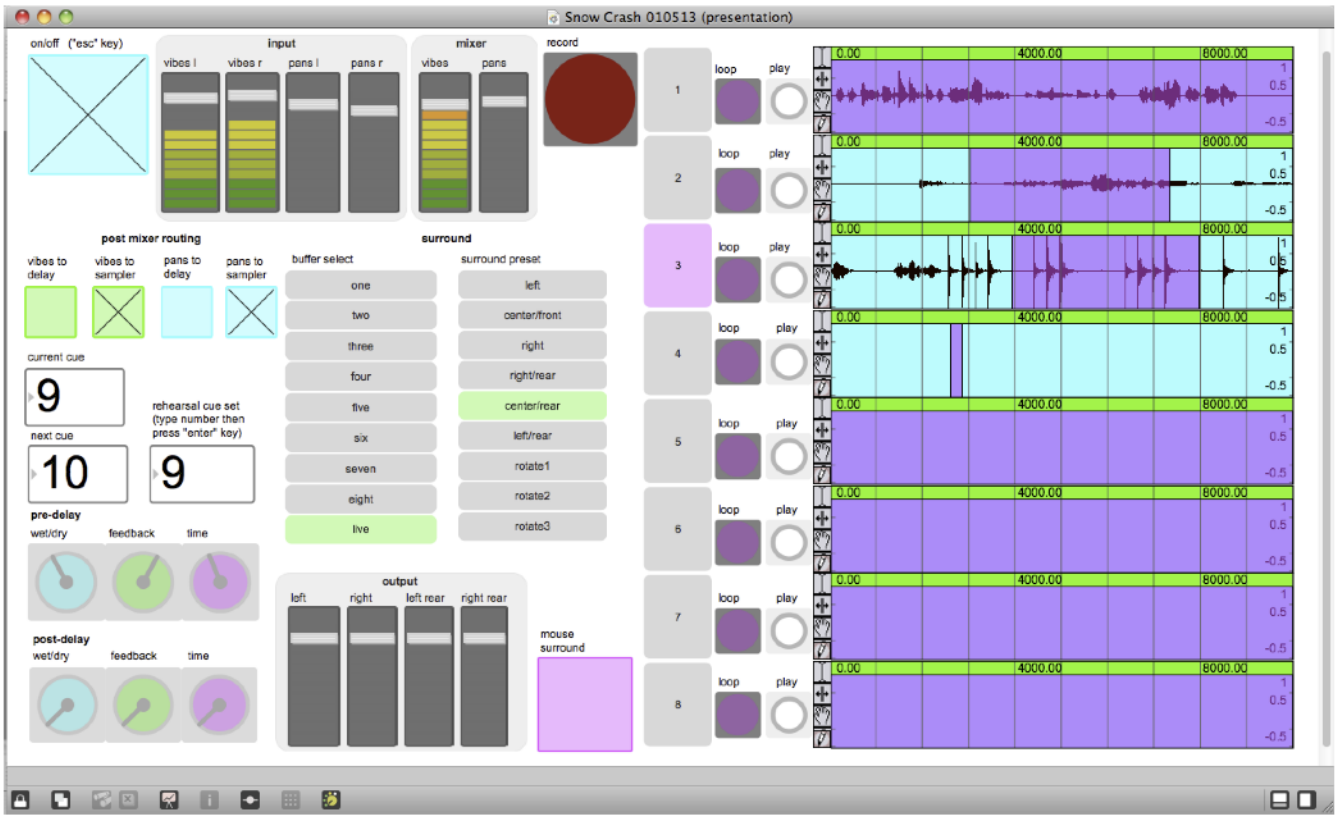
Duration
7 minutes

2012

Performance Notes

The Max/MSP patch for Snow Crash contains eight record/playback buffers, two independent delays, four channel spatialization, and a cue system for performance.

The **esc** button turns the audio on.
The **spacebar** button plays each cue point, based on the score.



Preparing the Patch For Performance

1. Turn the audio on and adjust the **input** and **mixer** sliders for strong signal without peaking.
2. Next turn on the **vibes to delay** and **pans to delay** buttons.
3. Adjust the signal from the **output sliders**.
4. When the signal is showing in both **input** and **output** sliders, turn off the **vibes to delay** and **pans to delay** buttons. The patch is now ready.

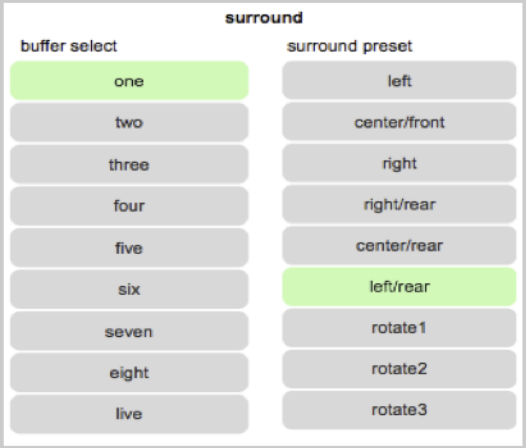
Performance

The electronic performer reads from the score, pressing the **spacebar** button when notated.

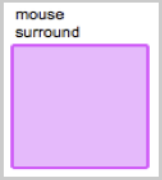
Performance Notes, continued

At measure 71, the performer is encouraged to improvise with the spatialization and delay.

Spatialization is executed by manually selecting an individual **buffer select**, then altering the buffer by selecting a different **surround select**.

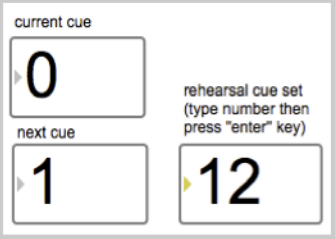


The **mouse surround** toggle may also be pressed to create a constantly changing spatialization.



Live delay is produced by adjusting the three knobs under **post-delay**.

Rehearsal Note:
The **current cue** and **next cue** counters display the patch position in the score. In a rehearsal, enter the cue number into the **rehearsal cue set** counter and press enter.



Automations:

1. measure 1,
   beat 1: Post Delay: Vibraphone and Steel Drums
   (Wet-63, Feedback-80, Time-120)
   Record: Buffer 1 Vibraphone and Steel Drums(10 seconds)
   Surround: Select Live, Preset 1
2. m.2,b.1: Post Delay: off
   Pre Delay: Steel Drums(Wet-63, Feedback-80, Time-60)
   Surround: Select Live, Preset 2
3. m.3, b1: Pre Delay: off
4. m.5,b.1: Pre Delay: Vibraphone(Wet-63, Feedback-80, Time-120)
   Record: Buffer 2 Steel Drums (10 seconds)
   Surround: Select Live, Preset 3
5. m7,b.1.: Post Delay: off
6. m.9,b.5: Pre Delay: Vibraphone(Wet-63, Feedback-120, Time-120)
7. m.10,b.1: Play: Buffer 2
   Surround: Select 2, Preset 1
8. m.11,b.1: Play: Buffer 1
   Surround: Select 1, Preset 2
9. m.11,b.5: Pre Delay: off
10. m.12,b.1: Play: Buffer 2
    Surround: Select 2, Preset 3
11. m.13,b.1: Play: Buffer 1
    Surround: Select 1, Preset 4
12. m.15,b.1: Post Delay: Vibraphone(Wet-63, Feedback-80, Time-60)
    Record: Buffer 3 Vibraphone(10 seconds)
    Surround: Select Live, Preset 5
13. m.19,b.1: Record: Buffer 4 Vibraphone(10 seconds)
14. m.19,b.5: Post Delay: off
15. m.20,b.1: Pre Delay: Vibraphone(Wet-63, Feedback-80, Time-120)
    Surround: Select Live, Preset 6
16. m.20,b.5: Pre Delay: off
17. m.21,b.1: Surround: Select Live, Preset 8
18. m.22,b.1: Surround: Select Live, Preset 9
19. m.23,b.1: Play: Buffer 4
    Surround: Select 4, Preset 4
20. m.24,b.1: Play: Buffer 3, Loop(45 seconds)
    Surround: Select 3, Preset 5

21. m.28,b.1: Record: Buffer 5 Steel Drums(5 seconds)
    Surround: Select 5, Preset 1
22. m.29,b.1: Buffer 3 loop off
23. m.29,b.5: Record: Buffer 6 Steel Drums(5 seconds)
    Surround: Select 6, Preset 2
24. m.30,b.1: Surround: Select 4, Preset 6
25. m.36,b.3: Record: Buffer 7 Steel Drums(10 seconds)
26. m.36,b.5: Pre Delay: Vibraphone(Wet-63, Feedback-80, Time-120)
27. m.37,b.6: Pre Delay: off
28. m.38,b.5: Pre Delay: Vibraphone(Wet-63, Feedback-115, Time-60)
29. m.39,b.3: Record: Buffer 8 Steel Drums(10 seconds)
30. m.43,b.1: Play: Buffer 3
    Surround: Select 3, Preset 5
31. m.44,b.5: Pre Delay: off
32. m.45,b.1: Surround: Select Live, Preset 6
33. m.47,b.1: Surround: Select Live, Preset 7
34. m.49,b.1: Pre Delay: Vibraphone and Steel Drums
    (Wet-63, Feedback-80, Time-120)
35. m.52,b.3: Surround: Select Live, Preset 6
36. m.56,b.1: Play: Buffer 2
    Surround: Select 2, Preset 1
37. m.58,b.5: Play: Buffer 2, Loop(90 seconds)
    Surround: Select 2, Preset 2
38. m.60,b.2: Play: Buffer 3, Loop(80 seconds)
    Surround: Select 3, Preset 4
39. m.66,b.1: Play: Buffer 7, Loop(55 seconds)
    Surround: Select 7, Preset 1
40. m.68,b.1: Play: Buffer 4, Loop(45 seconds)
    Surround: Select 4, Preset 7
41. m.70,b.5: Pre Delay: off
42. m.71,b.1: Play: Buffer 8, Loop(35 seconds)
    Surround: Select 8, Preset 5
43. m.71,b.1: Delay: Live (fast and erratic changes)
    Surround: Live spatialization (fast and erratic changes)
44. m.91,b.1: Loop 2, 3, 4, 7, & 8 off
45. m.97,b.1: Delay: Live (slowly fade out)
    Surround: Select 1, Preset 2

Snow Crash

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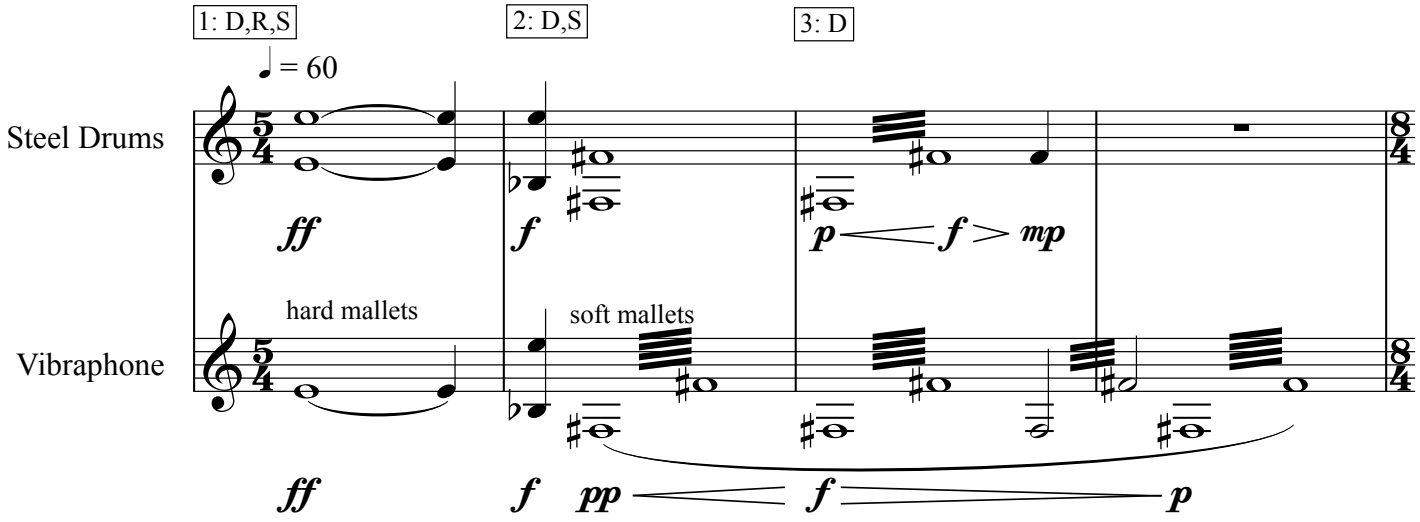

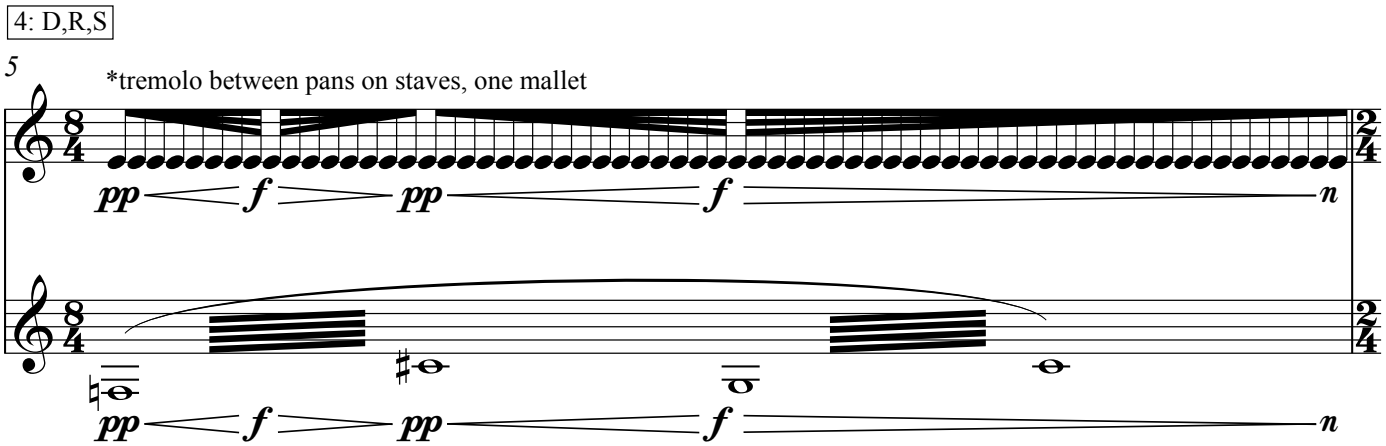

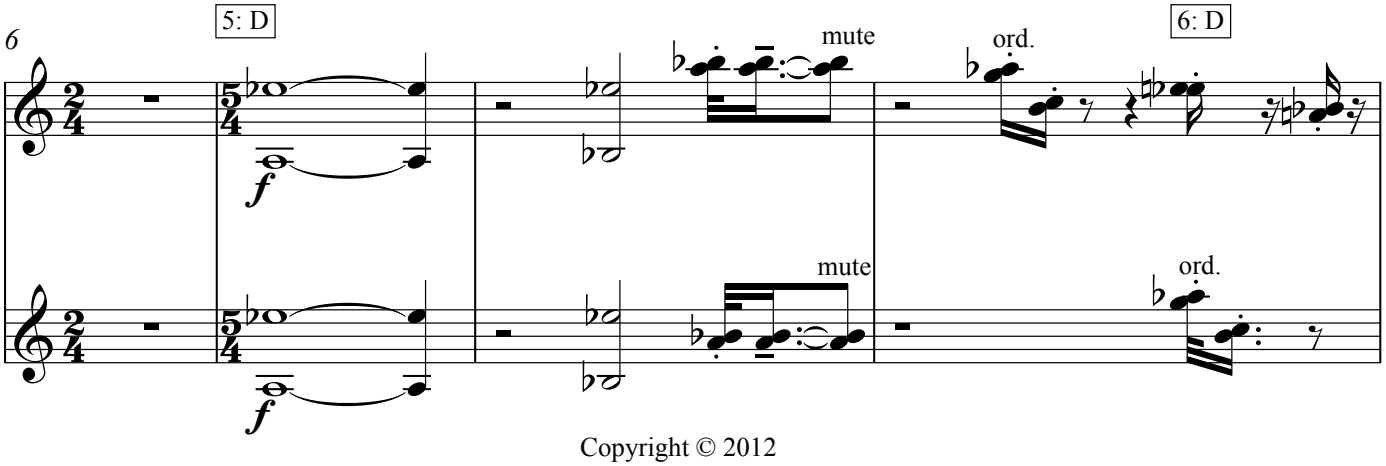

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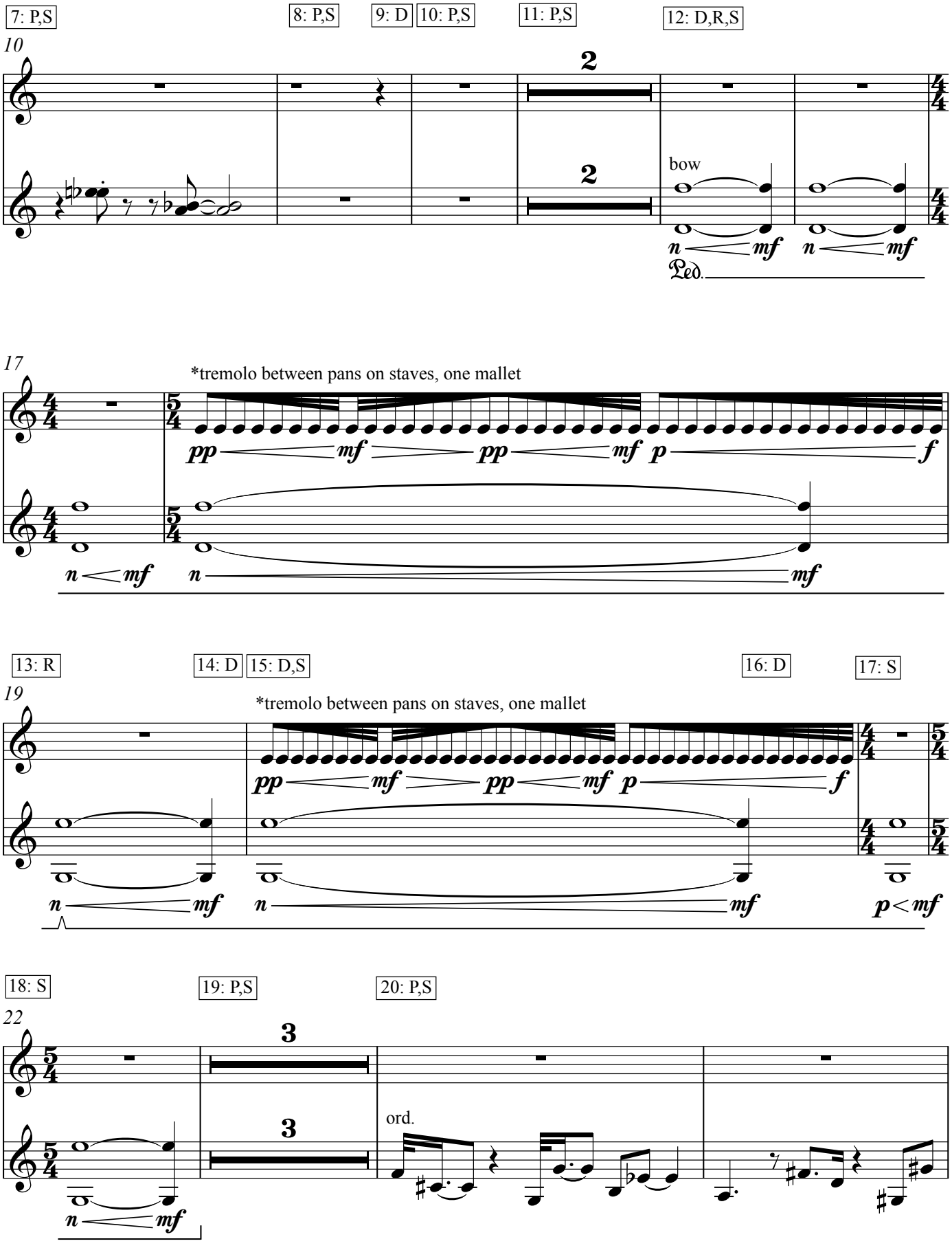
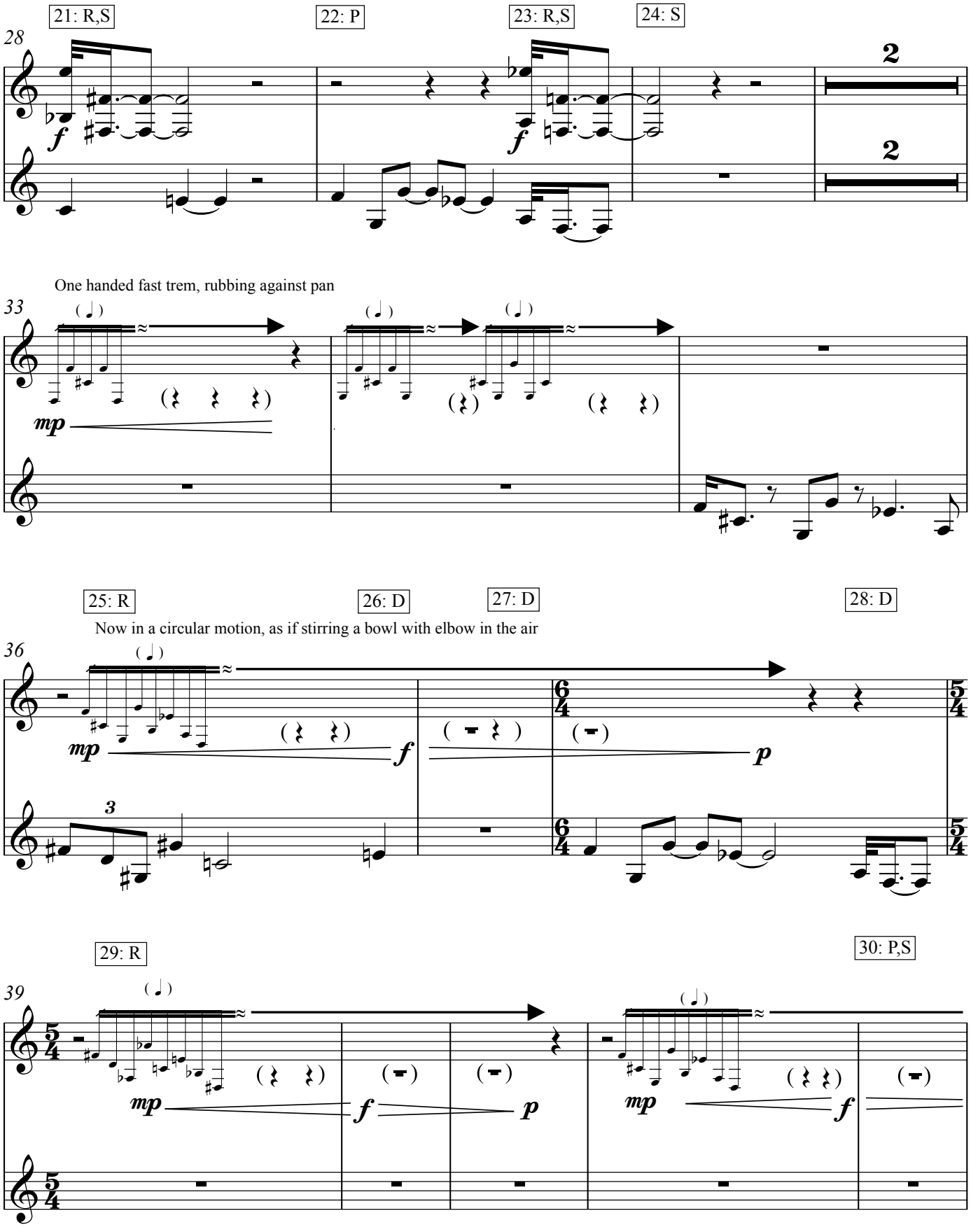
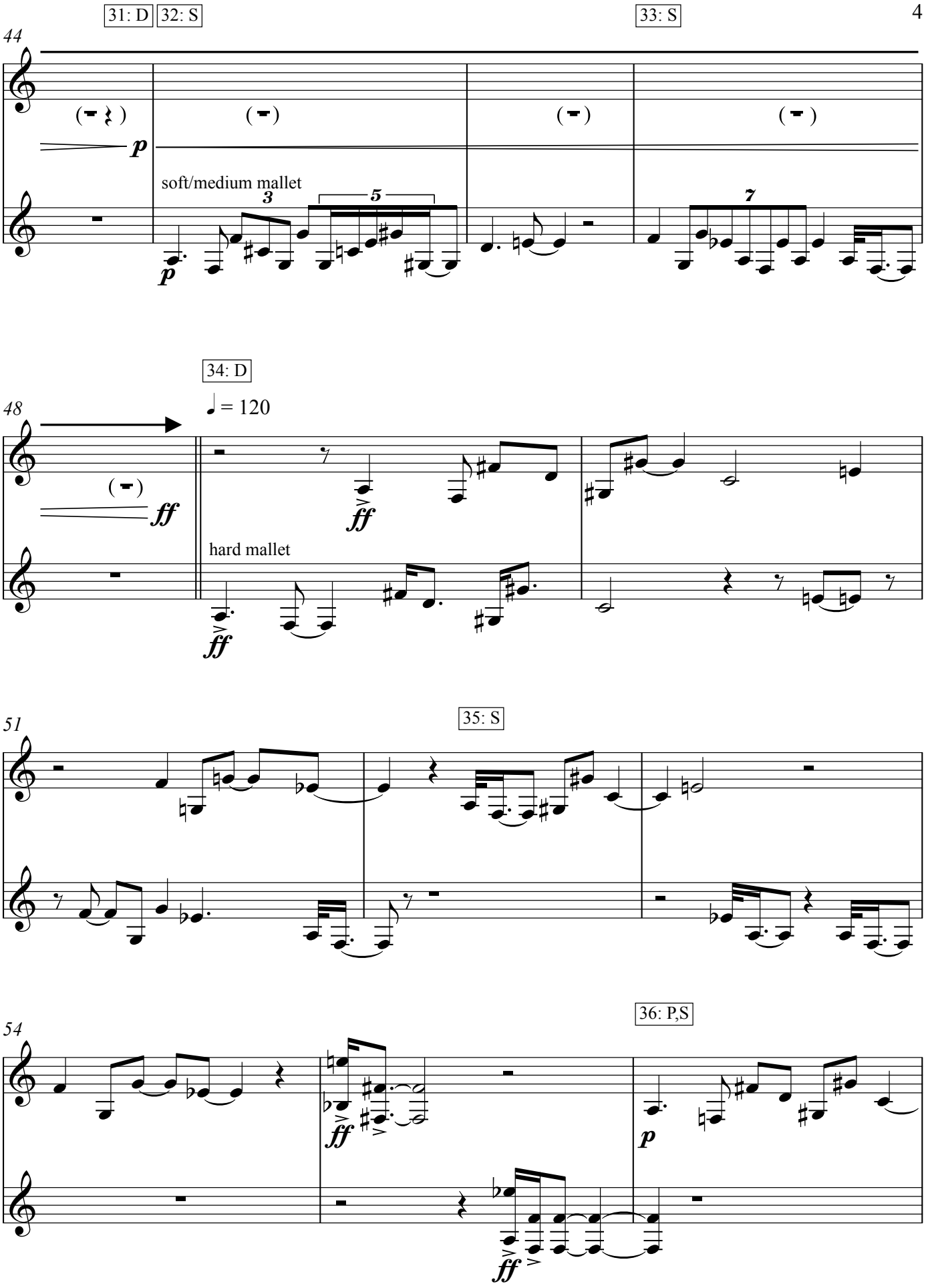
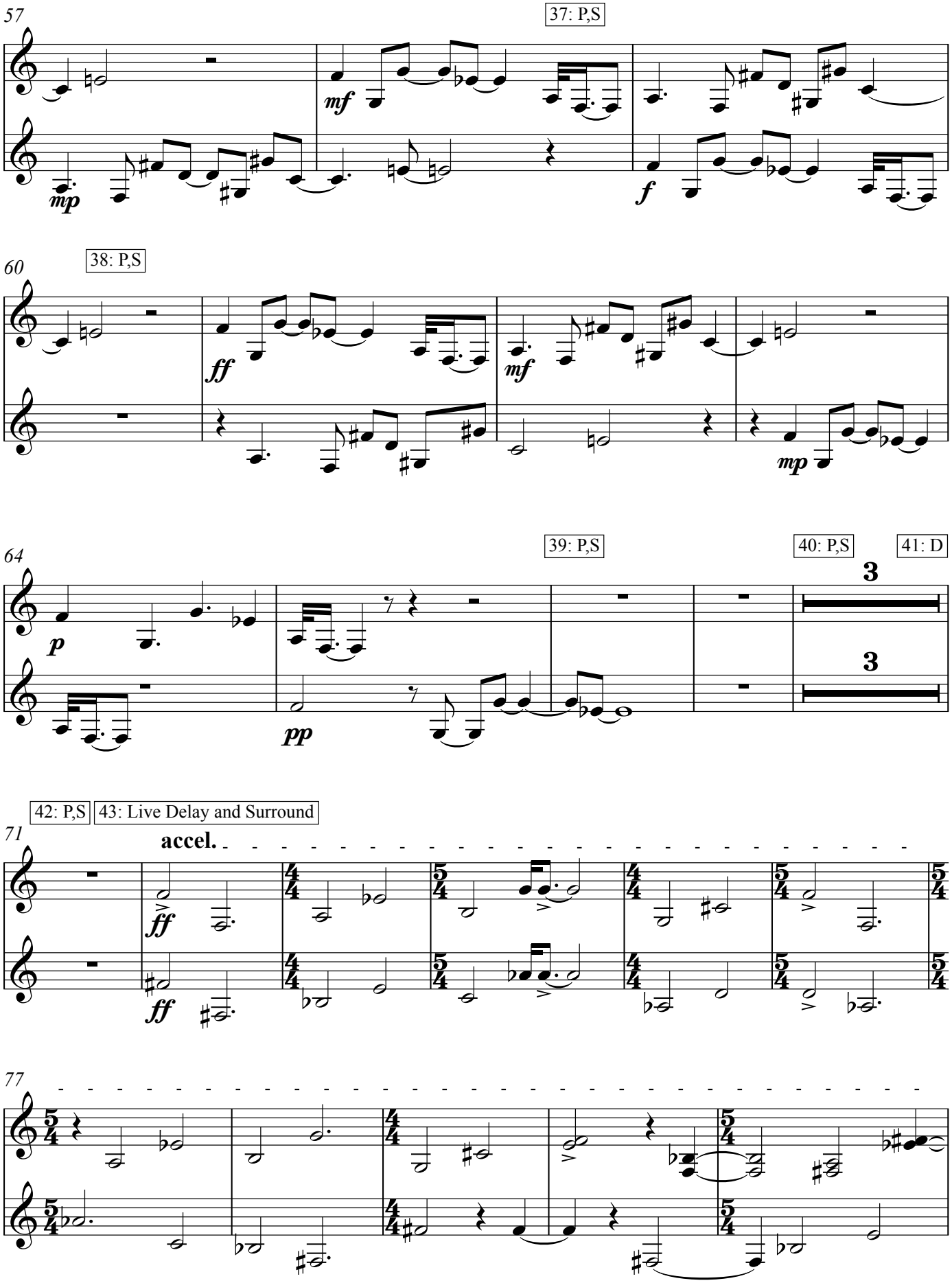
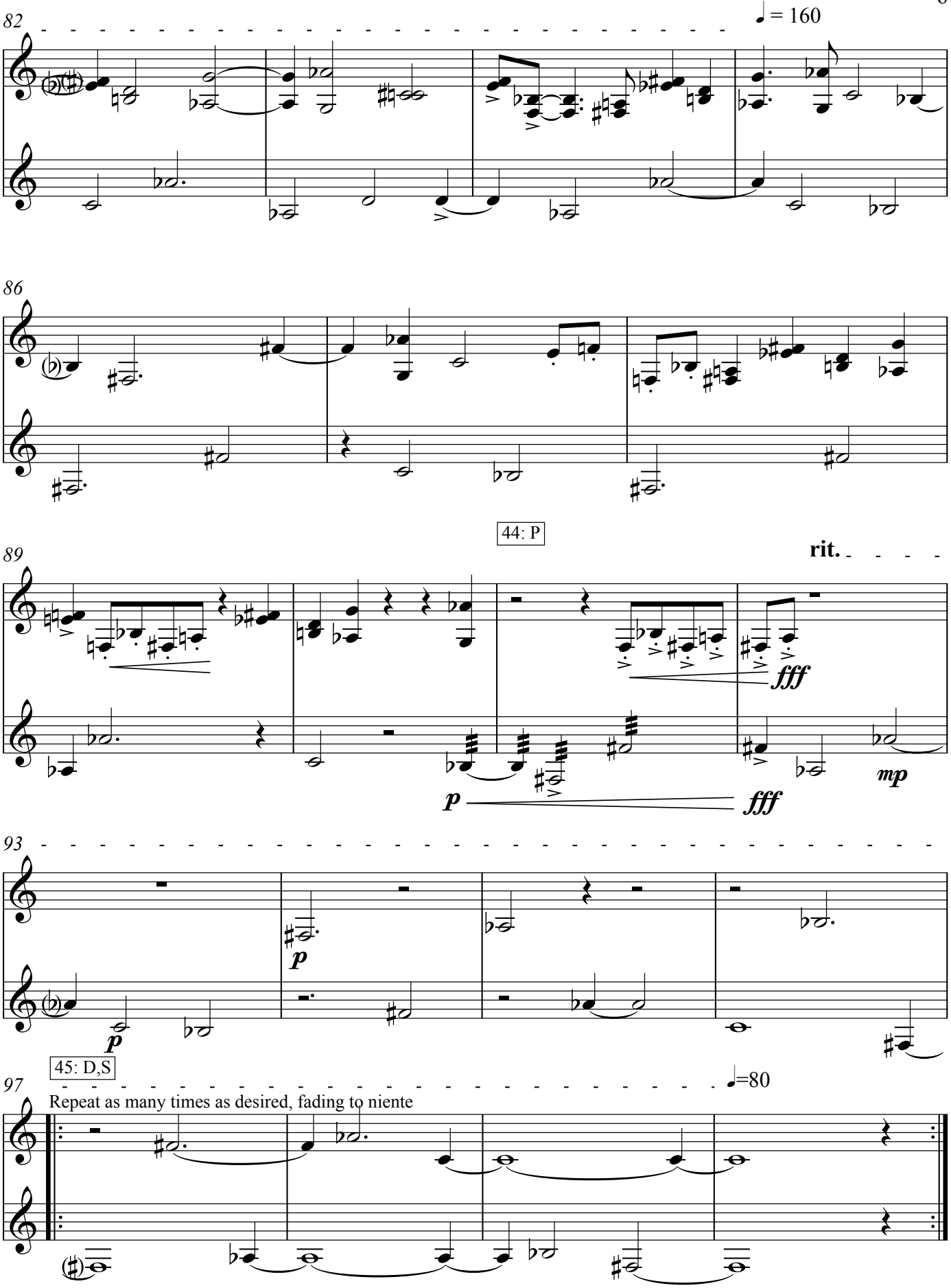

7: P,S
8: P,S
9: D
10: P,S
11: P,S
12: D,R,S
10
2
2
bow
n mf
n mf
Ped.
17
*tremolo between pans on staves, one mallet
pp mf pp mf p f
n mf
n mf
13: R
14: D
15: D,S
16: D
17: S
19
*tremolo between pans on staves, one mallet
pp mf pp mf p f
n mf
n mf
p < mf
18: S
19: P,S
20: P,S
22
3
3
ord.
n mf


21: R,S
22: P
23: R,S
24: S
28
2
2
One handed fast trem, rubbing against pan
33
25: R
26: D
27: D
28: D
Now in a circular motion, as if stirring a bowl with elbow in the air
36
29: R
30: P,S
39


31: D
32: S
33: S
44
p
soft/medium mallet
3
5
7
34: D
48
♩ = 120
ff
hard mallet
35: S
51
36: P,S
54


57
37: P,S
mf
mp
f
60
38: P,S
ff
mf
mp
64
39: P,S
40: P,S
41: D
3
3
p
pp
42: P,S
43: Live Delay and Surround
71
accel.
ff
ff
77


82
♩ = 160
86
44: P
89
rit.
fff
p
fff
mp
93
p
p
45: D,S
97
♩=80
Repeat as many times as desired, fading to niente
Ped.
Every time after the first