Sophia Bardoutsou

A Poppy Blooms

for 2 sopranos, oud and audience participants

Based on the haiku poem by Katsushika Hokusai

I write, erase, rewrite
Erase again, and then
A poppy blooms.

   "A poppy blooms" is a music memory game, based on the existing structure and rules of the memory cards game. An interactive projection screen and a Max MSP patch specifically designed for this piece are needed for the live performance (more details about the position of the screen and the technical requirements on the next page).

The game starts with 8 cards facing down. Players take turns to turn over two cards. If the two cards have the same picture, then they stay open, otherwise cards turn face down again. Every opened card is also matched with a music fragment. When a card is revealed, but its pair not, the fragment is played only once and the cards get hidden again. When a pair of cards get revealed the music fragment gets repeated by the instrumentalists for a couple of times before moving to a new fragment and looped with the help of live electronics. As more cards get revealed, more fragments keep on looping and the audience must pay more attention in order to identify the patterns and match them. When all cards are revealed they get hidden again for a new round. Some old and some new cards- fragments are added or moved in different positions. The piece ends when the audience stops revealing cards or when the revealed cards don't get hidden for a new round. Things like dynamics, expression, manner of playing are left free to the interpretation of the instrumentalists.

This version of the piece is written for 2 soprano voices and oud, but the piece- game can be performed by any number and combination of voices and instruments. The text can be sung or spoken and can also not be included.

When a second card assigned to one performer is revealed while the previous one is sung/played, the performer can move straight to the new fragment without completing the previous one.

When a pair of cards is revealed, performers are free to not only repeat their assigned music fragment but also improvise on the rhythm and material.

On the floor in front of the performers and the audience, an interactive projection screen is positioned. The screen (2 x 1.40) has 8 sensors attached at the back and gives 8 outputs that correspond to each of the cards (with an order from top left to bottom right). Both the musicians and audience should have a clear view of the 8 projected cards. Through the Max patch the projected cards are able to turn when touched. Four of them also trigger prerecorded samples and loop when two cards match. The fragments included in the next pages are performed live by the musicians when the corresponding cards are revealed.
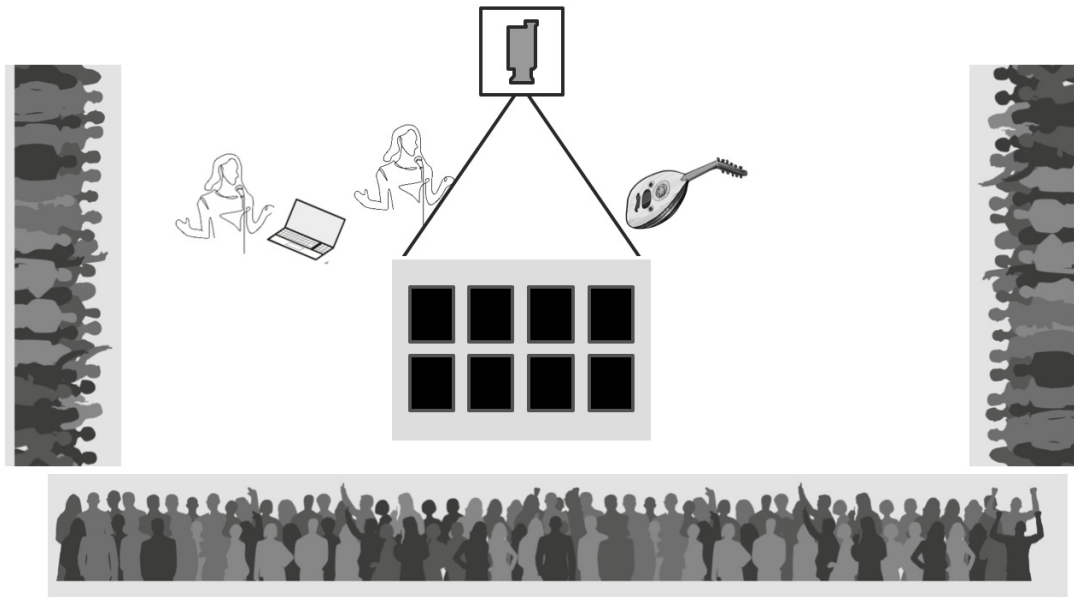
Technical needs:

- Beamer
- Interactive screen
- Soundcard with 8 inputs
- Max MSP patch

 For access to the patch and more information contact: sophiabardoutsou@gmail.com

A Poppy Blooms

SCENE 1

Sophia Bardoutsou
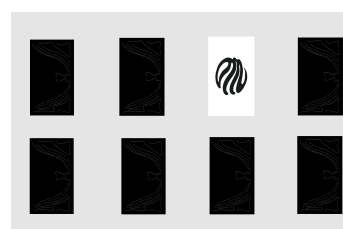
♩ = 100

Soprano II

I write

S I.

e - rase
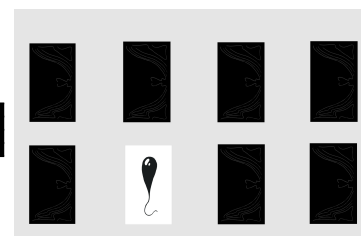
S I.
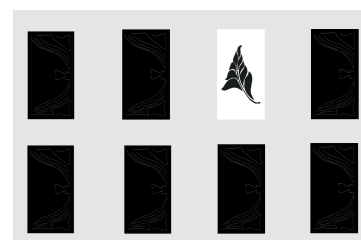
e - rase, re - write

Oud
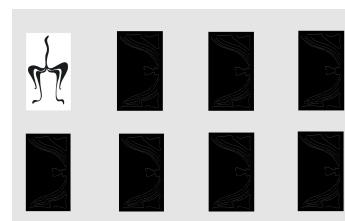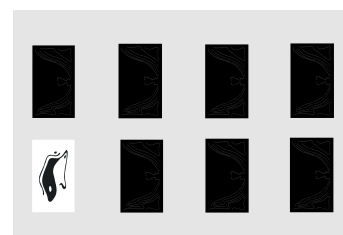
SCENE 2

S II.

E - rase a - gain, and

S I.

and then e - rase
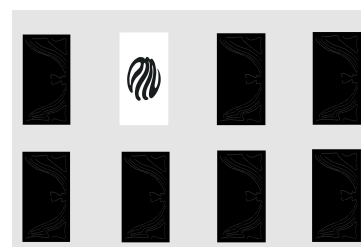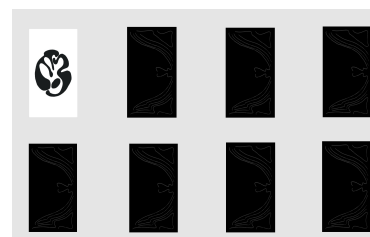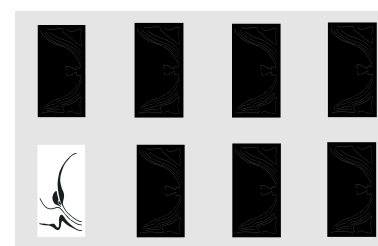

S I.

E - rase a - gain

SCENE 3

Oud

S I.

A pop-py blooms. A pop - py

S II.

A pop - py, a pop - py blooms

S II.

blooms. A pop-py, a pop - py blooms.