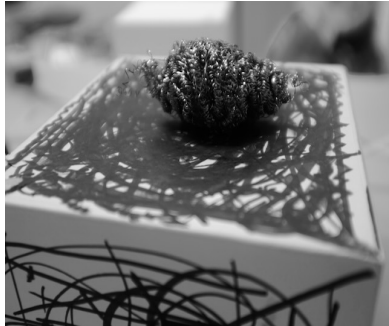


Som om eg har vore her før//
As if I have been here before
Part I

For custom made amplified objects, paper, saxophone, clarinet, guitars, hardanger fiddle, voice, light, movement and loudspeakers.

Gyrid Nordal Kaldestad 2023

Custom made amplified objects

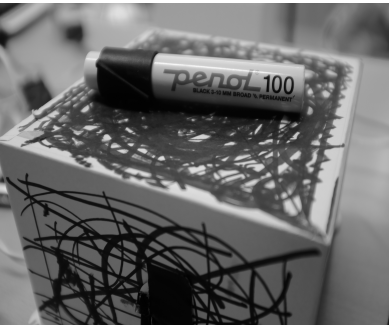


Played with metal scrub, opening downwards



Feedback box (contact microphone and transducer inside)

Guitar
Magnetic fan (Koka) + ebow



Played with marker, opening downwards



Amplified box, opening downwards



Played with bass bow, opening upwards



Amplified box, opening upwards

Perc 1
(Ben)

Feedback
box 1

Make changes in the feedback frequency by pushing the top of the box like a drum skin. Gyrid has control over the feedback volumes, so just have fun feeling the vibrating surface.

Amplified
box 1

Light circular strokes on the rim of the box, opposite side of microphone, using the bow. Slow, light strokes. Think about breathing a long breath out. Small pauses in between the strokes. After some minutes Gyrid will add an octaver effect that make the sound grow and become a darker ambience. Continue the strokes with a little bit more pressure on the bow, and you can also stroke the rim on same side as the microphone

Perc 2
(Alex)

Feedback
box 2

Make changes in the feedback frequency by pushing the top of the box like a drum skin. Gyrid has control over the feedback volumes, so just have fun feeling the vibrating surface

Amplified
box 2

Light circular strokes on the rim of the box, opposite side of microphone, using the bow. Slow, light strokes. Think about breathing a long breath out. Small pauses in between the strokes. After some minutes Gyrid will add an octaver effect that make the sound grow and become a darker ambience. Continue the strokes with a little bit more pressure on the bow, and you can also stroke the rim on same side as the microphone

Perc 3
(Noam)

Feedback
box 3

Make changes in the feedback frequency by pushing the top of the box like a drum skin. Gyrid has control over the feedback volumes, so just have fun feeling the vibrating surface

Amplified
box 3

Start with soft strokes on the top of the box with you fingers. Gestures vary in tempo and intensity. Small pauses in between the strokes. After 4 minutes, start to write with the marker on the top of the box. Write your answer to this question: "Is ther a place you keep returning to, either physically or in thought? Does thes place have a certain sound, color or smell?"

Perc 4
(Jennifer)

Feedback
box 4

Make changes in the feedback frequency by pushing the top of the ox like a drum skin. Gyrid has control over the feedback volumes, so just have fun feeling the vibrating surface

Amplified
box 4

Start with the metal scrub, pushing it against the top of he box. Gestures vary in tempo and intensity. Small pauses in between the strokes. After 4 minutes, start to write with the marker on the top of the box. Write your answer to this question: "Is ther a place you keep returning to, either physically or in thought? Does thes place have a certain sound, color or smell?"

Guitar
(Are)

Listen to the soundscape and now and then pluck a dampened string or drag the fingers over the guitar body. Imagege the woods at night, and think about breaking branches

Ebow and magentic bow, taking over the feedback

soundscape (relate to feedback boxes that have the reconant frequencies A/Bb, F#/F, D"/Eb and Eb)

Clarinet/Sax
(Klaus)

Listen to the soundscape and now and then play non- tonal airy sounds, moving the fingers over the flaps or airy bursts. Fast and brief movements. Think about raindrops and wind in the trees

Drone, taking over the feedback

soundscape (relate to feedback boxes that have the reconant frequencies A/Bb, F#/F, D"/Eb and Eb)

Hardanger fiddle
(Anne)

Listen to the soundscape and now and then make small squeeking sounds, dragging the fingers over the body of the fiddle. Imagege the woods at night and branches waving in the wind

When feedbackboxes play play a low but noisy nontonal sound.

Repeat the pattern until you get a sign from Gyrid to start the melody.

Think about the sound of breathing on a window pane.

On a sign from Gyrid, around 15 ", start the Melody, Lament for broken memories- play a variety of the melody, as if you try to remember an old song you know. Walk across the room towards the door in the end, When you arrive at stage left, Siri will open the door for you to enter room 3.

Dance
(Siri)

Dancer starts behind the audience, in the right corner, facing the opposite end of the room.

Moving slowly along the wall to the opposite side. Starts moving along the wall when the first text ends with a log sssss.

The movmment taking over when the words stops. Dancer moving towards hardange fiddle player, and follow her to the entrance for room 2

Lights
(Evelina)

The room is bright, with a warm light as audience arrive, it gets slightly darker, almost invisibly, during the first 15 min of the piece. "Northern light" video starting around 15min? And is it possible to project text or fragments of text as audience arrive?

Electronics
(Gyrid)

Raise volume for each feedback box, they are being played by the percussionists, working with the interfernce between then tones

9"
Fade out feedbackboxes one by one

Soundscapes
(Gyrid)

Soundscape playing as audience arrive. Wind in the trees, waves, rivers, stone masses, footsteps in dry leaves, branches and moss.

Read the text
The wind in the trees - take your time, listen

Overhead
(Gyrid)

Text about resonance projected on long white paper strips hanging from the roof and down to the floor when audience arrive.

Perc1
(Ben)

Leave the table and leave the room,
same door as the other musicians.
Continue up to the light bridge
and find your place there.

Gyrid will give a signal using
light for you to start
playing the banister with some
kind of drum stick that suits the purpose.

On a sign from Gyrid,
roll down and start
shaking the paper, let it slowly
die out when you hear music from room 2.
Find your way to room 2 after audience has left room 1.

Perc 2
(Alex)

Leave the table and leave the room,
same door as the other musicians.
Continue up to the light bridge
and find your place there.

Gyrid will give a signal using
light for you to start
playing the banister with some
kind of drum stick that suits the purpose.

On a sign from Gyrid,
roll down and start
shaking the paper, let it slowly
die out when you hear music from room 2.
Find your way to room 2 after audience has left room 1.

Perc 3
(Noam)

Leave the table and leave the room,
same door as the other musicians.
Continue up to the light bridge
and find your place there.

Gyrid will give a signal using
light for you to start
playing the banister with some
kind of drum stick that suits the purpose.

On a sign from Gyrid,
roll down and start
shaking the paper, let it slowly
die out when you hear music from room 2
Find your way to room 2 after audience has left room 1.

Perc 4
(Jennifer)

Leave the table and leave the room,
same door as the other musicians.
Continue up to the light bridge
and find your place there.

Gyrid will give a signal using
light for you to start
playing the banister with some
kind of drum stick that suits the purpose.

On a sign from Gyrid,
roll down and start
shaking the paper, let it slowly
die out when you hear music from room 2
Find your way to room 2 after audience has left room 1.

Guitar
(Are)

Continue the drone, stop when Anne has left the room,
follow her out the same door as she left.

Prepare for Lament for broken memories starting when you hear the shaking paper strips

Clarinet/Sax
(Klaus)

Continue the drone, stop when Anne has left the room,
follow her out the same door.

Prepare for Lament for broken memories starting when you hear the shaking paper strips

Hardanger fiddle
(Anne)

Melody, Lament for broken memories- play a variety
of the melody, as if you try to remember an old song you know.
Walk across the room towards the door in the end,
When you arrive at stage left,
Siri will open the door for you to enter room 2.

Prepare for Lament for broken memories starting when you hear the shaking paper strips

Dance
(Siri)

Dancer starts behind the audience, in the right corner, facing the opposite end of the room.
Moving slowly along the wall to the opposite side. Starts moving along the wall when the first text ends with a log sssss.
The movement taking over when the words stop. Dancer moving towards hardanger fiddle player, and follow her to the entrance for room 2.
Movement and sound is taking over the room, dancer is leaving the room when percussionists start to play the banister. Leave for room 2 and join the musicians there.

Lights
(Evelina)

Video through glass continues, gets more intense due to the changing soundscape via mapping to Resolume.
"Car lights" starts swiping the room when the sound gets more intense. Sound, movement and lights is taking over the room.

Electronics
(Gyrid)

Start adding Octaver to the amplified boxes
(NB! its own fader with effect)

Soundscapes
(Gyrid)

Electroacoustic wind and stone piece starts here, and continue until paper strip shaking sound is taking over. Gyrid is leaving the room when the paper starts to die out. She walks over to the entrance to room 2 and bring the audience with her. The music in room 2 has already started.

Overhead
(Gyrid)