

Detuning Guitar (2015, approx. 30')

A composition by Robert van Heumen for acoustic guitar and live sampling

Developed by Robert van Heumen and Jasper Stadhouders / Performed using the Shackle System / Composed with financial support from the Performing Arts Fund NL

The composition encompasses 14 parts which are descriptions of musical sections that limit the players in concept or material. Within these limitations the players can freely improvise the way they see fit. The parts are presented by the Shackle System as visual cues in a random order and last for a random time between the preset boundaries. When the System announces a new part, there is a 15 second countdown in which the players can prepare for the new part or cancel it using a foot-switch. At any time, each player can request a new part from the System with the same foot-switch. After 30 minutes, the System announces the end.

Some parts prescribe a detuning of one of the guitar strings, and one part prescribes a retuning to the initial tuning. Detuning and retuning should be somewhat audible and detuning should be within a semitone. The guitar player has a joker: playing flageolettes for 10-20 sec, to make the detuning more audible. This joker can be played at any time.

The list of parts is accompanied by a score for parts 2, 3, 6 and 14. The names of the parts are: PATTERN, STUMBLE, SLOGRO, FASGRO, RIPP, RATTLE, SCRATCH, SLIDE, VIBRA, BOLT, JML, FLAG, FUNERAL, STONE. RIPP contains a riff from King's X.

Parts

(gt: guitar, lp: laptop)

2. PATTERN 1:30 - 2:30
gt: alternate fast tremolo and patterns: 2 up 1 down 2 up & 3 up 1 down 1 up
lp: fast loops and patterns with sampled guitar
3. STUMBLE 1:30 - 2:30
gt: stumbling beat (see score), start with single notes ~detune 6th string
lp: modulating reverb on live guitar
4. SLOGRO 2:00 - 3:00
gt: slow groove guitar + solo laptop ~detune 2d string
lp: joystick solo on sampled guitar
5. FASGRO 2:00 - 3:00
gt: fast groove laptop + solo guitar ~detune 3rd string
lp: fast loops on sampled guitar
6. RIPP 2:00 - 3:00
gt: improvise on Don't Care riff (see score), slowly taking it apart ~detune 4th string
lp: first distortion on guitar then sample and break apart
7. RATTLE 1:30 - 2:30
gt: rattling sounds (breinaald, bow and extreme tuning down 6th string)
lp: spectral pattern on sampled guitar
8. SCRATCH 1:00 - 2:00
gt: scratching sounds (bass guitar string between strings)
lp: spectral pattern & extreme pitchbend on sampled guitar
9. SLIDE 1:00 - 2:00
gt: slide using a slide ~detune 5th string
lp: gliding pitch shift on sampled guitar
10. VIBRA 1:00 - 1:30
gt: exaggerated, very big vibrato ~detune 1st string
lp: tremolo effect & high pass filter on sampled guitar
11. BOLT 2:00 - 3:00
gt: various metal objects preparation
lp: pitched down guitar samples
12. JML 1:00-1:30
gt: play faster than you can
lp: silent
13. FLAG 1:30 - 2:00
gt: breinaald, strijkstok & pitch bend
lp: gliding pitch shift down guitar samples
14. FUNERAL 2:00 - 2:30
gt: funeral march (see score), take time to retune on synth note E
lp: synth notes, start with E for tuning
15. STONE 1:30 - 2:30
gt: rubbing stone on strings
lp: melody from sampled guitar

Detuning Guitar

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Part 2 PATTERN

alternate between 3 patterns, notes and timing free, only relative relations are important

Gt. 

♩ = 120

Part 3 STUMBLE

stumbling rhythm, notes free, vary timing

Gt. 

Part 6 RIPP

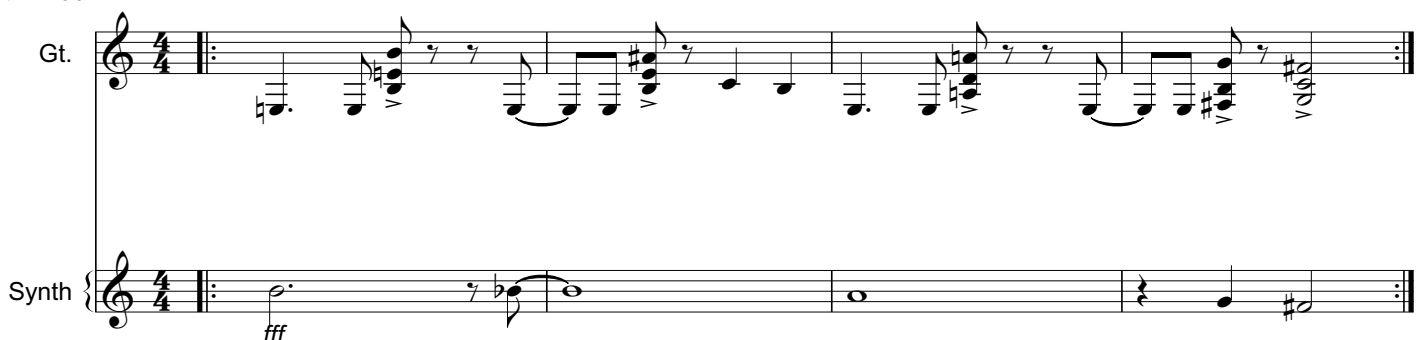
(riff from the song Don't Care by King's X)

♩ = 120

Gt. 

Part 14 FUNERAL Funeral March

♩ = 100

Gt. 

Synth 