

JOEL BALDWIN

BIDING

Cello and Electronics
(2013)

Duration: c. 5'00"

BIDING by Joel Baldwin

for Cello and Electronics

About Biding

This piece incorporates various live sampling methods and is to be performed by a cellist and a separate performer with a laptop (the pre-recorded samples and MAX-MSP patch is available from joel@jmbaldwin.co.uk). Alternatively, you may choose to use tapes and a stand-alone live sampling device.

The piece has a meditative quality, regularly pausing for thought as natural and artificial reverbs are allowed to die away. The performers should bear this in mind as they approach the time-space notation, which allows the performers to respond to each other, shortening or extending the bars as required by the venue and atmosphere.

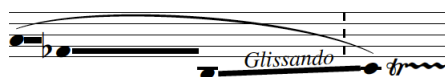
Performance Notes

The validity of accidentals lasts for one bar (five-second segment) and is limited to those notes that lie on the same line or space respectively. However, cautionary accidentals have been added for clarity. All trills are diatonic.

The five-second indicators only serve as a guide and may fluctuate by 1-2 seconds. Large fermatas suggest a pause of 2-4 seconds. A stopwatch should not be used.

Cello

The cello should always be slightly more prominent in the mix than the electronics. The performer should be central and should cue the laptop/electronics situated behind and to the right of the player. It is recommended that the cellist is placed behind the front-of-house speakers to avoid feedback but a monitor may be used. A moderate amount of vibrato should be used throughout.



- A thick line after a notehead indicates a sustained note.
- A glissando is always indicated by the word placed above the line.
- Trill signs take the place of the lines and are placed within the staff.

Electronics

The performer controlling the electronics should be placed behind and to the right of the cellist, taking cues from the cello. Most of the samples are quite subtle and should sit under the cello in the mix. The live samples may be a bit louder (but not louder than the cello itself) and a moderate amount of reverb should be applied to this channel. The performer may want an earphone as a monitor.



A square box and diamond notehead indicates play pre-recorded sample/tape (e.g. tape 1).



A circle and a rounded notehead indicates record live cello sample (e.g. sample A).



A triangle and a triangular notehead indicates play live cello sample (e.g. sample A).



A triangle with two noteheads above indicates play two live cello samples (e.g. samples A+B).



A thin vertical line at the end of a sample indicates that it will slowly fade with reverb.



A vertical line with a cross indicates that the sample ends with an accent then fades.

BIDING


J. M. Baldwin

5" 5"

Cello *Glissando*

mp *f*

Tape


Sampler  A

0:10 5" 5"

Cello *Glissando*

mp *dim. al niente*


Tape

Sampler  B

0:20 5" 5"

Cello *Glissando*

mp *f*

Tape  1

Sampler

0:30 |----- 5" |----- 5" |

Cello *Glissando*

Tape

Sampler \triangle A

Detailed description: This block shows the first musical system. The Cello staff features a glissando line starting on a double bar line and ending with a fermata. The dynamic marking *mp* is placed below the staff, and *dim. al niente* is placed above the staff. The Sampler track has a triangle marker labeled 'A' at the beginning of the system. The Tape track is empty.

0:40 |----- 5" |----- 5" |

Cello *Glissando* *Glissando*

Tape \diamond 2

Sampler \triangle B

Detailed description: This block shows the second musical system. The Cello staff has two glissando lines. The first glissando starts on a double bar line and ends with a fermata. The second glissando starts on a double bar line and ends with a fermata. The dynamic marking *mp* is placed below the staff, and *f* is placed above the staff. The Tape track has a diamond marker labeled '2' at the beginning of the system. The Sampler track has a triangle marker labeled 'B' at the beginning of the system.

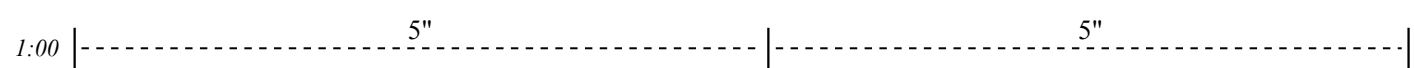
0:50 |----- 5" |----- 5" |

Cello *Glissando* *Glissando*

Tape

Sampler \triangle A+B

Detailed description: This block shows the third musical system. The Cello staff has two glissando lines. The first glissando starts on a double bar line and ends with a fermata. The second glissando starts on a double bar line and ends with a fermata. The dynamic marking *mf* is placed below the staff, and *f* is placed above the staff. The Sampler track has a triangle marker labeled 'A+B' at the beginning of the system. The Tape track is empty.



Cello

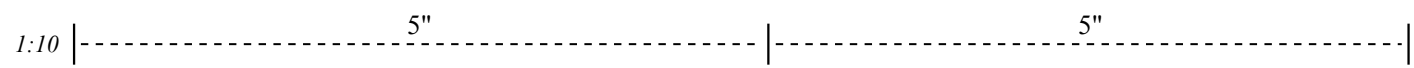
Glissando *Glissando* *f* *mf* *f*

Tape

3

Sampler

C



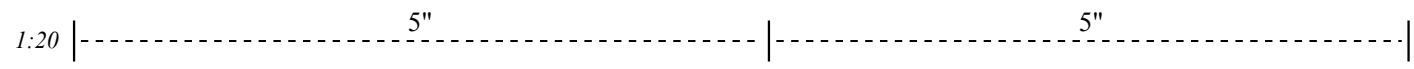
Cello

Glissando *mf*

Tape

Sampler

C



Cello

tr

Tape

4

Knocking sound rings out

Sampler

C

Stop sample on Tape knock

1:30 |----- 5" -----|----- 5" -----|

Cello *Glissando* *fr*

Tape *fp* *pp dim. al niente* 5

Sampler *D*

1:40 |----- 5" -----|----- 5" -----|

Cello *Glissando* *fr*

Tape *fp* *pp dim. al niente* 6

Sampler *D*

1:50 |----- 5" -----|----- 5" -----|

Cello *mf* *fr*

Tape

Sampler *E*

2:00 |----- 5" |----- 5" |

Cello *Glissando*
f *dim. al niente*

Tape \diamond
7

Sampler

2:10 |----- 5" |----- 5" |

Cello *mf* *Glissando*

Tape

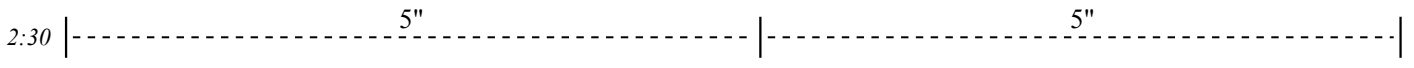
Sampler \triangle
E

2:20 |----- 5" |----- 5" |

Cello *Glissando*
f

Tape \diamond
8

Sampler



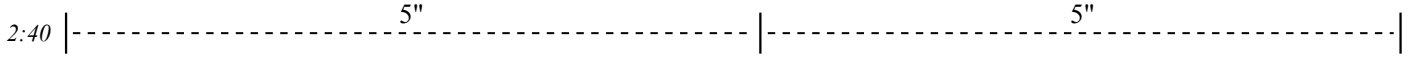
Cello

ff

Tape

9

Sampler



Cello

mp



f

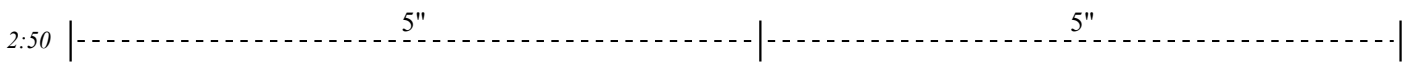
mf

dim. al niente

Tape

10

Sampler



Cello

ff

Knocking sound rings out

Tape

11

Sampler

3:00 |----- 5" |----- 5" |

Cello *mf* *f* *mf* *dim. al niente*

Tape **12**

Sampler

End with Tape

3:10 |----- 5" |----- 5" |

Cello *mf* *f* *ff*

Tape **13** Knocking sound rings out

Sampler

End on knock from Tape

3:20 |----- 5" |----- 5" |

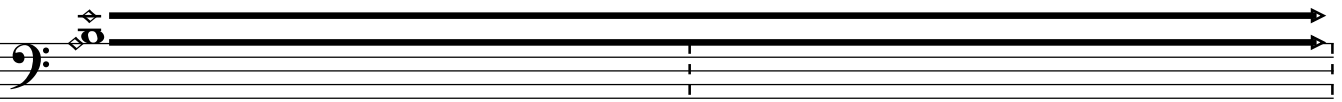
Cello Sul A Sul D *mf*

Tape **14**

Sampler

3:30 |----- 5" -----|----- 5" -----|

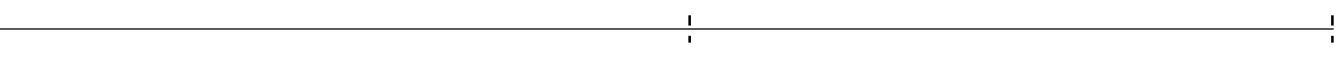
Cello



Tape

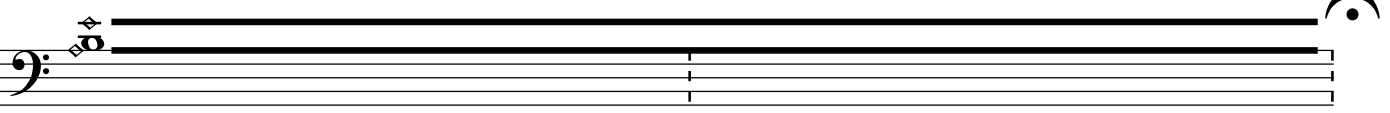


Sampler



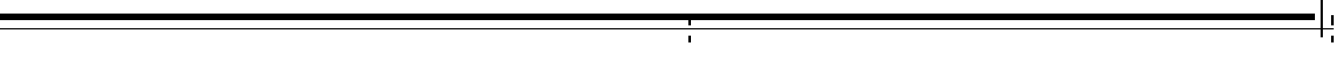
3:40 |----- 5" -----|----- 5" -----|

Cello



dim. al niente
Cue end: high-pitched bowed glass

Tape



Sampler



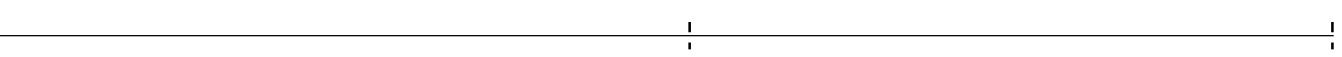
3:50 |----- 5" -----|----- 5" -----|

Cello



mf dolce

Tape




Sampler



4:00 |----- 5" |----- 5" |

Cello *Gliss.* *ff* *Glissando* *ff* *Gliss.* *ff*

Tape

Sampler 

4:10 |----- 5" |----- 5" |


Cello *Glissando* 

f

ff


Cue end: Loud swell-crash

Tape 

Sampler 

4:20 |----- 5" |----- 5" |

pizz. sul pont.

Cello 

pp

Rings out

Tape

Sampler