Lago Argento

for percussion, video, and electronics

Martin Jaroszewicz

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Abstract

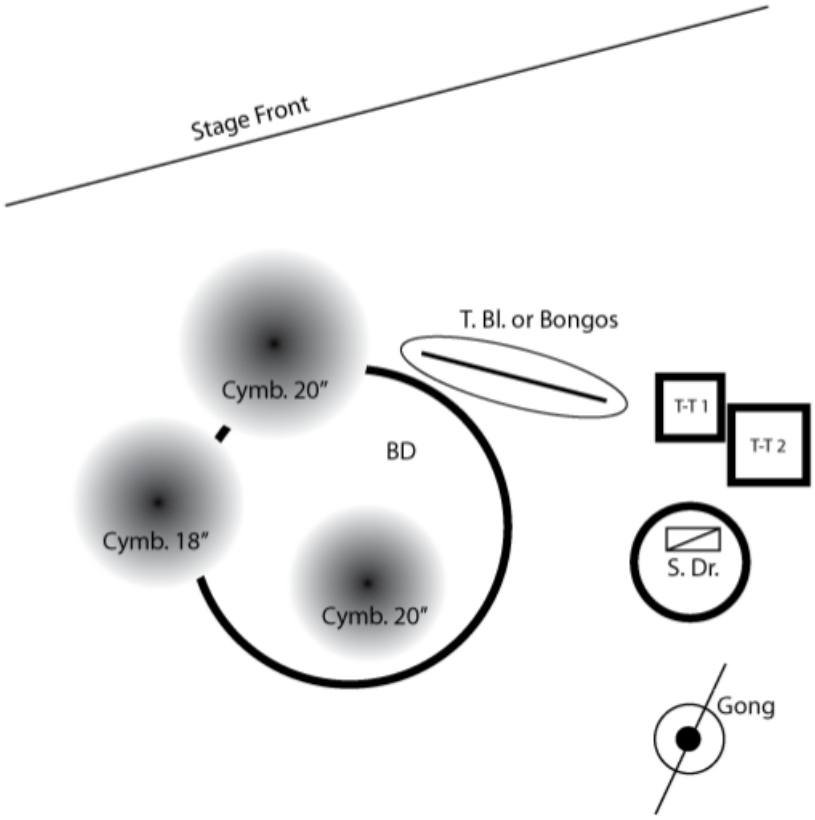
800 feet below the surface of the Chihuahuan Desert in Mexico, there is a lake surrounded by walls of silver. Miners at "La Platosa" extract its minerals day and night, every day of the year. With the support of a Graduate Research Grant from UCI, I traveled to the city of Bermejillo to capture the most 'precious' sounds from the heart of this mine. This work for percussion and video tries to recreate the harsh and surreal environment where miners spend their daily life.

0.1 Instrumentation

1. Concert Bass Drum (36”- 40”)
2. 2 Tom-Toms (high 1 & 2)
3. Snare Drum, 14”
4. Bongos
5. 3 woodblocks
6. Gong
7. 3 suspended cymbals (20” ride, 18” crash, 20” concert)

0.1.1 Mallets

1. Bow (bass)
2. Snare Drum sticks
3. Soft yarn mallets
4. hard/semi hard wood block mallets
5. brush (fully extended)
6. gong mallet



0.2 Technical Notes

The audiovisual materials are contained on the video file *LagoArgentoMPG4.mov* that should be in the same folder as *LagoArgentoOpenGL.maxpat* and *cues.txt* The video contains the images and sound of the electronic part of the piece. The Max/MSP patch should be run on a laptop that can be seen at all times by the percussionist. The patch includes timecode and a monitor for the video. Once the patch is running there is a floating screen that should be dragged to an external monitor. The aspect ratio should be match the external screen. The screen can be placed next to the percussion set at a moderate distance. The percussion set and the screen should look like one single element on stage in order to keep the eyes of the audience as much as possible on both elements.

List of files

1. LagoArgentoMPG4.mov
2. LagoArgentoOpenGL.maxpat
3. cues.txt

0.2.1 Materials

1. Laptop
2. Midi pedal/controller. The Max/MSP patch was programmed to use a Line6 FBV Express MKII controller; The patch can be modified to be used with any controller.
3. Long usb cable to connect the pedal/controller in order to start/stop the movie.
4. Video adapter with long cable to connect the video output of computer to a projector.
5. Projector.
6. Screen, stage size.
7. Stereo PA system.

0.3 About the Notation

The ***z*** symbol on stems indicates a bouncing of the mallet on the instrument. The arrows porinting down from timecode to a note indicate that the section should be perfectly synchronized with the video/timecode. The free imposvisation section starting at timecode 1416 should not be more than 2 minutes long. Use preferably sounds from cymbals and gong.

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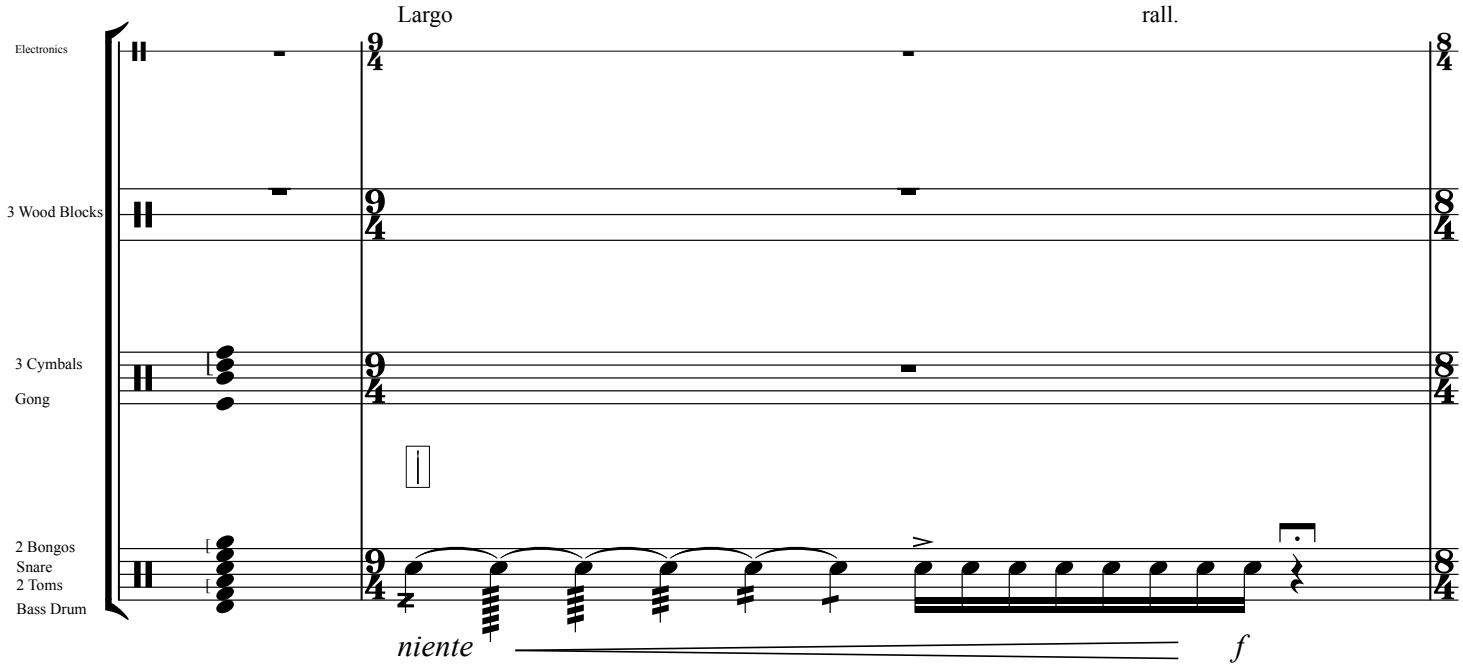
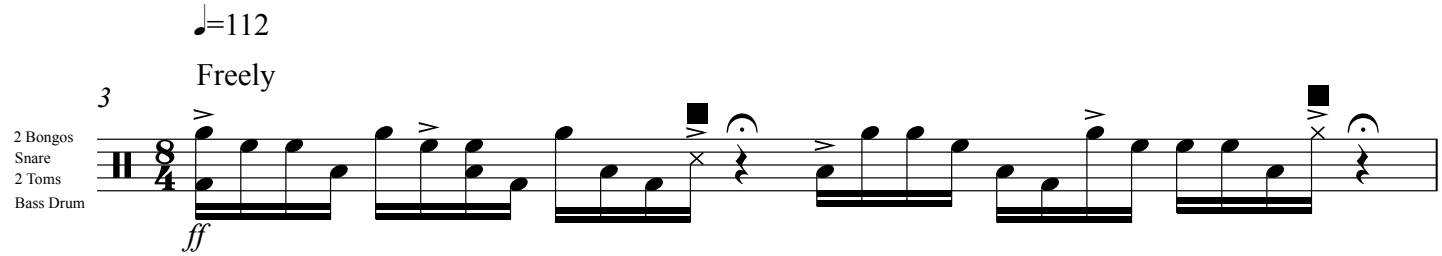
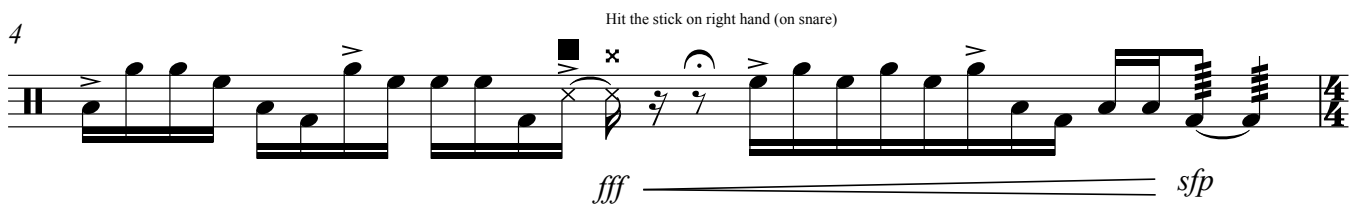
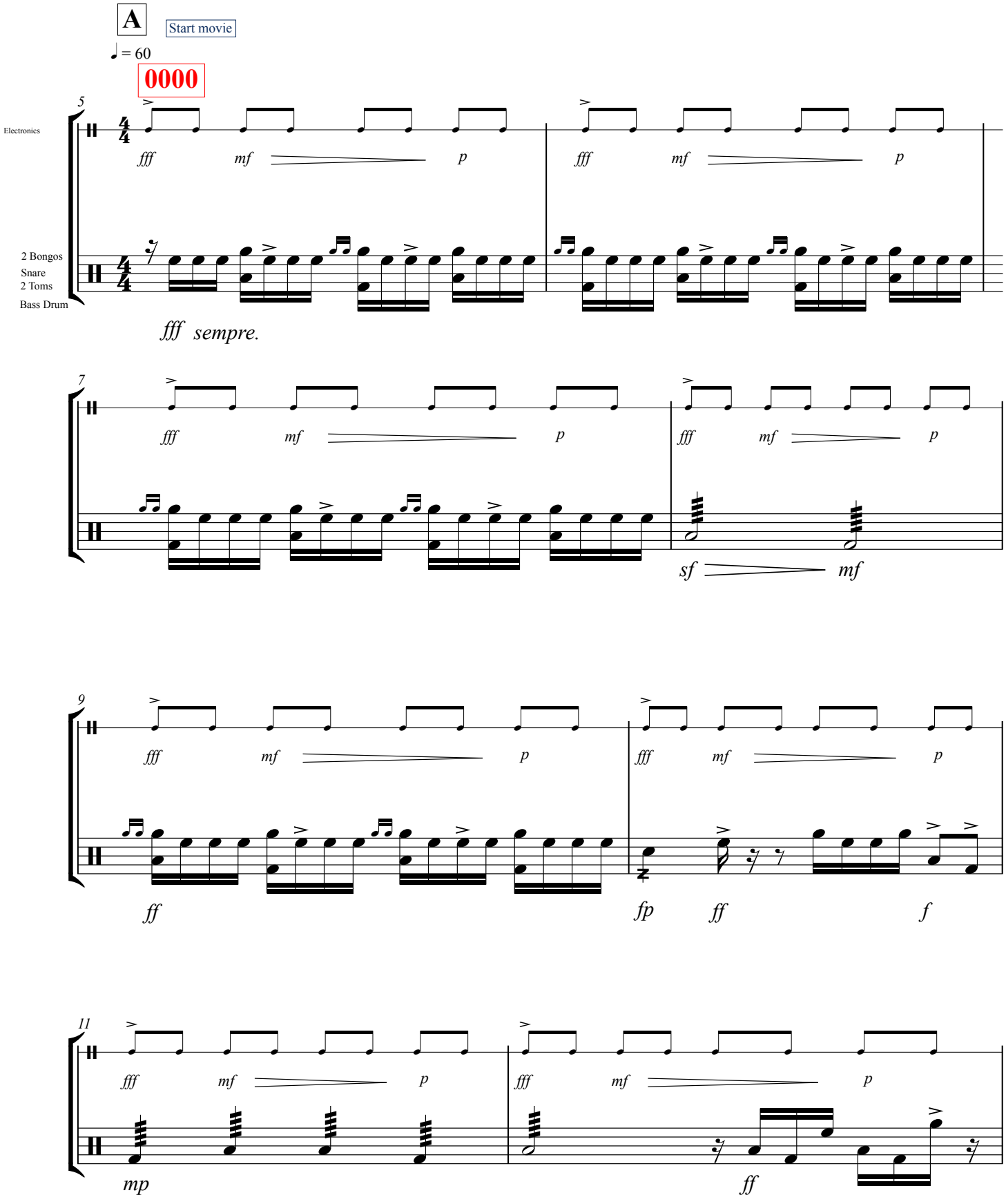
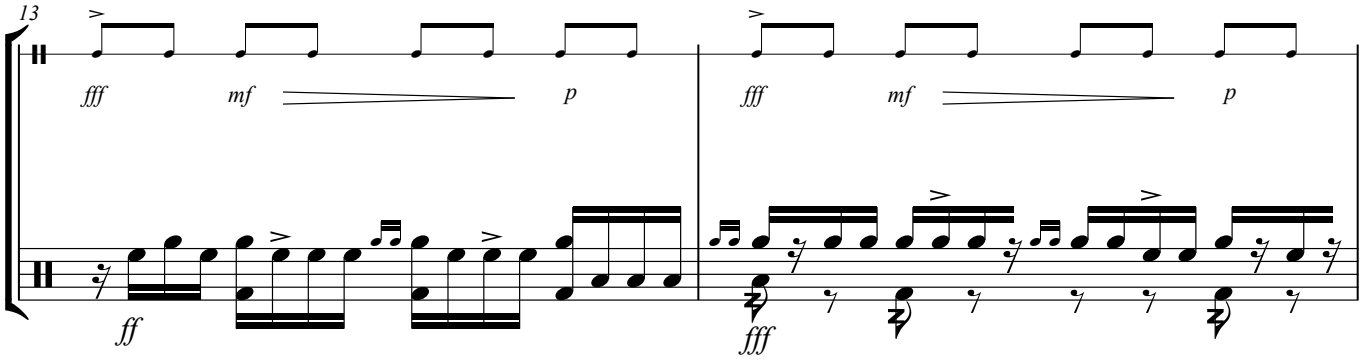
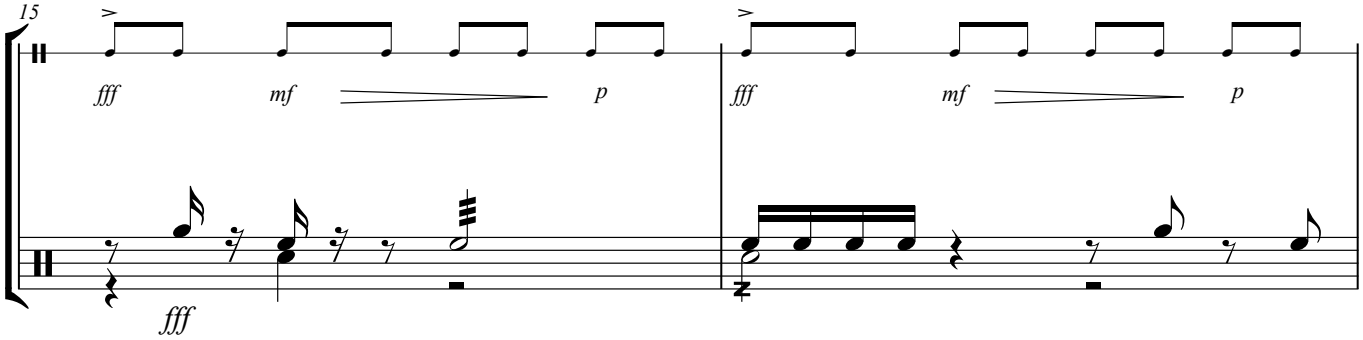


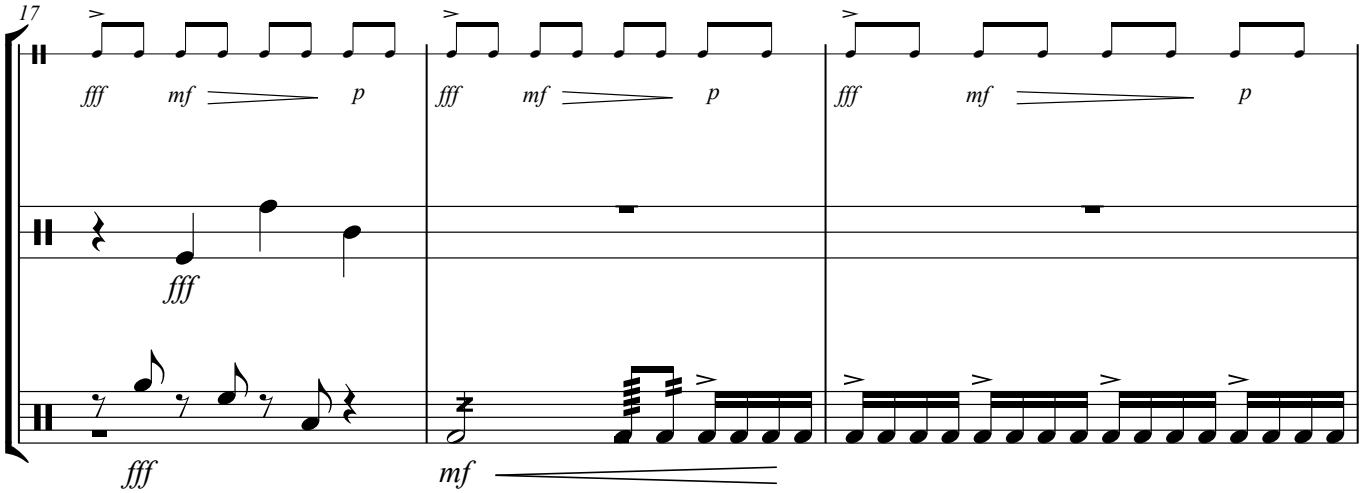


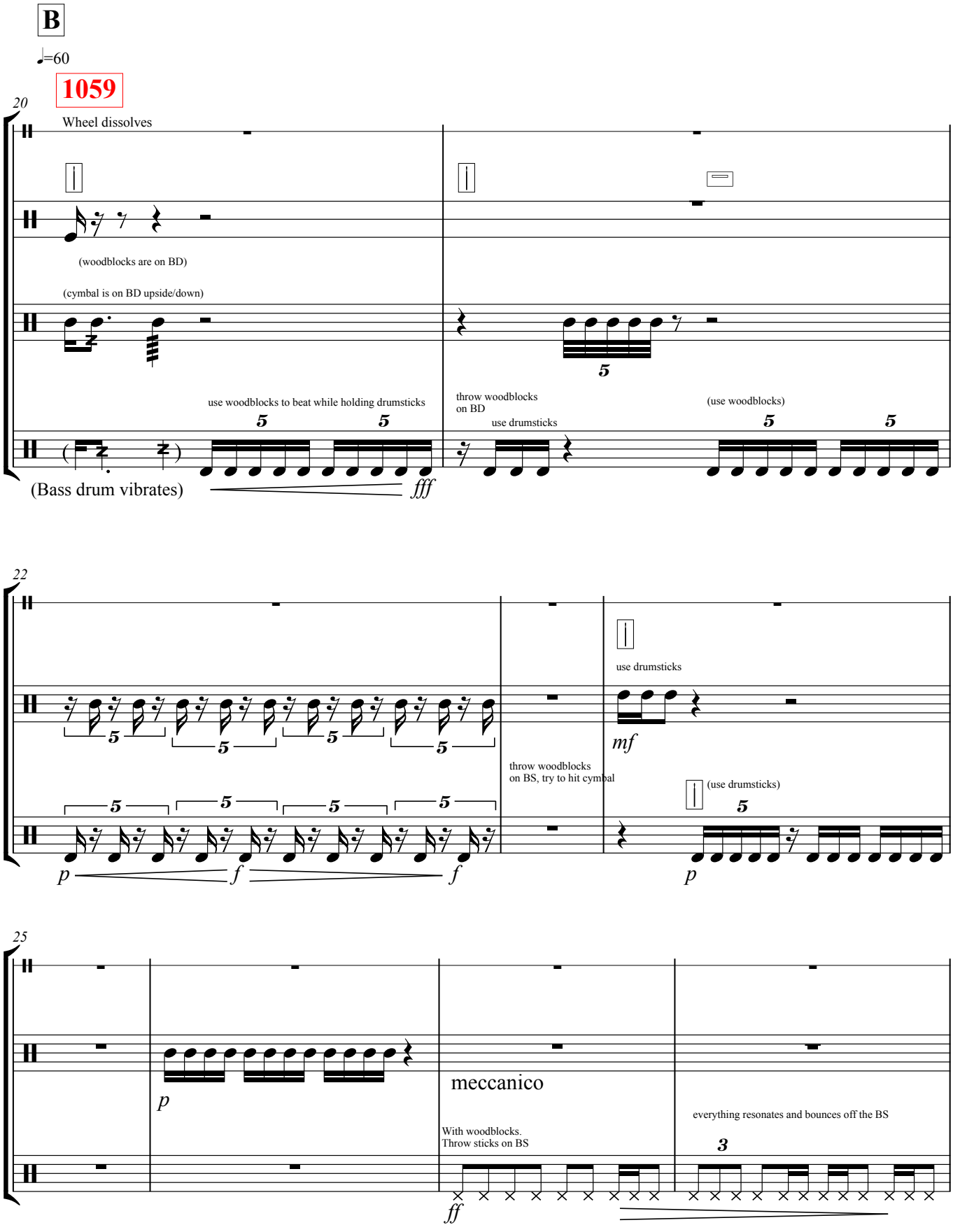



A
Start movie
♩ = 60
0000
5
Electronics
2 Bongos
Snare
2 Toms
Bass Drum
fff mf p fff mf p
fff sempre.
7
fff mf p fff mf p
sf mf
9
fff mf p fff mf p
ff fp ff f
11
fff mf p fff mf p
mp ff


13
fff
mf
p
ff
fff


15
fff
mf
p
fff


17
fff
mf
p
fff
mf


B
♩=60
1059
20
Wheel dissolves
(woodblocks are on BD)
(cymbal is on BD upside/down)
use woodblocks to beat while holding drumsticks
throw woodblocks
on BD
use drumsticks
(use woodblocks)
(Bass drum vibrates)
fff
22
use drumsticks
mf
throw woodblocks
on BS, try to hit cymbal
(use drumsticks)
p
f
f
p
25
p
meccanico
With woodblocks.
Throw sticks on BS
everything resonates and bounces off the BS
ff