

# Technical application

## Free musical improvisations and experimentations

Our music is Creative Commons BY-SA 4.0 licensed and is gracefully downloadable on major sound platforms. Starting from february 2019 with Grégory DAVID and Raphaël JARRY, we create some Ambient Noise Experimental music. Our *instrumentarium*, made of microphones, acoustic and electronic instruments, let us compose some experimental sound sculptures. Grégory DAVID and Jean-Emmanuel DOUCET have written the *pyoChainsaw* <sup>1</sup> free/libre software (GPLv3), that help us to elaborate our music.

We like to share our love for free musical expression.

The set is about 20 to 45 minutes long, exploiting ambient sound from location to *play the place*. Several improvisations can be played, continuously or separatly (between other sets for example).

### Team

- Grégory DAVID *'aka' groolot* +33 6 11 46 49 89
- Raphaël JARRY *'aka' pranava* +33 6 74 17 41 94

**Organisation** Transportation is in your charge. We travel by public transport and should arrive at the nearest transport station. You must help us, if necessary, to connect from the station to the place to play, and *vice-versa*.

Also, if necessary, you could host us at people's home (preferred) or hotel, both with tomorrow's breakfast.

**Stage Installation & Cleaning** You must provide electricity. See 1.1 on the following page.

We need 30 minutes to be up to play. Before start, we must sound check with the main sound system, this is important due to our kind of improvisation.

Stage cleaning is about 15 minutes. We must have access to our cases near the stage to optimise cleaning.

You must provide sound with two satellites and single subwoofer, amplified according to the place. Sound mixing is in our charge, but you can provide a sound technician to assist us in our experimentations.

See Patch list 1a on page 5 for the corresponding needs.

**Rest & Catering** You must provide soft drinks and vegetarian meals (preferably no meet no fish, but we are flexible) to help us not die. Also, as your guests, we really appreciate the taste of local meals, based on host culture.

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<sup>1</sup><https://framagit.org/groolot-association/pyoChainsaw>

# 1 Sketches

## 1.1 Stage sketch

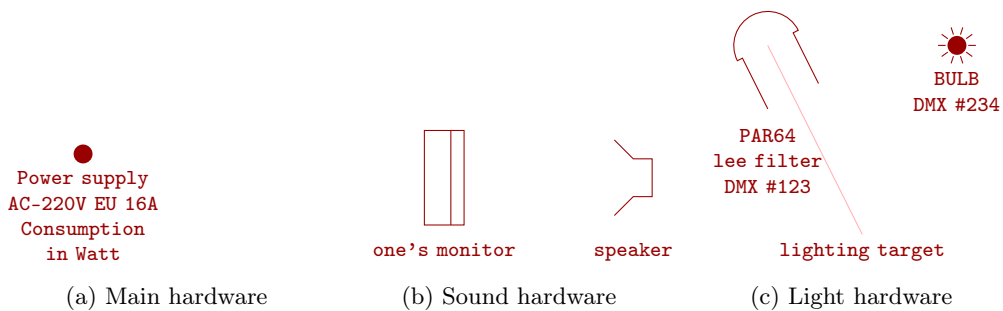
Stage must be flat, smooth, clean and dry. We appreciate, as we play on the ground stage, to be surrelevated about 50 cm maximum — this is important.

We occupied a 2 m square on ground with instruments, computer and ourselves. See Sketch 2.

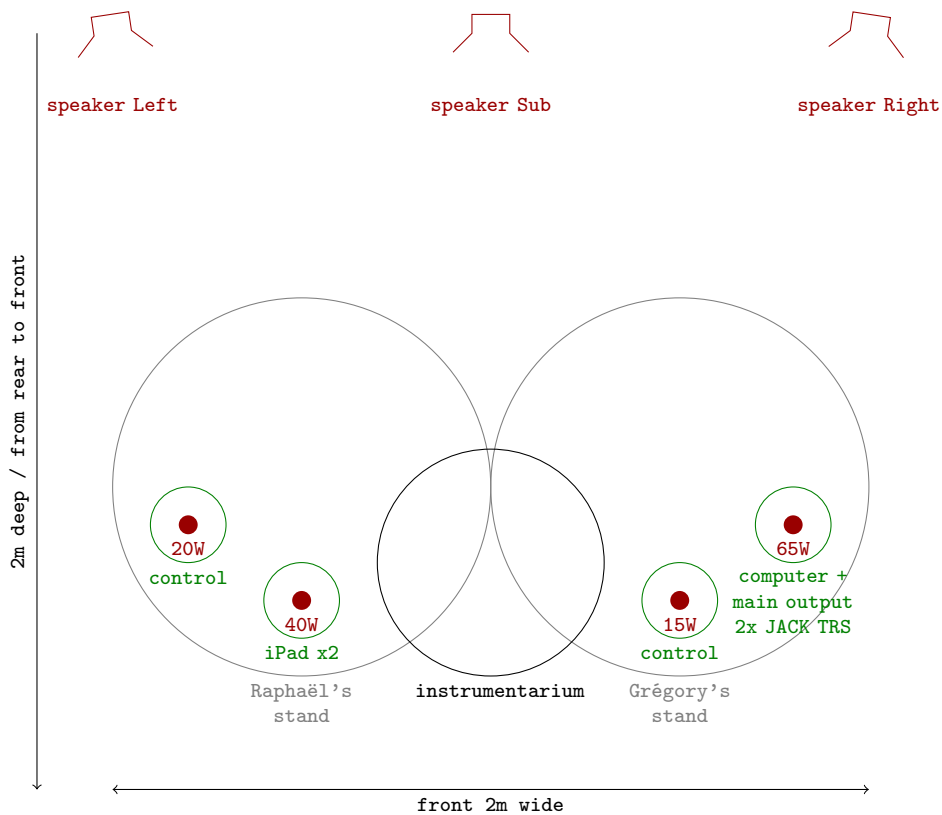
Electricity must be provided with a AC-220V EU 16A connectors. See Sketch 2 to 3 on pages 2–3 for electrical details.

Finally, sound broadcast could be:

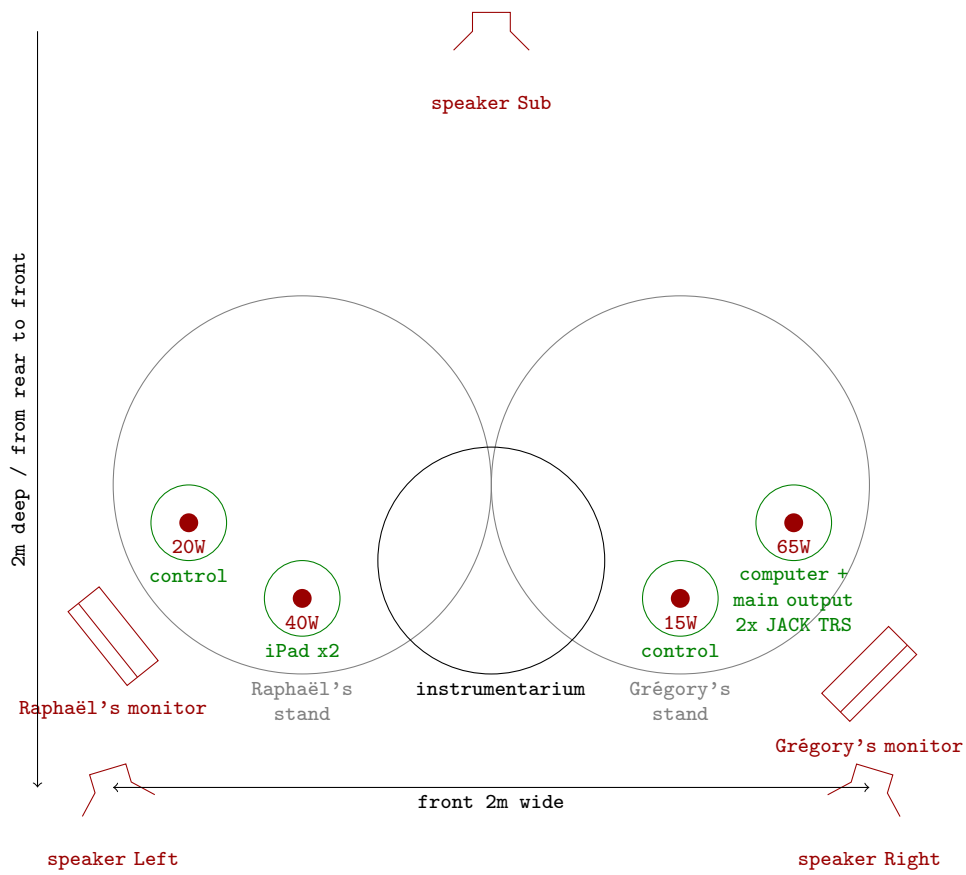
- in the rear, so we use broadcast as monitors, see sketch 2,
- in the front, so we need monitors as described in sketch 3 on the following page.



Sketch 1: Hardware you must provide, red in sketches



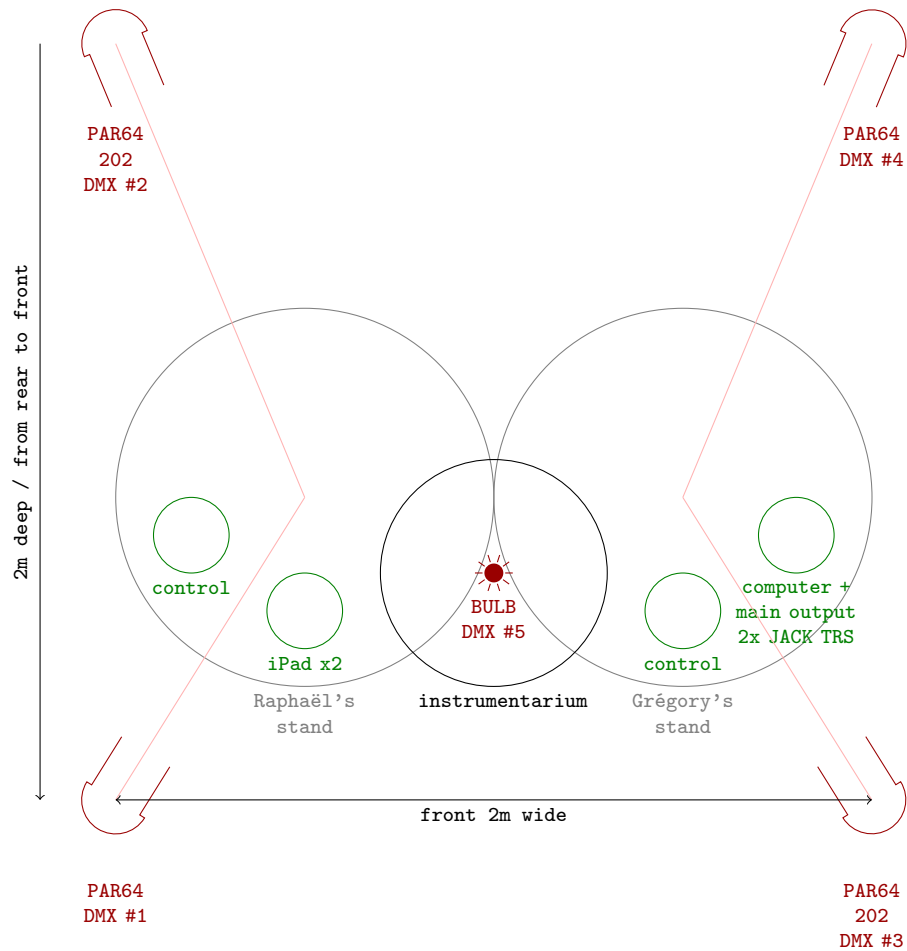
Sketch 2: Rear sound stage sketch



Sketch 3: Front sound stage sketch

## 1.2 Lighting sketch

If possible, care about lighting simply, in respect with focus zones : *instrumentarium* and stands.  
See Sketch 4 for lighting details.



Sketch 4: Lighting sketch

## 2 Patch lists

Out #	Description	Connector
1	Main Left	JACK TRS
2	Main Right	JACK TRS

(a) Audio

DMX	Type	Lee Filter	Level position	Target
1	PAR64	-	< 1 <i>m</i>	Raphaël JARRY
2	PAR64	202	> 2.5 <i>m</i>	Raphaël JARRY
3	PAR64	202	< 1 <i>m</i>	Grégory DAVID
4	PAR64	-	> 2.5 <i>m</i>	Grégory DAVID
5	Bulb on stage foot	-	< 0.5 <i>m</i>	Instrumentarium

(b) Lights

Patch list 1: Hypoglycémie's patch lists