

Hexenhaus

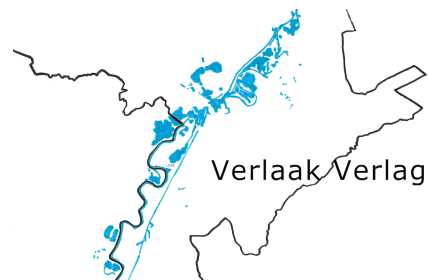
[Ding-Dong]

For 2 or 4 musicians
(Open instrumentation)

Commissioned by festival
Dag in de Branding
The Hague, NL
December 2016

Rewritten for Karin Rüd
& Susanne Guthauser
Oberrohrdorf, Switzerland
October 2018

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Context

I was commissioned to create a new piece for Dag in de Branding, a prominent Dutch music festival. The theme for this specific edition was De Tweede Haagse School or in English: "The Second Hague School", this implies a compositional school of thought. This term has very specific connotations and defining characteristics.

When I noticed that Dag in de Branding decided to advertise my new work as 'MAYA'S ROOM', I subsequently decided that this room, given by the Dag in de Branding, would be MY room. The performance would focus on the idea of exclusion. The participating audience would be put in the position where they can be excluded or accepted, they are therefore forced into a similar situation of how the organisers had selected composers for this festival. In order to emphasize the socio-political aspect of the piece, I created a system that only randomly (and rarely in order to make it exclusive) admits a person into my room, following a process that neither the participating audience member nor myself can control. The door of the room would be closed and the participant has to ask permission to come in. For this reason, I purchased a doorbell. By analysing the characteristics of this doorbell, I created a system that decides on accepting or refusing the participating audience member.

Whenever a participating audience member rings the doorbell, the computer microphone selects two random harmonics in this sound to analyse. It thereafter reacts in the form of a computer voice saying the interval between those two harmonics as: "DING DONG, INTERVAL ANALYSIS,... (analysed interval)." Only when an audience member ringing the doorbell, would by coincidence trigger a major 3rd, the computer would say: 'DING DONG, INTERVAL ANALYSIS, MAJOR 3RD, WELCOME' Where after this audience member can open the door and walk in.

After each Ding-Dong sound analysis, four (or two) performers play the computer-mentioned interval on instruments. When a participating audience member rings the doorbell several times in a row, a melody line will be created, (because the performers memorise all previously analysed intervals from that specific participant). If this participant finally reaches the major 3rd and the participant is allowed in the room, the full melody can be played back to him/her. This participant can then enjoy listening to his/her own created composition inside the room.

1. Material

- Doorbell
- Percussion mallet
- 4 instruments

- Laptop
- Maxmsp programming language
- Sound card/ interface
- Long jack cable
- 1 monitor speaker
- Microphone
- XLR cable
- Microphone stand

2. Preparations prior to the day of performance [In case the composer cannot deliver the doorbell!]

2.1 Searching for a mechanical doorbell



2.2 Recording the sound of the doorbell