

GROOLOT/*in situ*'s Technical application

Free musical improvisations and experimentations based on sounds of place

Expérimentation de l'improvisation musicale libre en exploitant les sons du lieu et de son public

GROOLOT/*in situ*'s music is Creative Commons BY-SA 4.0 licensed and is exclusively live. Project began on July 2016 when writing *pyoChainsaw*¹, free/libre software GPLv3 licensed, with Grégory DAVID and Jean-Emmanuel DOUCET.

pyoChainsaw is the Grégory DAVID's missing tool to create collaborative and improvisative electronic music. Indeed, *pyoChainsaw* is a looper that loops past sound, not the future one that will be played by the musician. The sound is the one that has already been heard by Grégory DAVID and snapshot as a loop track, and then he plays with it.

Grégory DAVID's *instrumentarium*, made of 4 microphones which record the soundscape of the place, and acoustic instruments, let him compose some experimental sound sculptures.

An improvisation is about 10 to 25 minutes long, exploiting surround sound from location to *play the place*. Several improvisations can be played, continuously or separately (between other sets for example).

Team

- Grégory DAVID 'aka' *goolot* <goolot@goolot.net>, +33 6 11 46 49 89

Organisation Transportation is in your responsibility. Grégory DAVID travels by public transport and should arrive at the nearest transport station. You must help him, if necessary, to connect from the station to where to play, and *vice-versa*.

Also, if necessary, you could host him 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.

30 minutes needed to be up to play, but a 90 minutes sound research has to be done before setting up to adapt the set on the place. Before start, sound check with the main sound system has to be done, this is important due to the 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 a minimum of one satellite and a subwoofer, amplified according to the place. A 4.1 sound system around people and Grégory DAVID at its center is a good alternative too.

Sound mixing is done by Grégory DAVID, but you can provide a sound technician to assist him in his experimentations.

See Patch list 1a on page 6 for the corresponding needs.

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

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

1 Sketches

1.1 Stage sketch

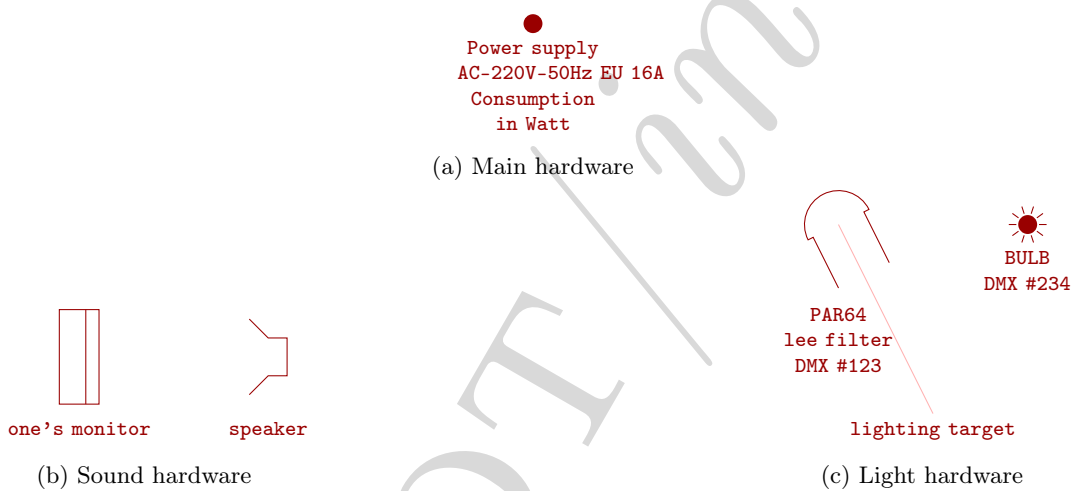
Stage must be flat, smooth, clean and dry. Grégory DAVID appreciate, as he play on the ground stage, to be surrelevated about 50 cm maximum — this is important.

Occupying a 2 m square on ground with instruments, computer and himself. See Sketch 2 on the following page.

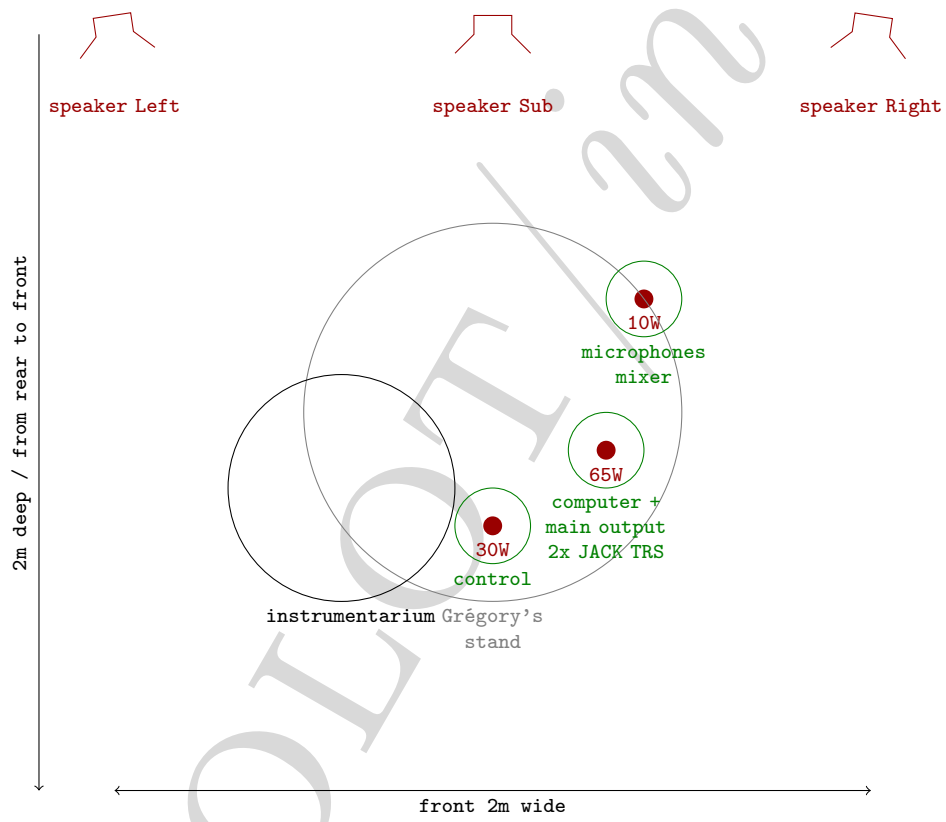
Electricity must be provided with a AC-220V-50Hz EU 16A connectors. See Sketch 2 to 3 on pages 3-4 for electrical details.

Finally, sound broadcast could be:

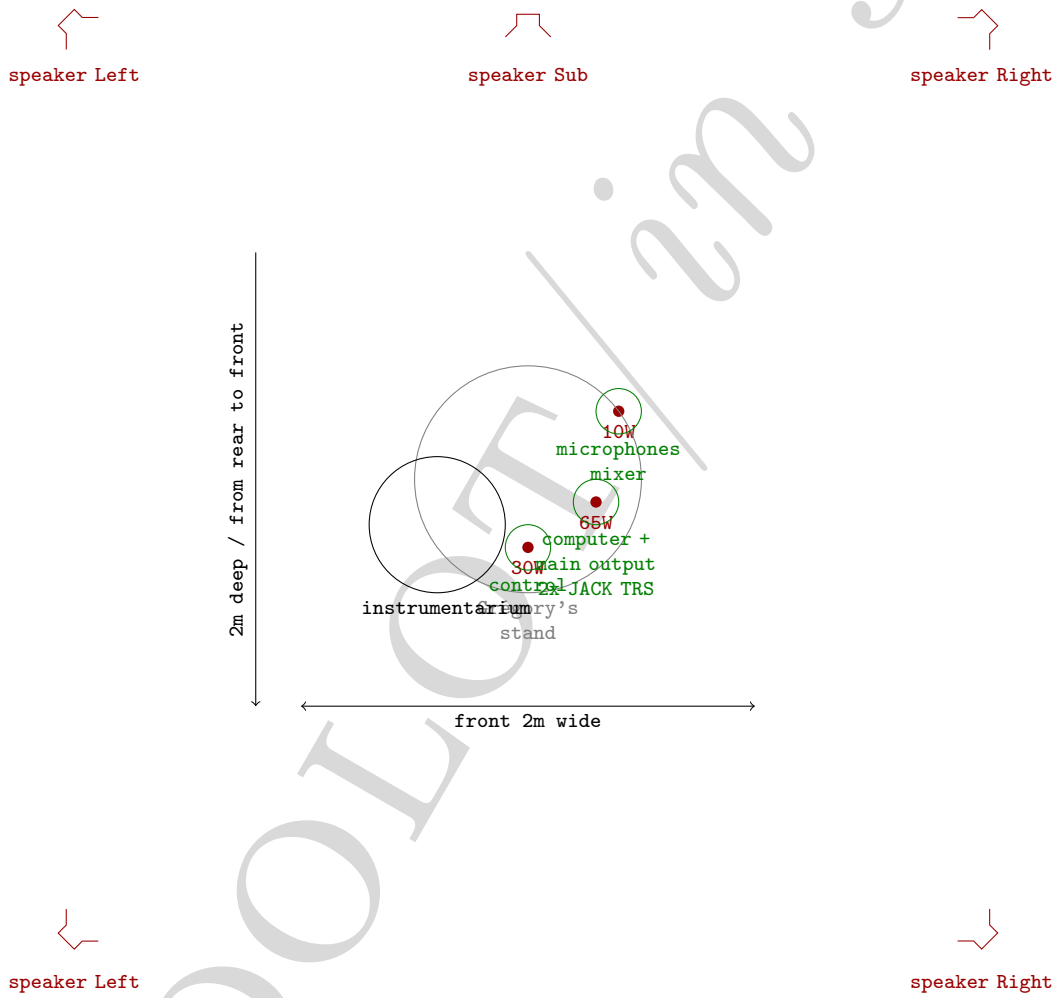
- in the rear, see sketch 2 on the next page,
- in 4.1 spatial sound, as described in sketch 3 on page 4.



Sketch 1: Hardware you must provide, red in sketches



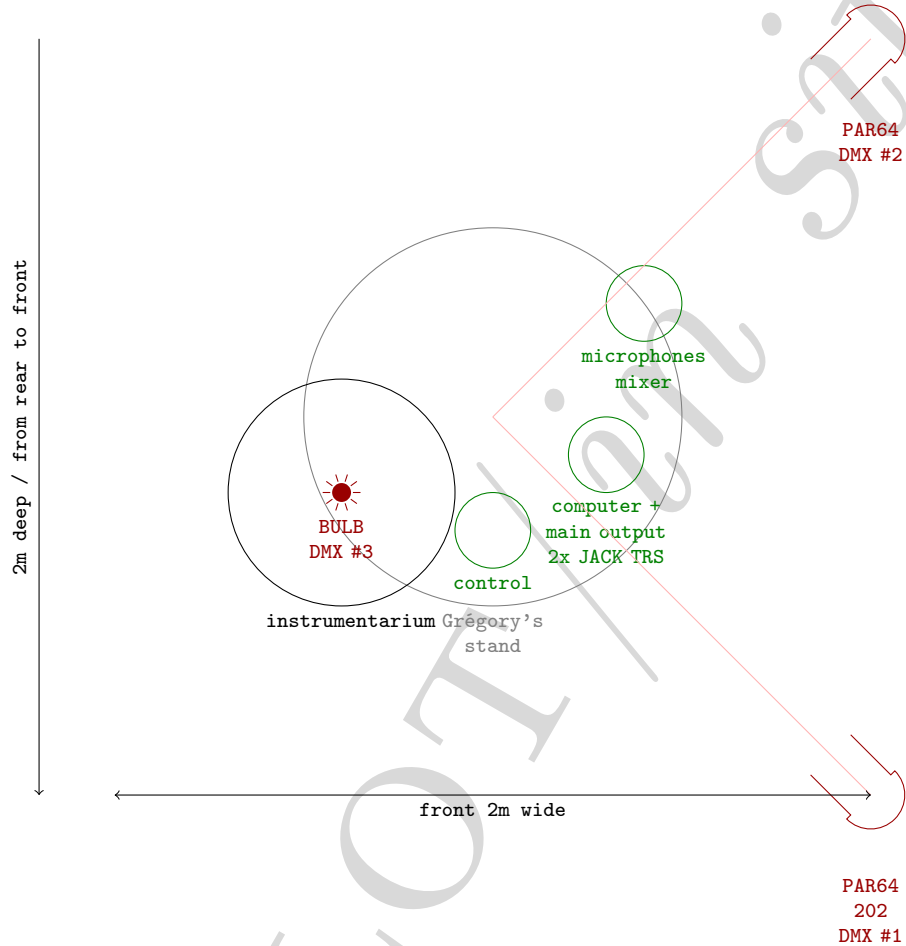
Sketch 2: Rear sound stage sketch



Sketch 3: Quadri sound stage sketch

1.2 Lighting sketch

If possible, care about lighting simply, in respect with focus zones : each microphone must be lighted (with F1 projector for example), *instrumentarium* and stand. 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	202	$< 1m$	Grégory DAVID
2	PAR64	-	$> 2.5m$	Grégory DAVID
3	Bulb on stage foot	-	$< 0.5m$	Instrumentarium
4	F1	-	-	microphone 1
5	F1	-	-	microphone 2
6	F1	-	-	microphone 3
7	F1	-	-	microphone 4

(b) Lights

Patch list 1: GROOLOT/*in situ*'s patch lists