

Pull (2007)

for 2 clarinets and electronics

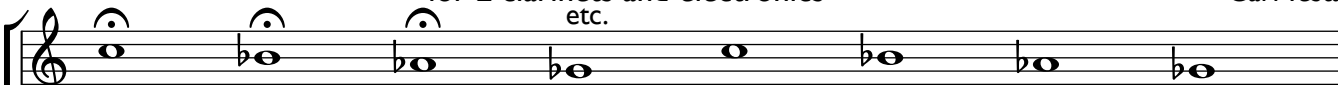
By Carl Testa


In this piece, the clarinets play a sequence of long-tone dyads for the duration of the piece. The electronic part consists of ten recorded samples of air conditioners, heaters, refrigerators, microwaves, and other appliances, as well as sine tones oscillating at the same frequencies that the clarinets are playing. These samples and sine tones are not played at the same time however, the program rapidly switches between all of the different sounds and creates a frantic landscape of noise and pure tones. As the piece progresses over the course of ten minutes, the electronics gradually slow down until they match the slow pace of the clarinets.

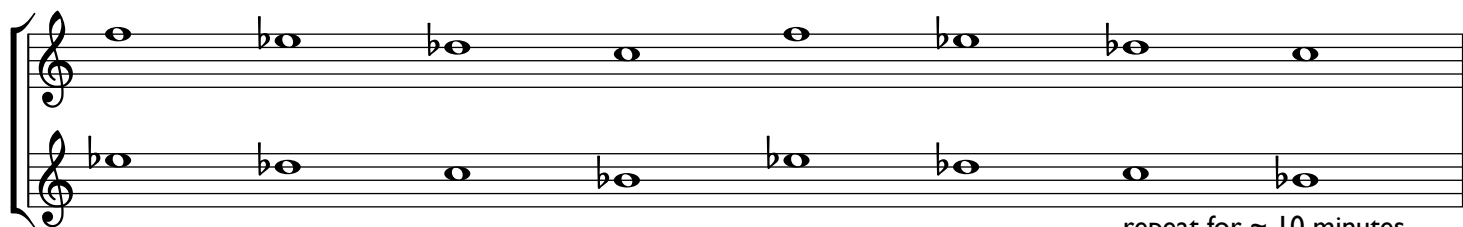
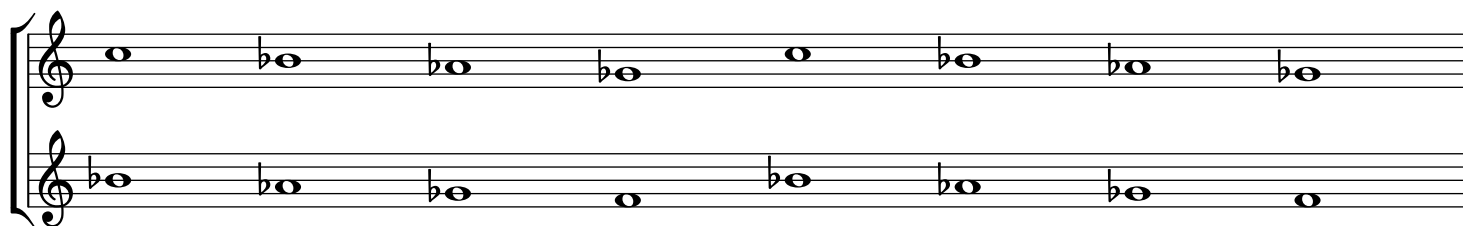
Pull

for 2 clarinets and electronics

Carl Testa

Bb Clar.  etc.

Bb Clar.  etc.



repeat for ~ 10 minutes

```

//Electronics for Pull (23-melodic)
//Carl Testa (2007)
//two clarinets, + electronics
//written in the SuperCollider music programming language

//List of the different sound samples used in the piece.
(
a = Buffer.cueSoundFile(s, "sounds/niksrefridgeratorlong.aiff", 0, 1);
b = Buffer.cueSoundFile(s, "sounds/heater2long.aiff", 0, 1);
c = Buffer.cueSoundFile(s, "sounds/copierlong.aiff", 0, 1);
d = Buffer.cueSoundFile(s, "sounds/heaterlong.aiff", 0, 1);
f = Buffer.cueSoundFile(s, "sounds/airconditionerlong.aiff", 0, 1);
g = Buffer.cueSoundFile(s, "sounds/microwavelong.aiff", 0, 1);
h = Buffer.cueSoundFile(s, "sounds/scanner2long.aiff", 0, 1);
i = Buffer.cueSoundFile(s, "sounds/scanner1long.aiff", 0, 1);
j = Buffer.cueSoundFile(s, "sounds/airventon43rdlong.aiff", 0, 1);
l = Buffer.cueSoundFile(s, "sounds/printerlong.aiff", 0, 1);
)

/*The next set of code tells the program to switch rapidly between the sound files above and sine
tones oscillating at the following frequencies: 164, 246, 184, 277, 207, 311, 233.*/
(
{

var noiseEnv, inputs;

//480 8 minutes , 600 10 minutes
noiseEnv = EnvGen.kr(Env.new([2, 0.01], [600], \linear));
/*This noiseEnv variable contains an envelope that tells the program to gradually decrease the speed
at which the switching between sound files and sine tones occurs. 600 tells the program to complete
this procedure in 10 minutes(600 seconds).*/

inputs = [
    DiskIn.ar(1, a.bufnum),
    DiskIn.ar(1, b.bufnum),
    SinOsc.ar(164.81377845643),
    DiskIn.ar(1, c.bufnum),
    SinOsc.ar(246.94165062806),
    DiskIn.ar(1, d.bufnum),
    SinOsc.ar(184.99721135582),
    SinOsc.ar(277.18263097687),
    DiskIn.ar(1, f.bufnum),
    DiskIn.ar(1, g.bufnum),
    SinOsc.ar(207.65234878997),
    DiskIn.ar(1, h.bufnum),
    SinOsc.ar(311.12698372208),
    DiskIn.ar(1, i.bufnum),
    DiskIn.ar(1, j.bufnum),
    SinOsc.ar(233.08188075904),
    DiskIn.ar(1, l.bufnum),

];

Limiter.ar(Pan2.ar(SelectXFocus.ar(LFDNoise3.ar(noiseEnv).abs * inputs.size, inputs),
LFDNoise3.ar(noiseEnv)), 0.8, 1)
}.play;
)

```