

Metonymy (The Clamor of Birds)

Ryan Harper

Electric Guitar, Max/MSP, and Tenor

2010

Note:

In the 5th century Tamil epic the *Cilappatikāram* (*The Tale of an Anklet*), the governing poetic trope is the metonymic chain. Descriptive passages gradually accumulate to present tableaux of the natural world that in turn evoke moods, abstractions such as love and charity, and human relationships.

Metonymy (*The Clamor of Birds*), for electric guitar, electronics (Max/MSP), and tenor, explores this interplay between the part and the whole using four lines of the *Cilappatikāram*: “In groves beyond the city, / in gardens moored in water, / in the heavy belly of the fields, / was the clamor of birds newly risen from sleep” (Ilankō Atikal / trans. R. Parthasarathy / adapt. Marissa Grunes).

The Max/MSP patch written for *Metonymy* (*The Clamor of Birds*) was created from scratch, and, with the exception of a field recording of Myna birds, only utilizes sounds generated during a live performance. The piece is intended to be performed by a single player.

Output Meter

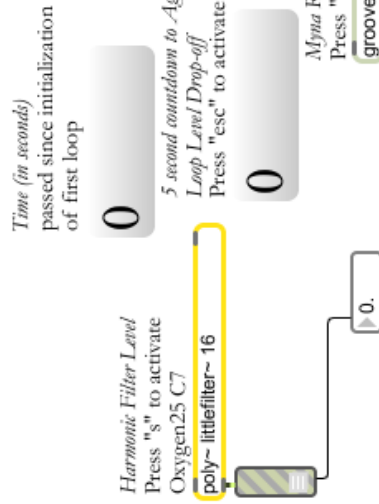
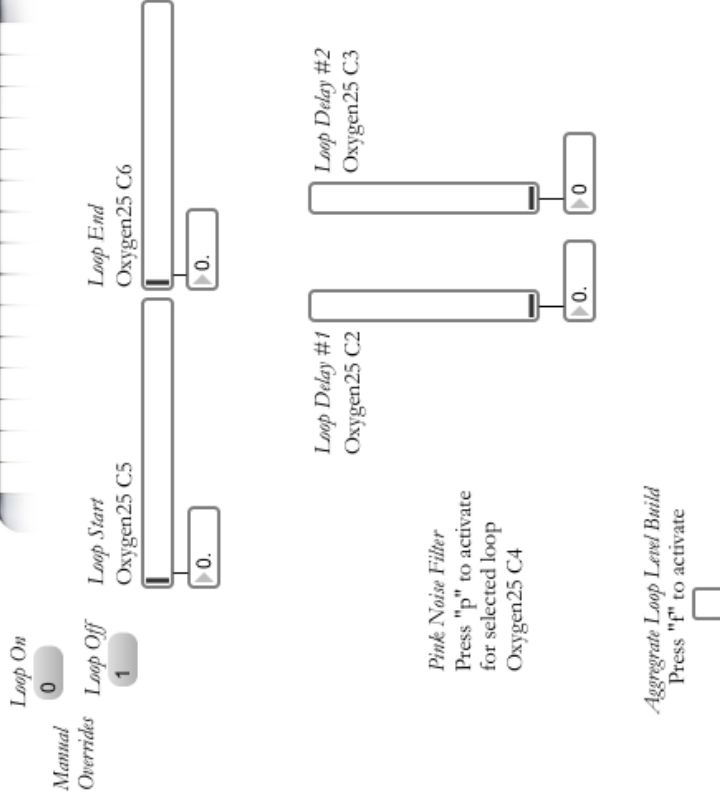
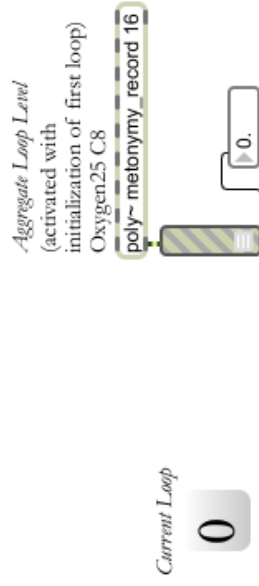


Metonymy (The Clamor of Birds)

Screen Shot of Performer Interface



Loop Selection Map



In groves beyond the city,
in gardens moored in water,
in the heavy belly of the fields,
was the clamor of birds newly risen from sleep.

Metonymy (The Clamor of Birds)

Music by Ryan Harper

Text by Ilankō Atikal,

Trans. R. Parthasarathy,

Adapt. Marissa Grunes

Note: To begin capturing a loop, press down on the keyboard pedal.
To finish capturing a loop, release the keyboard pedal.

[Capture Loop #1-----]

Electric Guitar ♩ = 104

6 Loop #1: Turn Loop Delay #1 to 10 o'clock and Loop Delay #2 to 2 o'clock.

13 Loop #1: turn on reverse [Capture Loop #2-----]

24 [Capture Loop #3-----]

34 Body Percussion (clap hands) Loop #3: Turn Loop Delay #1 to 10 o'clock and Loop Delay #2 to 2 o'clock.

43 [Capture Loop #4-----]

49 [Capture Loop #5-----]

Electric Guitar w/ whammy bar

1/2

57 [Loop #5: Turn Loop Delay #1 to 10 o'clock and Loop Delay #2 to 2 o'clock.]

1/2

65 Tenor [Capture Loop #6-----]

mf

In groves__ be-yond the ci-ty,

73 Loop #6: Turn Loop Delay #1 to 10 o'clock, Loop Delay #2 to 2 o'clock, and reverse on. [Capture Loop #7-----]

Electric Guitar Tenor *mf*

ff in gar-dens moored in wa-ter,

81 Electric Guitar Loop #7: Turn Loop Delay #1 to 10 o'clock, Loop Delay #2 to 2 o'clock, and reverse on. Tenor *f* [Capture Loop #8]

ff in the

90 [-----]

hea-vy bel-ly_____ of the fields,--

97 Loop #8: Turn Loop Delay #1 to 10 o'clock, Loop Delay #2 to 2 o'clock, and reverse on. Electric Guitar

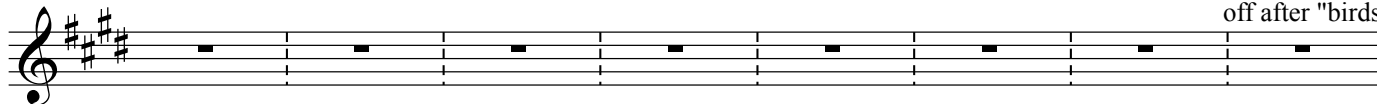
ff

107 [Capture Loop #9-----]

Tenor *f*

was the cla-mor of birds new-ly ris-en from__ sleep.

113

Loop #9: Turn
off after "birds"

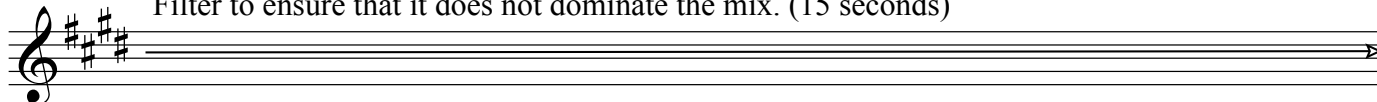
121

Loops #3 and #4: Turn on the Pink Noise Filter and set it to 9 o'clock (15 seconds)



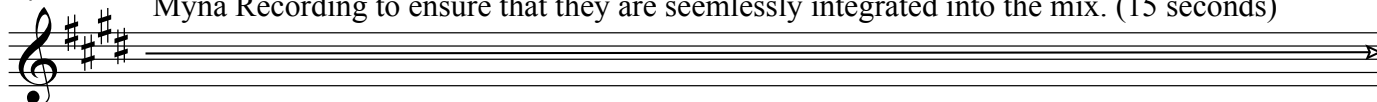
131

Loops #6 and #7: Turn on the Pink Noise Filter and set it to 9 o'clock. Regulate the Pink Noise Filter to ensure that it does not dominate the mix. (15 seconds)



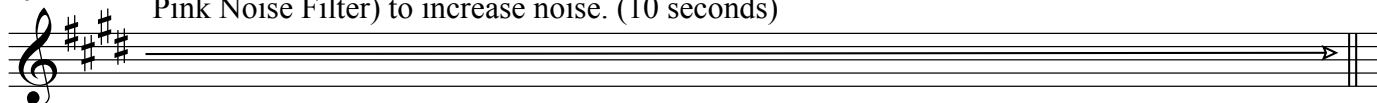
141

Activate the Harmonic Filter and the Myna Recording. Regulate the Harmonic Filter and the Myna Recording to ensure that they are seamlessly integrated into the mix. (15 seconds)



151

Activate the Aggregate Loop Level Build. Freely improvise with loop parameters (especially the Pink Noise Filter) to increase noise. (10 seconds)

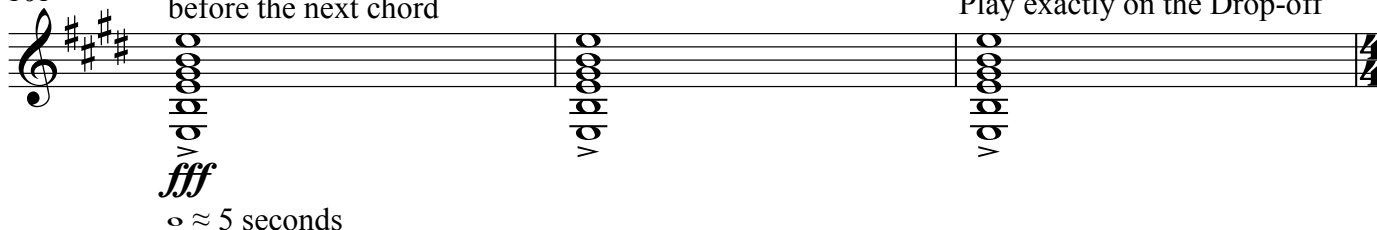


Electric Guitar w/ whammy bar

Activate the Aggregate Loop
Level Drop-off immediately
before the next chord

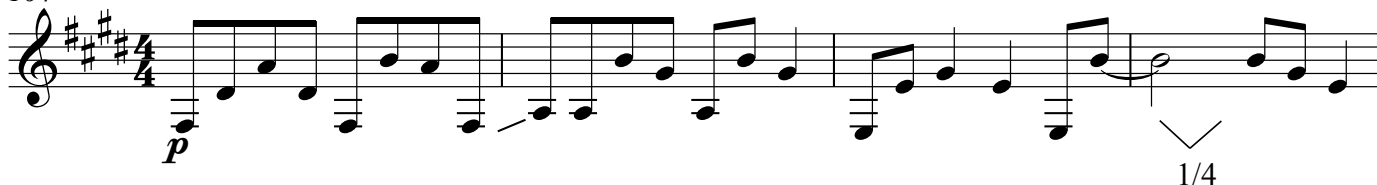
Play exactly on the Drop-off

161

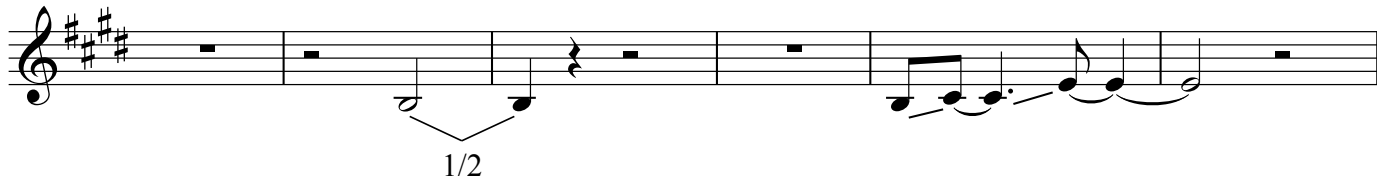
Note: When the keyboard pedal is
pushed down, Loop #1 will return.

164

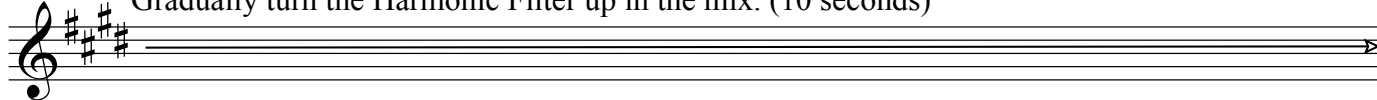
[Capture Loop #10-----]



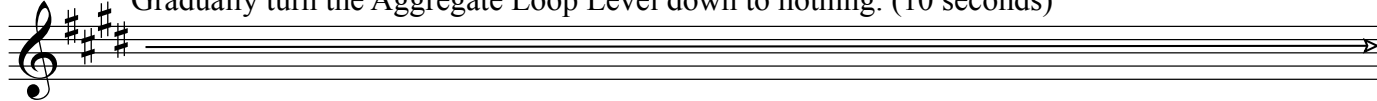
168



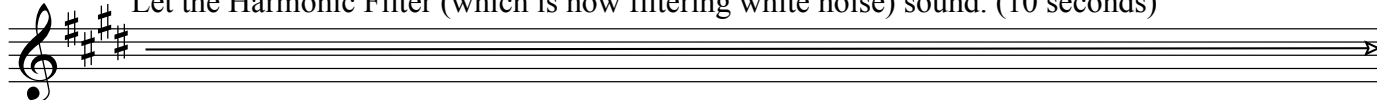
174 Gradually turn the Harmonic Filter up in the mix. (10 seconds)



184 Gradually turn the Aggregate Loop Level down to nothing. (10 seconds)



194 Let the Harmonic Filter (which is now filtering white noise) sound. (10 seconds)



204 Gradually turn the Harmonic Filter down to nothing. (5 seconds)

