MATHIUS SHADOW-SKY

LUDUS MUSICAE DELIRIUM

Jeu de lampes d'architecte
Transcription du Kalandar du Genoscope en 8 triangles formant un octogone
Froisser irrégulièrement une très grande feuille d'aluminium autour de la lampe.
2de interprétation des règles du jeu du Ludus Musicae Temporarium
1985
Explanations

The conception of the piece is based on the game/play/ludus. 'pure spend of time, of energy, of ingeniosity and dexterity. free and voluntary activity: we play if we want, when we want, and the time we want'.

The score is constituted by 95 sound cells all distinctly between them, number to 3 at 98 going to sudden sound (centrals cells), to moment sound (peripheral cells). The moving structuration of all this sound cells will be operated by different categories of plays of one's choice

1. single playing
2. competition game
3. game of chance
4. simulacrum play
5. play of dizziness

this categories of play can be combines between them

Rules for single playing: all sound cells can be placed side by side, combines and superposed between them in all way possible. They can be played in two way direction, they can be cut every where, connect to another one with a silent or not, they can repeat or not: it depend of your ingeniosity and your dexterity!

Rules for competition game:
number 1. Play the most ugly sound
number 2. Play the loudest and the quietest
number 3. Play the least sound as possible
number 4. Play the fastest
number 5. Play the most beautiful sound
number 6. Play the most density
number 7. Play the slowest
number 8. etc...

The rules can be combined
When you make competition with others players, says which rules you choose:

Choose
Rule for game of chance: Choice the cell by chance (turn the score and point your finger) before playing says the number of cell, you can win something!

Attitude for simulacrum play: Take an other/s personnality and choice the cells by this identification. You can bring a mask and costume.

Attitude for play of dizziness: Play a whirlwind/swirl of sounds in acceleration and crescendo more and more... and go in... now you can't control, you are in dizziness of whirl-so whirl-sound

General remarks
- You must have a constant renewed unforeseeable of situation
- Every player must be play the music by the score, get out of his limit i.e. doesn't play the music by the score but something else, is to cheat, but the trickster doesn't destroy the game... The only one who destroy the game is the negator of play, who proclaim/denouce the absurdity and stupidity of rules, his nature and refuse to play because the play has no sense.
- The lamp-player can go to category of play to other when he want in a play
- Is better play the score by memory
- Is preferable to use different models of 'lampes d'architecte' for they different colors

Accessories
clave: O  wood stick: /  plectrum: o  small glass ball: o
small brush:  wire brushes: 2 position: A
big chain:  small chain:  bow:  screw stick + metal ball + wood handle
scissors:  string: \ slack / tense superball on stick:

knife:

spiral spring of the lamp

member of lamp:

switch

spiral spring
Notation: the arrows indicate precisely where to play and how the points indicate the percussion sounds, the lines indicate the rub sound. More the line is vertical more the rubbing movement is fast, vice versa.

\[\text{\textbullet\textbullet:} \text{choke the vibration} \quad \text{\textbullet:} \text{let the vibration}\]
\[\text{\textbullet\textbullet\textbullet\textbullet\textbullet\textbullet\textbullet:} \text{tremolo faster as possible irregularly}\]
\[\text{\textbullet\textbullet\textbullet\textbullet\textbullet\textbullet\textbullet\textbullet:} \text{pitch sound rub with screw-stick}\]
\[\text{\textbullet\textbullet\textbullet\textbullet\textbullet\textbullet\textbullet\textbullet:} \text{glissandi = rub sound of speed variation with screw-stick}\]

Explanation of some cells:

- cell number 48: ear the lamp, without touch it
- cell number 71: nails left + right hand
- cell number 47: with rebound of screw-stick
- cell number 56: nails of 3 fingers
- cell number 40: nails of 3 fingers
- cell number 18: rumple/crumple irregularly a big sheet of aluminium around the lamp
- cell number 93, 72: caress the spirals with the point of fingers (no nails)
- cell number 94: move all parts of the lamp in all sense possible
- cell number 10: + big glass-paper crumple
- cell number 54: to water the lamp 1. weak 2. strong
- cell number 3: \[o\] open \[f\] closed (the lamp light)
- cell number 22: crumple a big tracing-paper irregularly around the lamp
- cell number 85: clap the spiral-spring as pulled out it with fingers
- cell number 12: rebound
- cell number 56: stick a self-adhesive tape on the lamp and tear it
- cell number 5: screw and unscrew the ampulla/phial of the lamp
- cell number 98: play very slow to find the strange sound

Material/equipment necessary for one musician to play LUDUS MUSICUM DELIRIUM

- Some 'lampes d'architecte's spiral-spring type
- On each one a contact microphone
- A wood table to fix the lamps
- A cymbal foot to fix the score by his center
- A pedal volume and a parametric equalizer
- Clave, drummer broom, wood-stick, a handful of small glass ball,
  2 'screw-stick + metal bullwood handle', 2 plectrums, a small brush, a big and small chains, a bow, nylon strings, sheet of aluminium, a big tracing-paper, self-adhesive tape, nails, superball, etc...

How to mounting the score: stick the score on millboard and make a hole in a center
Equipment necessary for one musician to play *Ludus Musicum Delirium*

- Craft Paper
- Sheet of aluminium
- Knife
- Wood sticks
- Clave
- Small glass ball
- Wire brushes
- Different type of spiral-spring (on 'lampe d'architecte')
- Superball on stick
- Nylon string
- Parametric equalizer (symmetrical high input)
- Metal stick
- Bow
- Plectrum
- Small brush
- Screw stick + metal ball + wood handled
Example's device of spatialisation
for 3 lamplayers and 4 loudspeakers
for LUDUS MUSICUM DELIRIUM on Lampes d'architecte
You can have more lamplayers, more loudspeakers. The diagram is the same. The sound engineer is considered as player who participate at LUDUS MUSICUM DELIRIUM he make the moving sound
Types of diffusion, the moving sound by loudspeaker depend of categories of play:

1. Simple playing = fractal diffusion; ex in 4 points diffusion you have 24 figures \((4! = 24)\). Make a continuous succession of figures.

2. Competition game = each lamplayer is on one loudspeaker in an arrangement of different configurations, positions.

3. Game of chance = discontinuous diffusion by program chance

4. Stimulacrum play = repetition of 3 types (or more, it depend of number of lamplayers) of figures in different configurations, positions.

5. Play of dizziness = 2 circles opposite diffusion accelerando and crescendo reverb decrescendo

The sound-engineer-player can have some electronic box to break in on play as a arbitrator-judge with delay machine, harmonizer, saturation box, wha-wha filter.

The costume of loudspeakers for LUDUS MUSICUM DELIRIUM on Lampes d'arch... the costume of loudspeaker is resonator-box + members-articulate-tube-resonator

In the box there is a loudspeaker. In the box you have strings on each face in front of hole who resound in sympathy with the sound of loudspeaker, the same in the member-articulate-tube-resonator.

In each box you have a ampoulla/ light, it make in each extremity of member-articulate-tube-resonator a point of light. The members are moved by strings in all directions like a puppet.
The lengths of member-articulate-tube-resonator are calculated on lampes d'architecte's spectrum; one member is bass, one is medium-bass, one is medium-high, and one high. The strings who resound in sympathy in each m-a-t-r depend of it: the length of resonance. The box is very bass resonator. The elbows of m-a-t-r are in rubber, the tubes are in rigid plastic (pvc), all the construction must be very hermetic.

How to built the box-m-a-t-r for LUDUS MUSICUM DELIRIUM on Lampes d'arch.
SCENOPHONY for LUDUS MUSICUM DELIRIUM on Lampes d'architecte

example for 3 players,
4 loudspeakers transformed
and sound engineer player

The hall is in the dark