

COIL

STEVEN BRYANT

Electronic Accompaniment Setup and Operation

www.stevenbryant.com info@stevenbryant.com

The electronic accompaniment for *Coil* can be played in two different ways, either live, where all sounds are played by a Keyboard player (**KEYBOARD VERSION**), or pre-recorded (**CLICK TRACK VERSION**), where the conductor and band play along with the pre-recorded track. Both versions of the electronics are included in the download from www.stevenbryant.com. You may choose which version to use at your discretion, and even switch versions mid-rehearsal cycle if you wish.

The advantage of the **KEYBOARD VERSION** is that the tempo is flexible, and no earphone is required for the conductor. The advantage of the **CLICK TRACK VERSION** is that no Keyboard (and thus Keyboard player) is required.

Note, there is an iOS (iPad) app in development that may be used for the keyboard version. This would replace the computer specified in the tech requirements below.

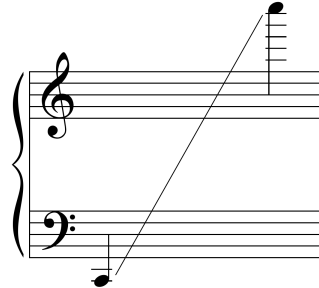
BOTH VERSIONS REQUIRE THE FOLLOWING:

- PA system: two speakers powerful enough to be heard along with the band at full volume, placed left and right of the band. Behind the ensemble is often a good idea, so the group can hear the electronic sounds as well.
- Mixer or amplifier connection from the computer or audio interface (depending on the version used – see below)
- Macintosh or Windows computer (or iOS device – **KEYBOARD VERSION** only)
- Ableton Live software (www.ableton.com). The demo version will work fine – it is **NOT** necessary to purchase this software. Even after the 30-day limit on the demo, the software will continue to function without a problem, you simply won't be able to save any changes, which is not necessary, anyway.

Detailed info for the **KEYBOARD (iPad) VERSION** begins on page 2, the **KEYBOARD (Computer) VERSION** on page 3, and the **CLICK TRACK VERSION** on page 8.

KEYBOARD VERSION - iPad / iPhone

- **Music Keyboard (minimum 61-keys) with USB connection**
Required Keyboard range:



- **iPad or iPhone**, iOS version 7 or higher (subject to change – check my website for the latest information on which models and iOS are required, but anything recent should work fine)
- **USB adapter** for your iPad / iPhone
- **Audio cable connection from the iOS device to the PA amplifier / mixer.** This is usually a 1/8" stereo plug from the iPad/iPhone headphone output to whatever connectors are required for the amplifier/mixer. Speak with your sound engineer about which cable you'll need.

INSTALLATION AND SETUP:

- Download the app from Apple (link from www.stevenbryant.com)
- Connect your keyboard via a USB cable to the adapter, which plugs into the connector on your iPad / iPhone. Note: you will not be able to charge the device while it's being used for rehearsal and performance, so make sure it's at 100% charge before you start!
- Connect the iPad / iPhone to the PA system (use the headphone jack)
- Turn on your PA system
- Play a few notes on the keyboard. You should hear sound and be ready to go.

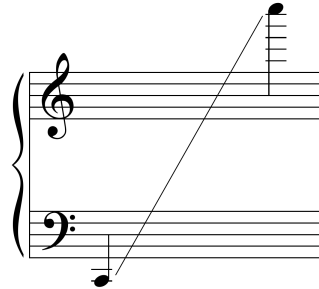
TIPS:

- Turn the iPad / iPhone volume all the way up
- Put it in Airplane Mode, and disable WiFi (you don't want to get any phone calls / FaceTime calls / text messages during performance!)
- Disable auto-sleep and auto-lock on the iPad / iPhone, so it doesn't turn off in the middle of the performance.

KEYBOARD VERSION - COMPUTER

- **Music Keyboard (minimum 61-keys) with USB connection**

Required Keyboard range:



- **Audio cable connection from the computer to the PA amplifier / mixer.** This is usually a 1/8" stereo plug from the computer's headphone output to whatever connectors are required for the amplifier/mixer. Speak with your sound engineer about which cable you'll need.

The Keyboard and Computer should be located together in the ensemble.

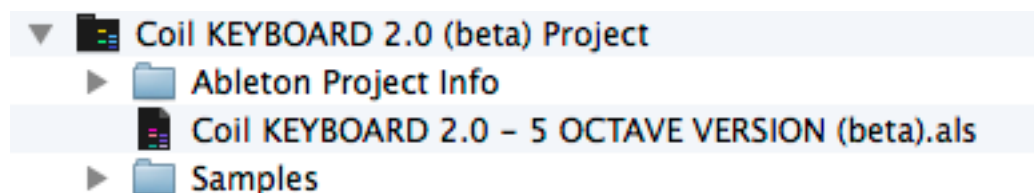
INSTALLATION AND SETUP:

Install driver software for your keyboard if necessary (search on the Keyboard manufacturer's website, such as M-Audio, Korg, Yamaha, etc.) for "software driver" for your OS (Windows 9, 10, Mac OS, etc). You will likely need administrator access to the computer to install the driver.

Install Ableton Live (demo) from ableton.com.

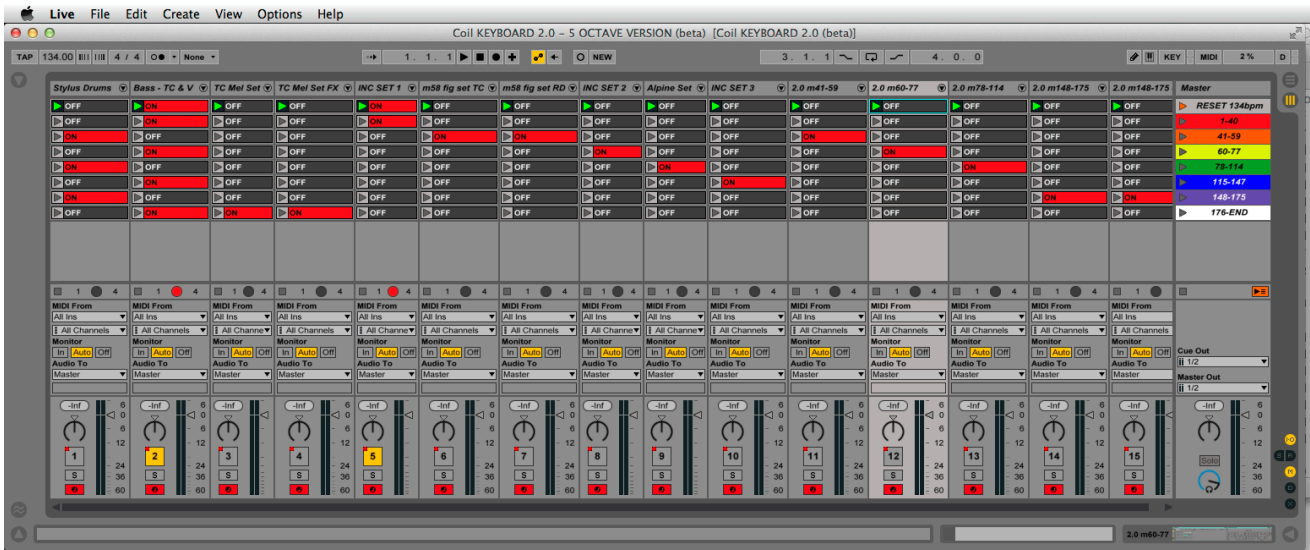
Connect the Keyboard with a USB cable to the computer

Open the "Coil KEYBOARD 2.0 - 5 OCTAVE VERSION (beta).als" file as shown below.

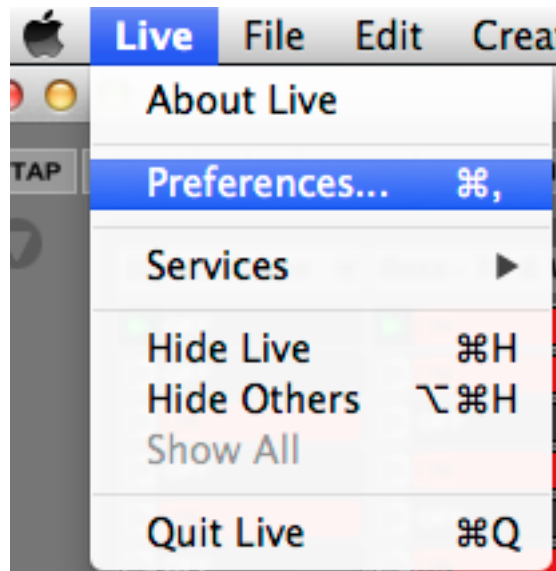


2015-08-23

You will see something like this:



Now tell Ableton Live to use your keyboard. Go to Live->Preferences:



Make sure both "Track" and "Remote" are ON (in yellow) for your keyboard. The name of your keyboard will be listed here (I'm using an M-Audio Keystation Pro 88, which is why this example shows that name).

Preferences

Control Surface **Input** **Output**

1	Keystation Pro 88	None	None	Dump
2	None	None	None	Dump
3	None	None	None	Dump
4	None	None	None	Dump
5	None	None	None	Dump
6	None	None	None	Dump

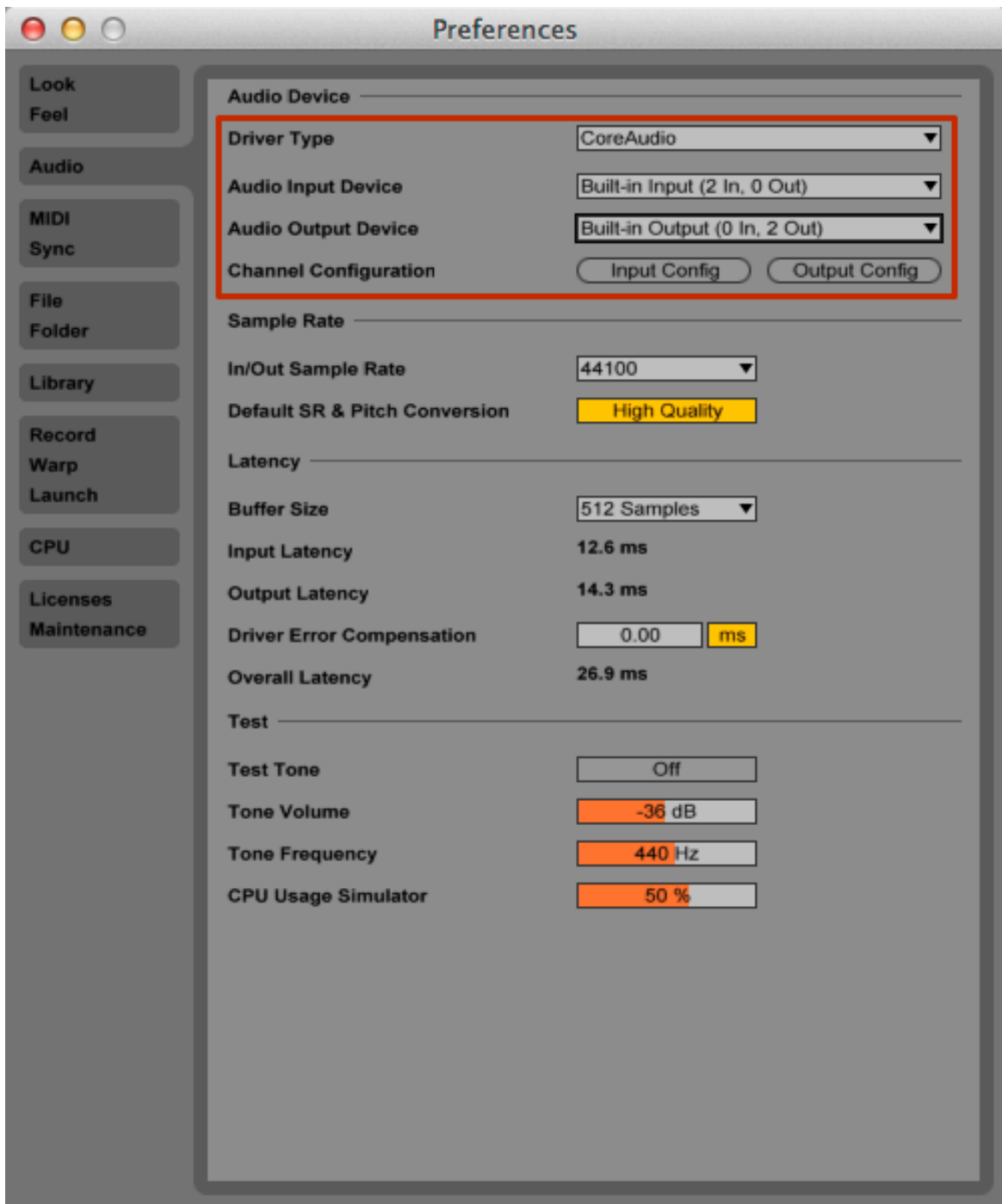
Takeover Mode: Pickup

MIDI Ports		Track	Sync	Remote
▷ Input:	IAC Driver (Bus 1)	On	Off	Off
▷ Input:	Network (iPad MIDI)	On	Off	Off
▷ Input:	Keystation Pro 88 (Port 1)	On	Off	On
▷ Input:	Keystation Pro 88 (Port 2)	On	Off	Off
▷ Input:	UltraLite (MIDI Port)	On	Off	Off
▷ Input:	UltraLite (Sync Port)	On	Off	Off
▷ Output:	IAC Driver (Bus 1)	On	Off	Off
▷ Output:	Network (iPad MIDI)	Off	Off	Off
▷ Output:	Keystation Pro 88 (Port 1)	Off	Off	Off
▷ Output:	UltraLite (MIDI Port)	Off	Off	Off

BOTH "Track" and "Remote" MUST be ON for your Keyboard. In this example, I have a Keystation Pro 88 keyboard. The name of your keyboard will be here, instead. You may ignore the other entries in this list.

2015-08-23

Set the audio output as follows if you are using the built-in headphone plug. The exact wording here will be different depending on the exact computer you are using, but the important thing is to tell Live to send the sound out the headphone port. If you are using an audio interface, then you would need to choose that here, instead.



2015-08-23

You should now be able to play notes on the keyboard and hear sound.

NOTE: The top octave notes in parentheses do not make sound, but instead reassign or load new sounds for that section. This means that in rehearsal, the player will need to play the appropriate parenthetical note (located in mm. 1, 41, 60, 77, 115, 148, and 176) to load the correct sounds for that section. For example, if you stop at m. 161, and then want to start again at m. 78, the player will need to play the "G" in parentheses m. 77 before starting in order to load the appropriate sounds for that section.

Before beginning the piece (especially in the concert!), the player should play the first "D" in parentheses in m. 1 to insure the proper sounds are loaded for the first section.

If you have questions, please contact me at info@stevenbryant.com. Thank you for performing my music!

Steve

CLICK-TRACK VERSION

- **Audio Interface**, 4-channels (such as MOTU Ultralite or similar) with appropriate connection to your computer (usually USB).
- Single-ear headphone/earbud for the conductor
- **Headphone Amp** on or next to conductor's podium so that he or she may control the volume of the click track as desired.
- **Enough cable** to connect the Audio Interface (located by the computer) to the Headphone Amp.
- **Monitor speaker** percussion section (critically important if they cannot clearly hear the main PA speakers)

For this version, the computer may be located wherever is convenient (such as in the sound booth or near the mixing desk for the hall, or next to the conductor is also an option if he or she is comfortable starting the playback in rehearsal and performance). Regardless, someone must start the playback in Ableton Live in performance and rehearsal. The conductor will receive two bars of click in the headphone and then the piece will begin. The track plays continuously until the end of the piece, and you must synchronize with the click the entire time. Tempo will be exactly quarter-note = 134.

In rehearsal, you may easily start at any rehearsal number (see below for details).

INSTALLATION AND SETUP:

Install software driver for your audio interface if necessary (these usually come with the interface, or may be downloaded from the manufacturer's website, such as motu.com, m-audio.com, etc.).

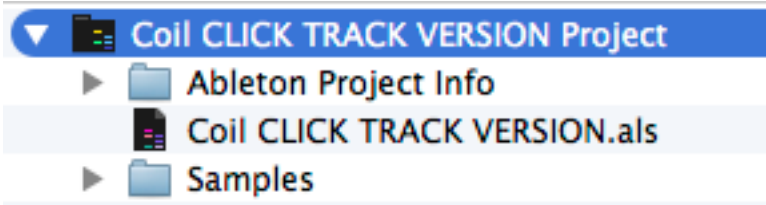
Install Ableton Live (demo) from ableton.com. You do not need to register for the 30-day demo if you don't wish to – it will work fine in demo mode.

Connect the interface and turn it on.

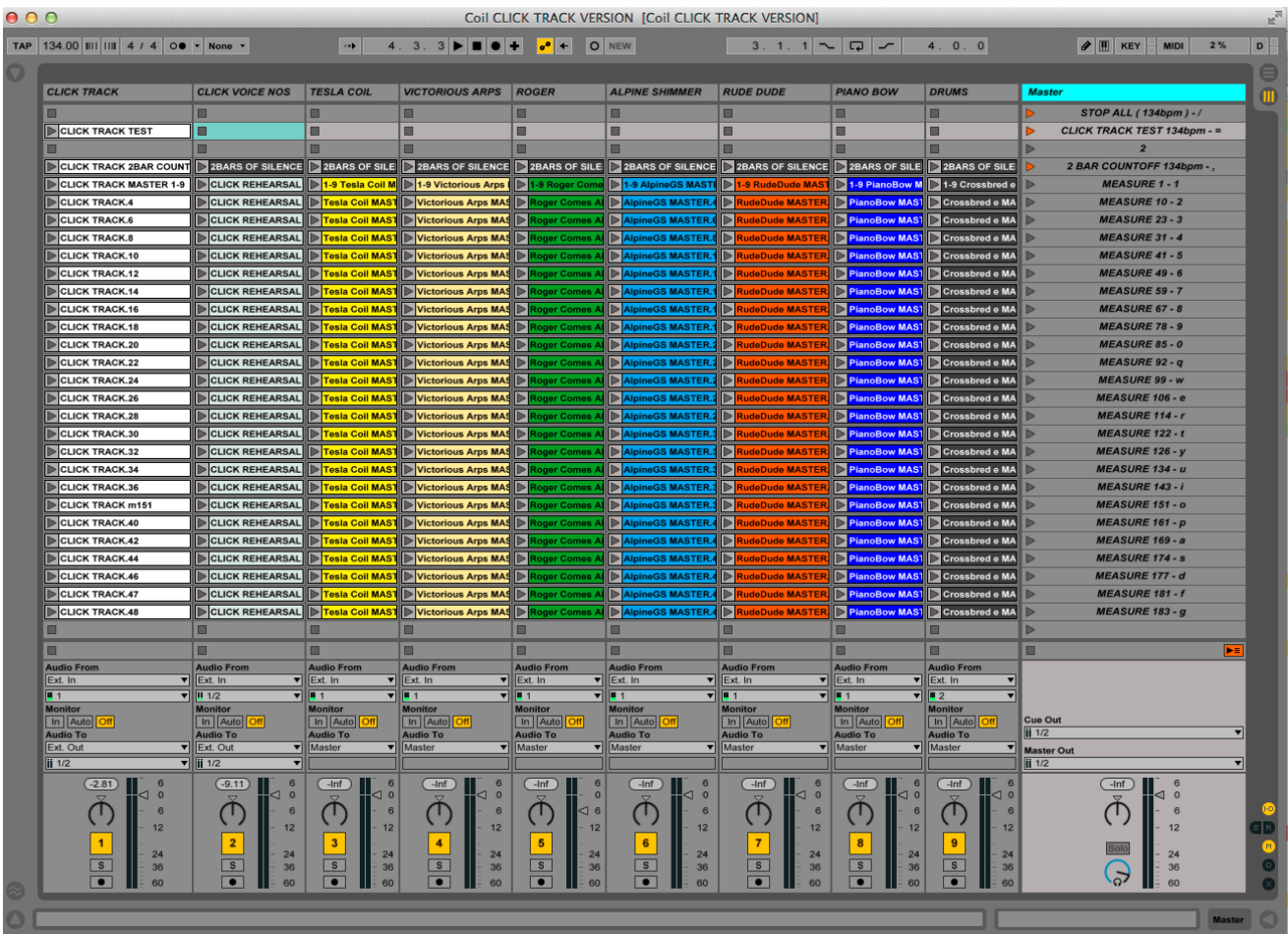
Connect the headphone amp to OUTPUT 3 on the audio interface (it may be labeled OUT 3, etc.). Run this cable from the interface to the headphone amp at the conductor's podium. Connect the headphone/earbud to the amp with a long enough cable so the conductor has freedom to move and can easily adjust the volume.

2015-08-23

Open "Coil CLICK TRACK VERSION.als" as seen below:

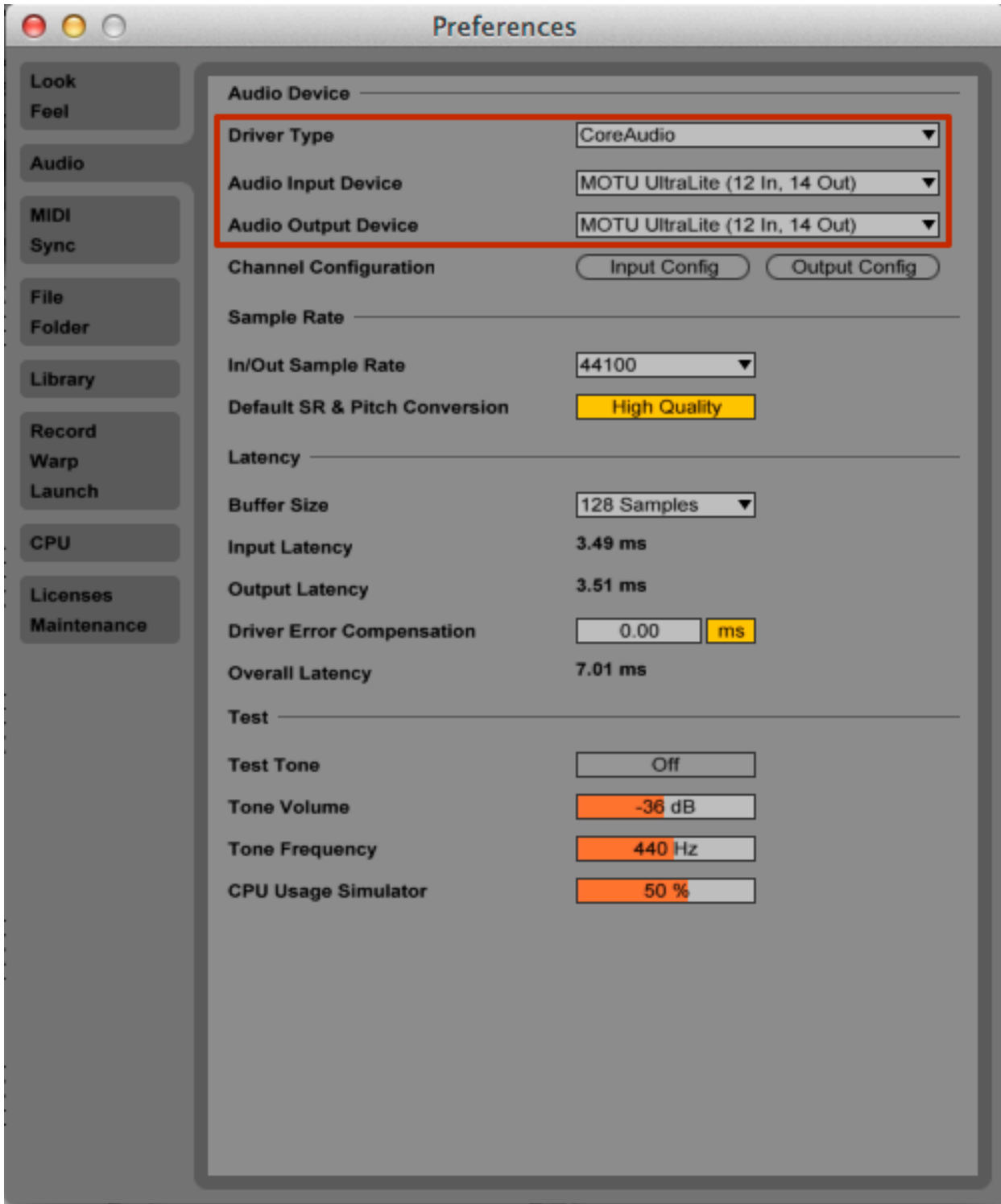


You'll see this:



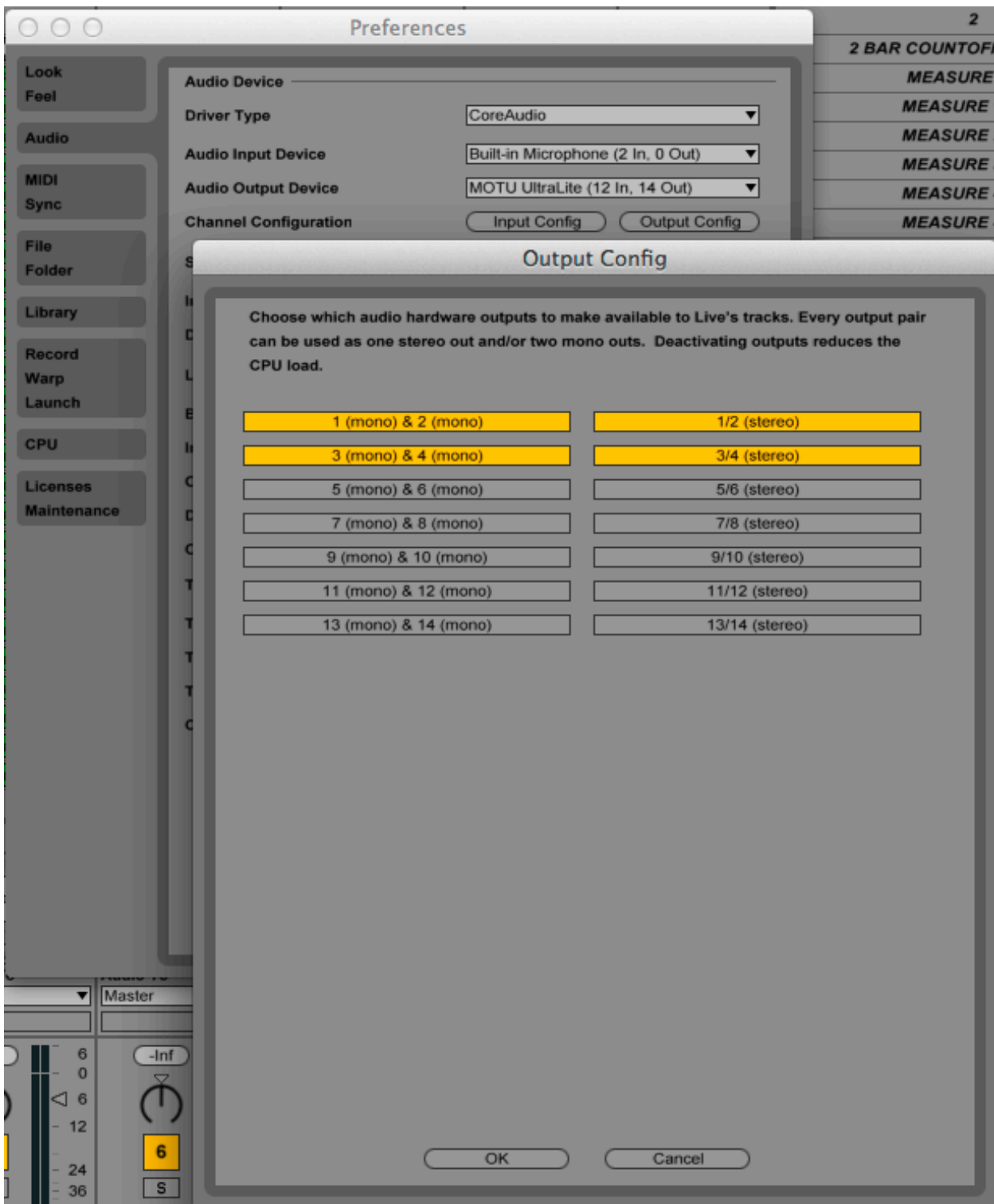
2015-08-23

Set the audio output in Ableton Live to use your interface (you're telling the program where to send the sound). Choose the name of your audio interface. In this example, it says MOTU Ultralite (12 In, 14 Out) because that's the name of my interface.



2015-08-23

Click "Output Config" and make sure outputs 1-4 are selected for your interface. If you only have 1-2 activated, you won't hear the click track (since it uses Output 3).



You should now be able to press the "1" on the computer keyboard and the click track will begin. The conductor receives two bars of click, and then the piece begins.

In rehearsal, you may begin at any rehearsal number by clicking the appropriate triangle to the left of its corresponding measure number, or by pressing the key that corresponds to that row. For example, to begin at measure 78, you can simply press the number "9" on the keyboard. To begin at m. 114, press "r" etc.

In performance, simply press "1" to begin, and the entire track will play through to the end. I strongly suggest you send the "Click Track Test" just before the performance begins to verify that the click is working.

If you have questions, please contact me at info@stevenbryant.com. Thank you for performing my music!

Steve

Master	
▶	STOP ALL (134bpm) - /
▶	CLICK TRACK TEST 134bpm - =
▶	2
▶	2 BAR COUNTOFF 134bpm - ,
▶	MEASURE 1 - 1
▶	MEASURE 10 - 2
▶	MEASURE 23 - 3
▶	MEASURE 31 - 4
▶	MEASURE 41 - 5
▶	MEASURE 49 - 6
▶	MEASURE 59 - 7
▶	MEASURE 67 - 8
▶	MEASURE 78 - 9
▶	MEASURE 85 - 0
▶	MEASURE 92 - q
▶	MEASURE 99 - w
▶	MEASURE 106 - e
▶	MEASURE 114 - r
▶	MEASURE 122 - t
▶	MEASURE 126 - y
▶	MEASURE 134 - u
▶	MEASURE 143 - i
▶	MEASURE 151 - o
▶	MEASURE 161 - p
▶	MEASURE 169 - a
▶	MEASURE 174 - s
▶	MEASURE 177 - d
▶	MEASURE 181 - f
▶	MEASURE 183 - g