

# HOLOGRAM

(2025)

*for Bass-Saxophone and electronics*

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# HOLOGRAM CODEX // TECHNICAL DIRECTIONS

## Paint Colours

White - breath

Purple - smooth multi phonic gestures

Blue - drones (Ableton)

Gold - sparkling upper notes (squeaks and crackles)

Pink - percussive textures and gestures

Black - stillness, space, passive sound

## Symbols



accented inhale (tail length denotes relative length)



accented inhale (tail length denotes relative length)



flutter



whisper



staccato pitches



one octave up or down from previous notes played



two octaves up or down from previous notes played

— drone — long tone

· · · · · granular texture  
· · · · · disconnected sonic events  
density denotes the saturation of sonic events  
tones of any pitch class without linear connection  
very short tone duration



fluid pitch contour  
like a melody without distinctive tonal centre

△ chain of 3rds in any direction

□ chain of 4ths in any direction

○ chain of 5ths in any direction

🌙 chain of 9ths in any direction

"Consider that when  
you touch anything  
your atoms merge  
with that object...  
we are holograms."<sup>11</sup>

## TECH INSTRUCTIONS for SoftStep & Ableton

Download the SoftStep Editor from Keith MacMillen website - <https://www.keithmcmillen.com/downloads/>

This piece uses the TOGE configuration –  
Set the SoftStep to TOGE setting on the controller  
using the arrows to scroll back and forth

### SoftStep Button Number - Ableton Action

1 - Arms the tracks for the inputs of the live sax  
0 - Stops All Clips

The clips in this piece have automation and will randomly select each other within the scenes assigned to each panel

### **Rows 1 through 6 in the Ableton Session correspond to Panel 1**

#### SoftStep Button Number - Ableton Action

2 - Launches all clips in Row 1  
3 - Launches all clips in Row 2

### **Rows 9 through 17 in the Ableton Session correspond to Panel 2**

#### SoftStep Button Number - Ableton Action

4 - Launches all clips in Row 9  
5 - Launches all clips in Row 10

### **Rows 20 through 23 in the Ableton Session correspond to Panel 3**

#### SoftStep Button Number - Ableton Action

6 - Launches all clips in Row 20  
7 - Launches all clips in Row 21

### **Rows 26 through 28 in the Ableton Session correspond to Panel 4**

#### SoftStep Button Number - Ableton Action

8 - Launches all clips in Row 26  
9 - Launches all clips in Row 28

This piece uses addition Ableton Devices and plug-ins Valhalla can be downloaded with this link to the latest version <https://valhalladsp.com/shop/reverb/valhalla-supermassive/> and the ALP files for additional devices are included in the folder with the session.







