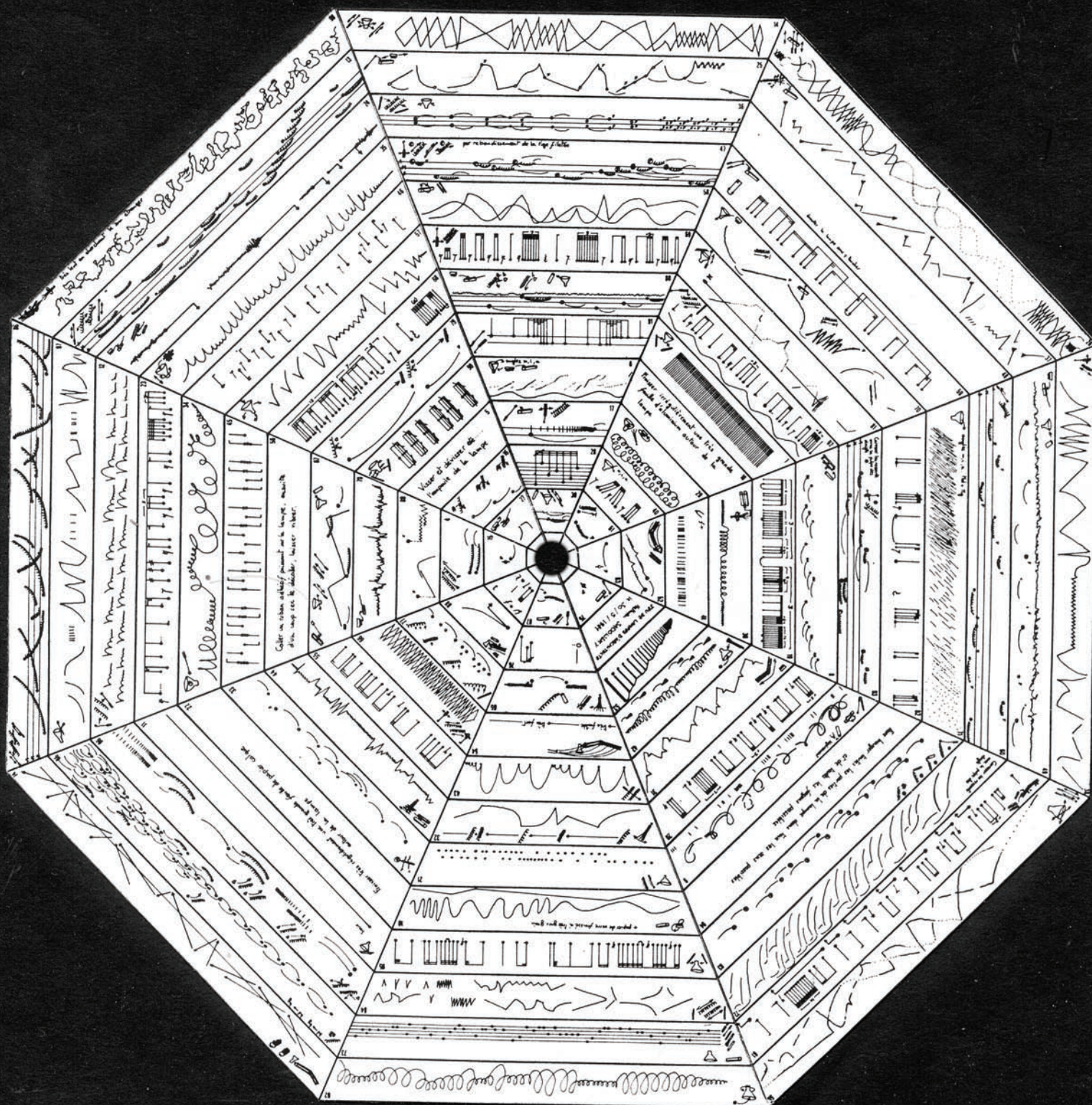


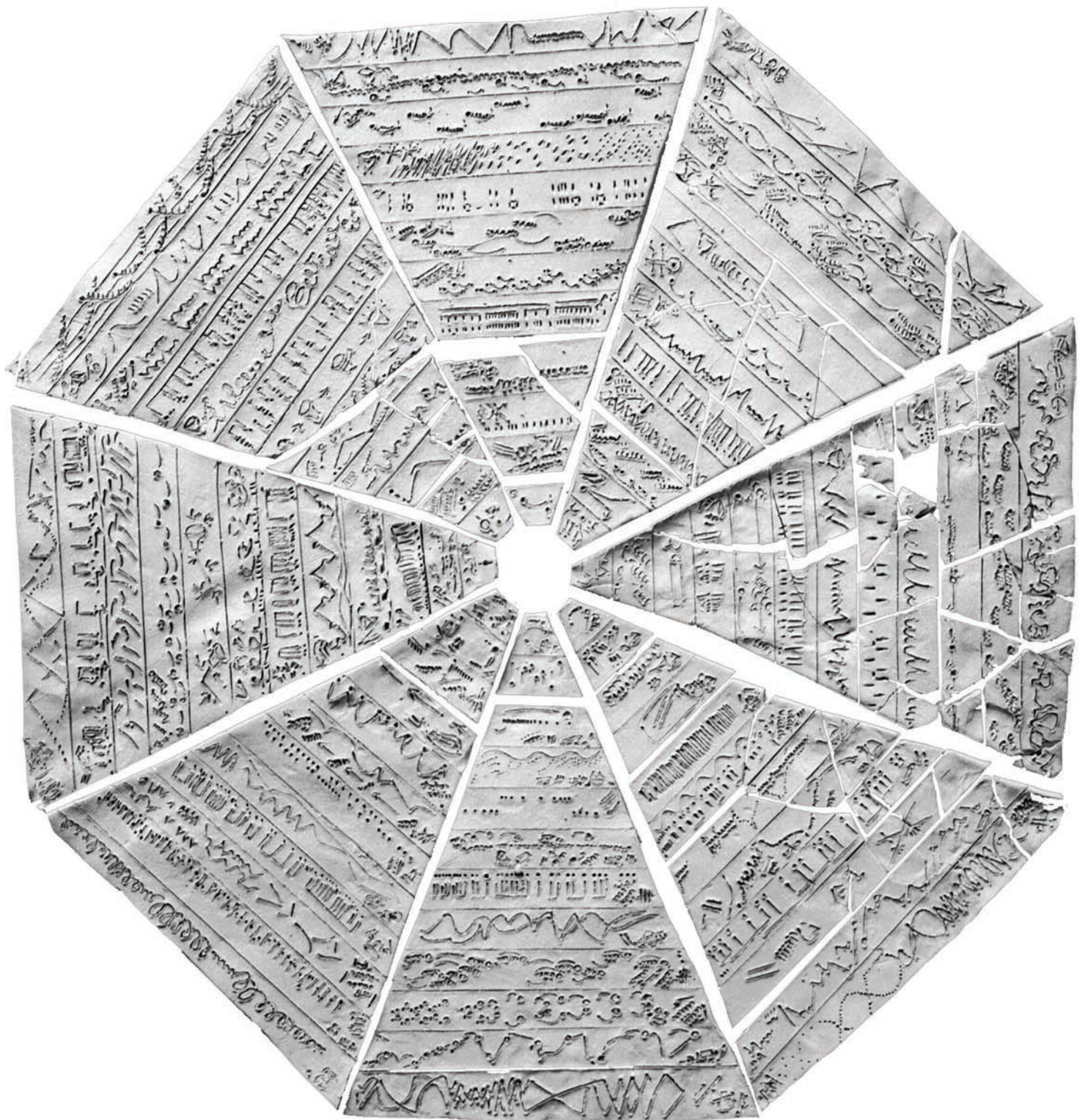
# MATHIUS SHADOW-SKY

## LUDUS MUSICAE DELIRIUM

Jeu de lampes d'architecte









1

Hand-drawn musical score on 12 staves, numbered 14 to 39. The score includes various musical notations such as notes, rests, and dynamic markings, along with descriptive text in French.

Staff 14: Musical notation with notes and rests.

Staff 25: Musical notation with notes and rests.

Staff 36: Musical notation with notes and rests.

Staff 41: Musical notation with notes and rests.

Staff 58: Musical notation with notes and rests.

Staff 69: Musical notation with notes and rests.

Staff 80: Musical notation with notes and rests.

Staff 91: Musical notation with notes and rests.

Staff 6: Musical notation with notes and rests.

Staff 17: Musical notation with notes and rests.

Staff 28: Musical notation with notes and rests.

Staff 39: Musical notation with notes and rests.

Text annotations:

- par rebondissement de la tige filetée
- angles m.i.a
- Sons différents



Hand-drawn musical score on a triangular grid, featuring various musical notations and sound effect instructions.

26

37

48

59

70

81

92

1

18

29

40

51

écouter la lampe sans y toucher

Froisser irrégulièrement une très grande feuille d'aluminium autour de la lampe



Handwritten musical score on a triangular grid, numbered 38 to 63. The score includes various musical notations, diagrams, and French annotations.

**38**

**49**

**60**

**71**

**82**

**93**

**8**

**19**

**30**

**41**

**52**

**63**

**Annotations:**

- brosse bousée par le micro de contact*
- Jeu avec pédale whawla*
- ongles m.i.a. Md + Mg*
- un son doux*
- Carresser les ressorts avec la pulpe des doigts*
- Atténuer le son*
- son qui crépite*
- f.*



Hand-drawn musical score on a triangular grid, numbered 50 to 75. The score includes various musical notations, diagrams, and descriptive text in French.

**Section 50-53:**

- 50: Diagram of a hand holding a lamp.
- 51: Musical notation with notes and stems.
- 52: Musical notation with notes and stems.
- 53: Musical notation with notes and stems.

**Section 54-57:**

- 54: Musical notation with notes and stems.
- 55: Musical notation with notes and stems.
- 56: Musical notation with notes and stems.
- 57: Musical notation with notes and stems.

**Section 58-61:**

- 58: Musical notation with notes and stems.
- 59: Musical notation with notes and stems.
- 60: Musical notation with notes and stems.
- 61: Musical notation with notes and stems.

**Section 62-65:**

- 62: Musical notation with notes and stems.
- 63: Musical notation with notes and stems.
- 64: Musical notation with notes and stems.
- 65: Musical notation with notes and stems.

**Section 66-69:**

- 66: Musical notation with notes and stems.
- 67: Musical notation with notes and stems.
- 68: Musical notation with notes and stems.
- 69: Musical notation with notes and stems.

**Section 70-73:**

- 70: Musical notation with notes and stems.
- 71: Musical notation with notes and stems.
- 72: Musical notation with notes and stems.
- 73: Musical notation with notes and stems.

**Section 74-75:**

- 74: Musical notation with notes and stems.
- 75: Musical notation with notes and stems.

**Text and Diagrams:**

- Jeux près du manche = son grave, jeu loin du manche = son aigu*
- Caresser les ressorts avec la pulpe des doigts = glissandi*
- Faire bouger toutes les parties de la lampe dans tous les sens possibles et de toutes les façons possibles sur un tempo donné*
- légèrement*
- irrégulier*
- petite balle de caoutchouc*
- un son qui arrive de loin*
- Superballe + caoutchouc lentement*



Handwritten musical score on a triangular staff, numbered 62 to 87. The score includes various musical notations, waveforms, and diagrams illustrating sound production techniques.

62

73

84

95

10

21

32

43

54

65

76

87

Without raising the batons: sound without resonances

+ crumpled glass paper with very coarse grain

near the handle = low sounds, far from the handle = without sharp

from the tip of the brush

rebounds

brush the brush

very weak

very strong



① chaîne fine  
② Grosse chaîne

Lampe

bd → bg hd → hg

ressort bas droit → bas gauche  
ressort haut droit → haut gauche

plectre violent

11 22 33 44 55 66 77 88

Froisser très régulièrement une très grande feuille de papier calque  
autour de la lampe sur un tempo pris

fil acier ou nylon attaché à 2 batons

résonance de la lampe

Superballe sr lampe

9f

ouvert fermé



7

glistandi avec tiges filées

Aigu  
Médium  
Basse

Superballe ④

Ciseaux ②

rebords

2 élastiques tendus pincés (pizz)

cordes - élastiques - ressorts : 4 sons différents

Coller un ruban adhésif poissant sur la lampe, ensuite lentement et d'un coup sec le décrocher; laisser vibrer.

nerveux

baguette acier et archet

baguette bois et superballe

86

97

12

23

34

45

56

67

78

89

4

15



très lent en cherchant le son étranger

mouvement rapide = son aigu, mouvement lent = son grave

- brosse posée sur le micro de contact  
- coup très près du micro

2 sous de corde pincée

ressortez le ressort

acc.

Visser et dévisser etc...  
l'ampoule de la lampe  
en cherchant la mélodie

98  
13  
24  
35  
46  
57  
68  
79  
90  
5  
16  
21

The image shows a handwritten musical score on a triangular staff. The staff is divided into sections by horizontal lines, each containing different musical notations and sound effects. The notations include wavy lines, dots, and vertical strokes, often with arrows indicating movement or direction. The sound effects are represented by various symbols, including a microphone, a spring, and a light bulb. The instructions are written in French and provide context for the musical notation. The page is numbered 8 at the top and has a series of numbers (98, 13, 24, 35, 46, 57, 68, 79, 90, 5, 16, 21) along the right edge, likely indicating measures or sections of the score.



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 distincts 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 repet 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 choice

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!












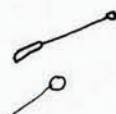

Attitude for simulacrum play: Take an other/s personnality and choice the cells by this identification.  
You can bring a mask and costume.

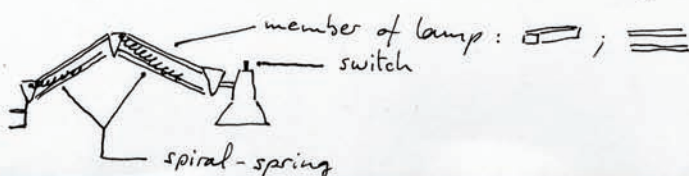
Attitude for play of dizziness: Play a whirlwind/swirl of sounds in acceleration and crescendo more and more...and go in...now you can't control, you are in dizziness of whirl-so whirl-sound

### Generaly remarqs

- 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 differents models of 'lampes d'architecte' for they differents colors



### Accesories

clave :  wood stick :  plectrum :  small glass ball :   
 small brush :  wire brushes : 2 positions : 1.  2.   
 big chain :  small chain :  bow :  screw stick + metal bull + wood handled  
 scissors :  string : { slack \ tense } superbball on stick :   
 nails = ongles  
 : spiral-spring of the lamp







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.

 : choke the vibration       : let the vibration

Z: tremolo faster as possible irregularly

 : pitch sound rub with screw-stick

 : 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 6 : 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

cells 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/equipement necessary for one musician to play LUDUS MUSICUM  
DELIRIUM

-Some 'lampes d'architecte' spiral-spring type

-On each one a contact microphone

-A wood table to fixe the lamps

-A cymbal foot to fixe 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 bull+wood handled', 2 plectrums, a small

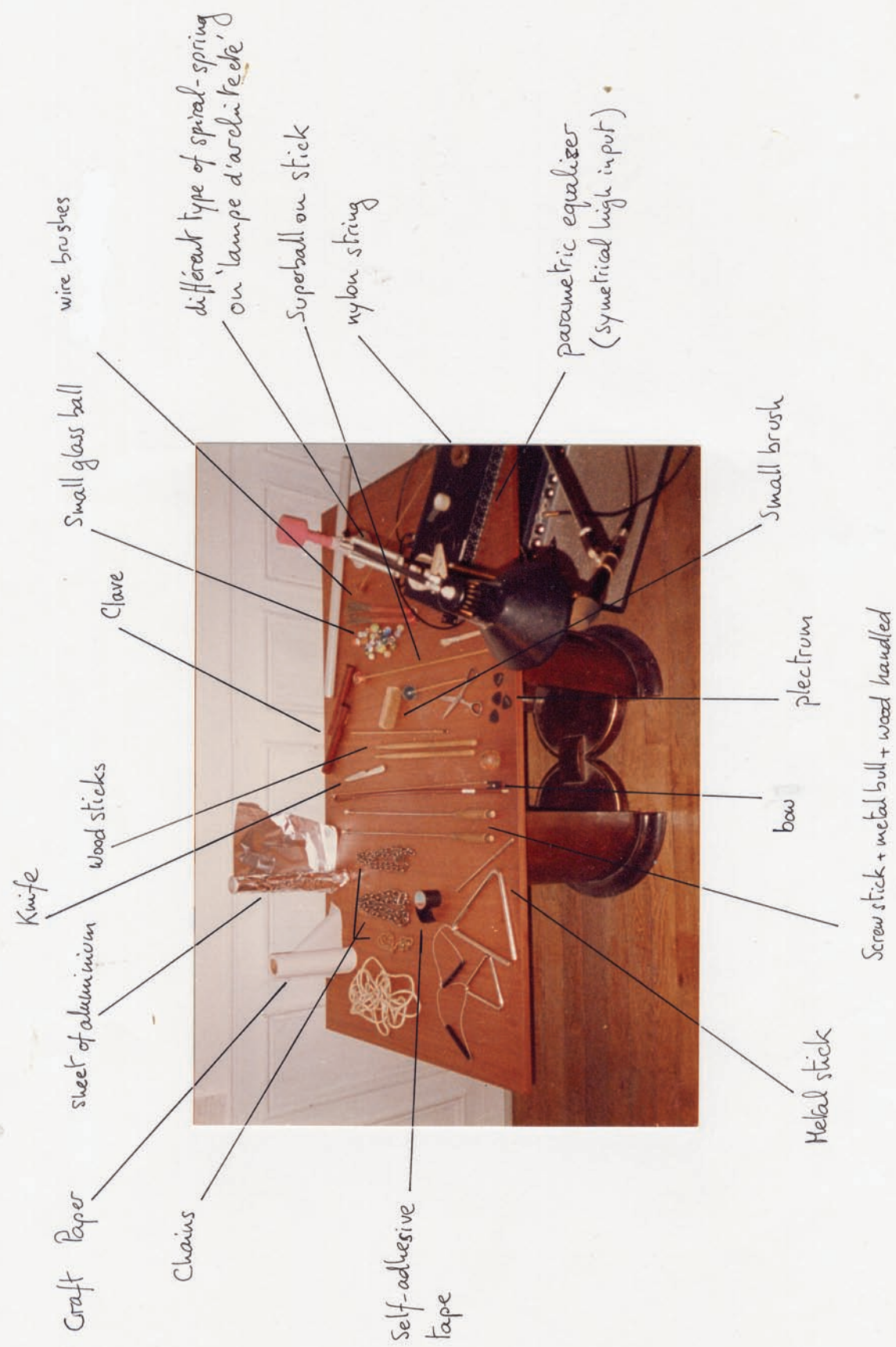
brush, a big and small chains, a bow, nylon strings, sheet of

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





Some showing for LUDUS MUSICUM DECIRUM on lampes d'architecte



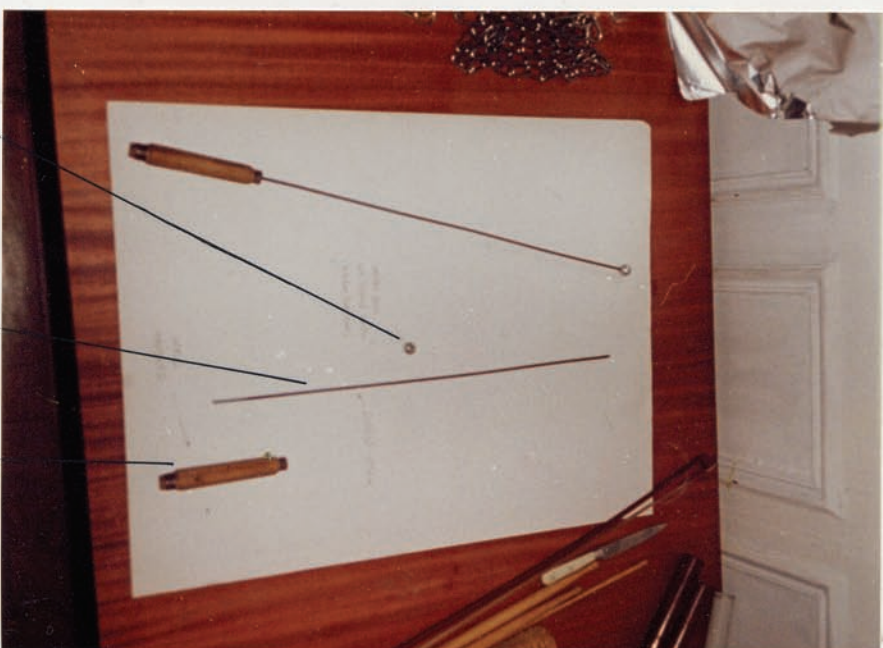
Use of position to play on lampe d'architecte with the screw-stick



contact microphone

possibility to fix a little directional microphone in this place

clothes-peg to fix the contact mic.



welded ball with 4 equal screws (Kitchen but door)

Screw-stick 50cm long

wood handle

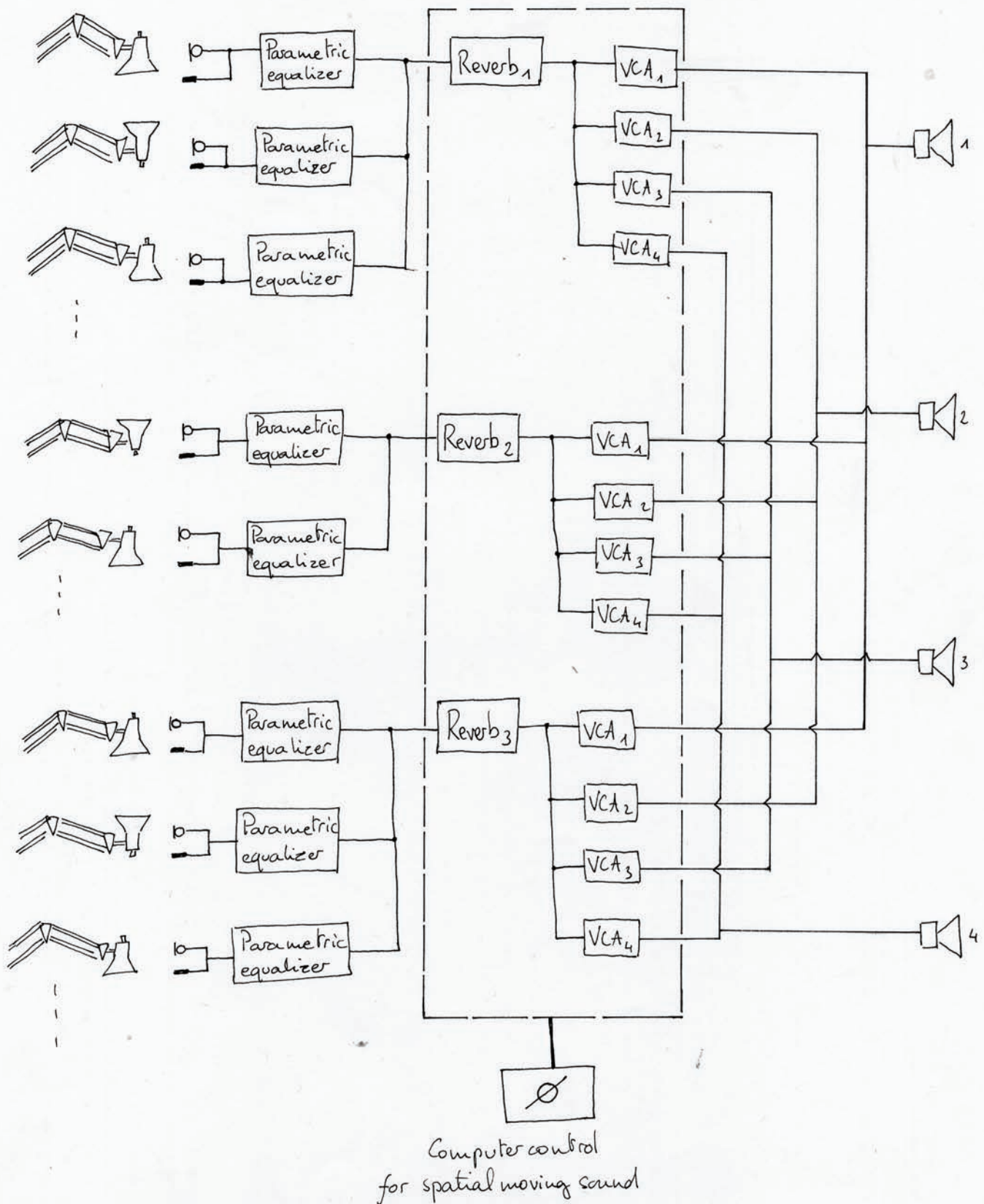


Example's device of spatialisation

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.

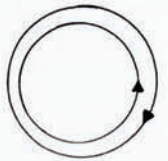
2. Competition game = each lamplayer <sup>or team of lamplayers</sup> is on one loudspeaker in <sup>are</sup> different configurations, positions  
example for 3 players and 4 loudspeakers



3. Game of chance = discontinu diffusion by program chance

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

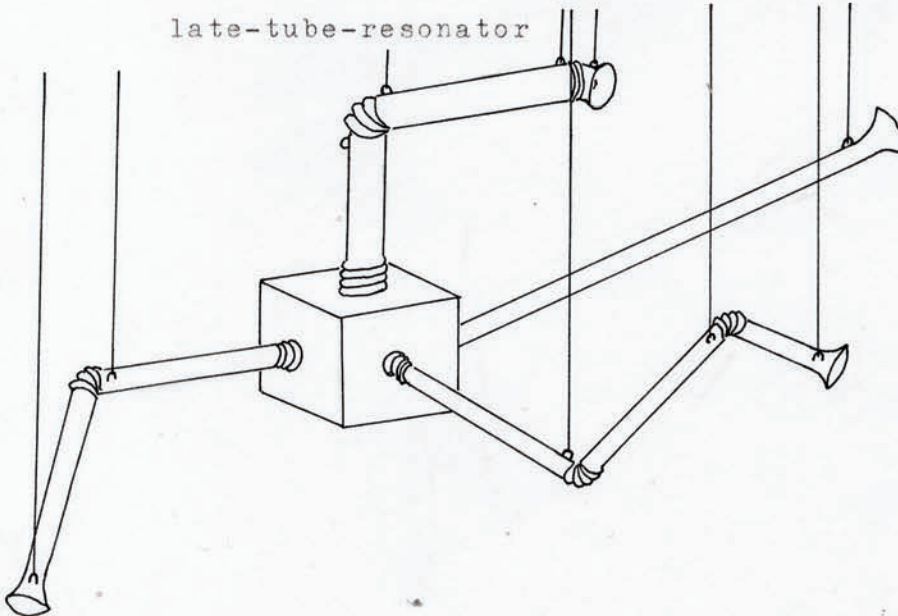
5. Play of dizziness = 2 cercles opposite diffusion  
accelerando and crescendo  
reverb decrescendo



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

The costume of loudspeakers for LUDUS MUSICUM DELIRIUM on Lampes d'arch

the costume of loudspeaker is <sup>a</sup> 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



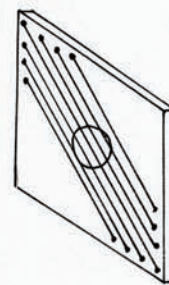
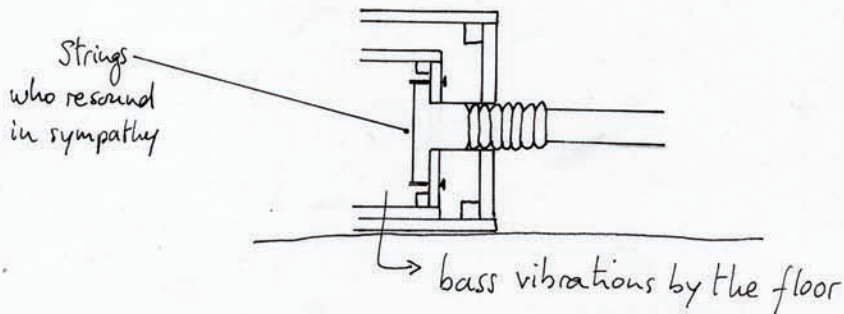
The lengths of member-articulate-tube-resonator are calculated on 'lamps d'architecte's spectrum; one member is bass, one is medium-bass, one is medium-high, and one high. The strings who resound in sympathy in each m-a-t-r depend of it: the length of resonance

The box is very <sup>low</sup> 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 .

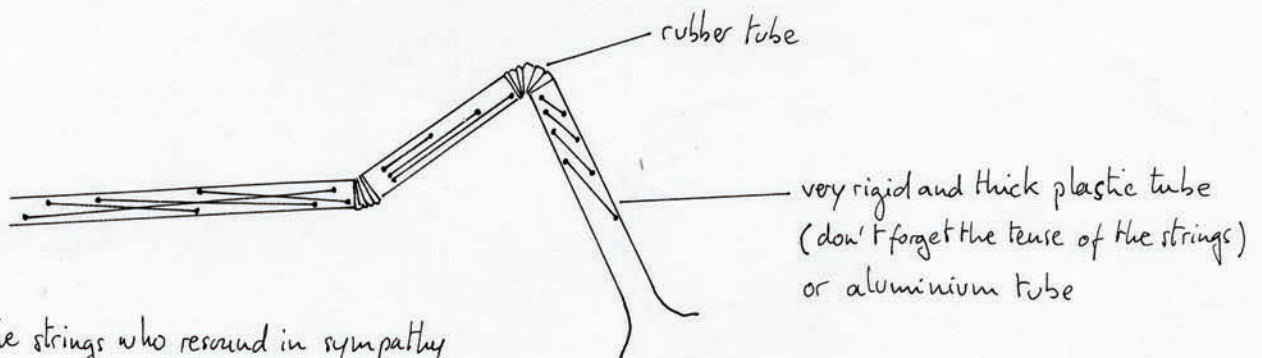
How to built the box-m-a-t-r for LUDUS MUSICUM DELIRIUM on Lamps d'arch

Profile of one face of the box



How to put the strings on one face of the box in front of the hole.

The box is in wood make with thick board



The strings who resound in sympathy in the m-a-t-r : position.



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

Lamplayer 2

Lamplayer 3

Lamplayer 1

