

How to Compose for CrossTalk

- CrossTalk has between 6-8 players each semester.
 - Don't feel that you have to write for all members of the group. Duos, Trios, Quartets, etc. are all fine.
 - Each player, depending on the parts, may be capable of covering more than a single voice (player, instrument, sound, etc).
 - Examples:
 - One sound (part, voice, instrument, etc.) during the "A" section and different sound in the "B" section.
 - Layered sounds are very easy. If parts are doubled (or at fixed intervals), one player can cover all the doubling sounds.
 - If the parts aren't "crazy complex", a single player might be able to cover 2-3 polyphonic parts at the same time.
 - Sound effects or long pads can be triggered in the middle of other more active lines.
 - In the past, CrossTalk has performed pieces that required over 25 individual parts (instruments, voices, sounds, etc).
- CrossTalk has a dedicated sound person who can do live mixing and effects.
 - Specific mixing ideas can be designated and specified in the composition.
 - The main mixer is a Yamaha 01V digital mixer.
- The list of the group's electronic percussion controllers is below:
 - 4 - Alternate Mode DrumKAT Turbo
 - 2 - Alternate Mode MalletKAT (4-octaves)
 - 2 - ZenDrum LT
 - 2 - ZenDrum XT
 - 1 - Alternate Mode TrapKAT
 - 1 - Roland HandSonic
 - 1 - Korg WaveDrum
 - The group also has a number of other devices that can serve as controllers such as Trigger Fingers, an APC40, etc.
- The actual programming of the individual parts is done by the players.
 - For example, a particular melodic pattern might be programmed on one pad using the alternate-notes feature, or on ten different pads, depending on how the player decides is the best way to perform the part.
 - A part that is highly chordal in nature might be played on the MalletKAT or it could even be played by a ZenDrum firing samples that are actually chords rather than single notes.
 - Bottom line: Write the music you want to hear and CrossTalk will figure out exactly how to play everything in a live performance.
- Feel free to use any sounds you wish.
 - CrossTalk works with sampled sounds and synthetic sounds.
 - The group has an extensive set of performing and sound designing software, and any sound that can't be programmed and duplicated closely enough can be sampled.
 - The group has access to:
 - Reason
 - Native Instruments Komplete
 - Logic (and MainStage)
 - Live
 - Rob Papen's collection of Explorer II instruments (Blade, Punch, Blue, Predator, etc.)
 - Zebra, Diva, Alchemy, Iris, Stutter Edit, Geist, Tremor, and others
 - SoundForge
 - The composer may be asked to provide stems or individual samples in extreme cases.
 - For example: a unique sound that was created by heavily processing a section of a famous speech.
- Musical Styles
 - The group can really play just about any style you wish to write.
 - In the past, the group has played
 - Jazz "ish" compositions
 - Instrumental versions of pop songs
 - Experimental works (soundscapes)
 - Commissioned "art" music
 - World music styles
 - EDM Styles - House, Dub, Chill, etc.
- BOTTOM LINE - Write for what you want to hear, CrossTalk will figure out how to play it live!
- QUESTIONS? - I'll be happy to help! Contact Dr. Norman Weinberg at

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