

"Dead End / Safe haven"

Craig Faw
for


Vonnegut Collective
may
2016


explanation:

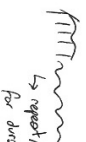
Notation

- 1 3 = 1/2 - 1 seconds
- 1 3. = 3/4 - 1 1/2 seconds
- 1 4 = 1 - 4 seconds
- 1. 4 = 3 - 6 seconds


* = extended technique to achieve a stop or aggressive hit i.e. 'Bartok pizz.' or col legno etc.


 = swift & uneven


 = bracketed notes are optional on an individual level

 ↳ repeat/continue bowed phrase for duration of syllable line


Open-form parameters

 = call die to determine n. of repeats or other parameters as instructed
↳ a small & pleasant sounding table might be nice to call on...

 = Resigning point wait here for fellow travellers

 = large repeat brackets indicate single repeated section

'Type'

each performer requires an audio device on stage - preferably a 'lo-fi' stereo
Tracks #1-6 or triggered ('one-shot') individually as directed by the die
The remaining tracks will preferably be played over loudspeakers front-of-house or from another location rather than the stage (i.e. gallery or rear of room)
On leaving track #7 all performers should commence , starting individually, when ready

C-score

"ResoEnd/Safe haven?"

Craig Fawn 2016

a

soft tone
mp
dice = x rep.
pp
mp
dice = x rep.
pp

Detailed description: This section consists of two staves of music. The first staff begins with a 'soft tone' instruction and a mezzo-piano (mp) dynamic. It features a melodic line with a circled 'a' above it and a circled '1' below it. A 'dice = x rep.' instruction is placed above a specific melodic phrase. The staff concludes with a piano-piano (pp) dynamic. The second staff continues the melodic line, also featuring a 'dice = x rep.' instruction and ending with a pp dynamic.

mp
dice = x rep.
pp

Detailed description: This is a continuation of the musical notation from section 'a'. It shows a single staff with a mezzo-piano (mp) dynamic at the start and a piano-piano (pp) dynamic at the end. A 'dice = x rep.' instruction is present above the staff.

b

High
Medium
Low
sfz p f p f sfz p f p f
dice - add = no rep. - even = x times
dice - add = no rep. - even = x times

Detailed description: This section is written on a grand staff (treble and bass clefs). It includes dynamic markings: sfz, p, f, p, f, sfz, p, f, p, f. There are circled 'b' and '1' markings. A 'dice' instruction is written above the staff with sub-points: '- add = no rep.' and '- even = x times'. The notation includes various rhythmic patterns and articulations.

b²

dice - add = no rep. - even = x times
dice sim.
dice 1-4 => [C] 5-6 => [C]

Detailed description: This section is written on a grand staff. It features dynamic markings: n, f, p, f, p, sfz, p, f, p, f. There are circled 'b²' and '1' markings. A 'dice' instruction is written above the staff with sub-points: '- add = no rep.' and '- even = x times'. Another 'dice' instruction is labeled 'dice sim.'. At the end of the staff, a 'dice' instruction is followed by a mapping: '1-4 => [C]' and '5-6 => [C]'. The notation includes various rhythmic patterns and articulations.

"Deal End/Safe Haven?" pg. 2

C1

dice
- play tech #1-6
lejos energico
con sord.
mf

dice sim.

dice sim.

chute
return to **C2**
sfz

C2

dice
- play tech #1-6
lejos energico
con sord.
mf

staccato
sorda sord.
p mp f

dice sim.

lejos energico
con sord.
mp

dim.

mp dim. p

start tape #7
↳ possible insert point for result of workshop

repeat end of track #7

join in individually after track #7 begins
Soft tone (w/ long reverb & delay if poss.)

[d]

mp
staccato

repeat until end of track #7

[e]

pp mp sfz mp < mf > p pp p

(individual)
(individual time)

mp < mf > p mf cresc. mf > p

(individual)

start tape #8

[f]

f cresc. f sempre ff p soft tone

repeat fill end & fade out

more ends of fine