

# Boomtown

James W. Parker

**A**

General airy, harmonic-y kinds of sounds, exploring what's available in this tuning.

The following gestures are just ideas! When you're ready to move on, play an A on the 4th string. The software listens for that frequency to know when to start the next section.

Violin (GDGD)

Violin (sounding)

Violin

Electronics

You can play each phrase in whatever order you want, as many times as you want. And you should embellish as much as you want, gracenotes, baroque stuff, mordents, whatever. The vibe, generally, is slow and contemplative, long notes and such.

**B**

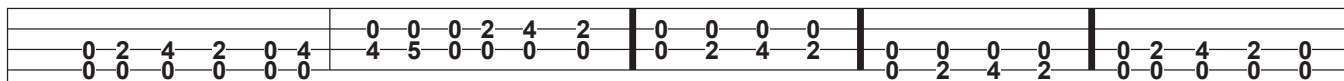
Vln. (GDGD)

Vln. (sounding)

Vln.

Elec.

11

Vln.  
(GDGD)

11

Vln.  
(sounding)

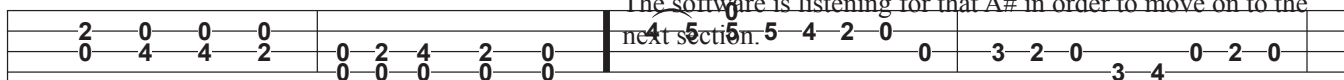
Vln.



Elec.



16

Vln.  
(GDGD)

To transition into the next section, play this lick in your own time.  
The software is listening for that A# in order to move on to the next section.

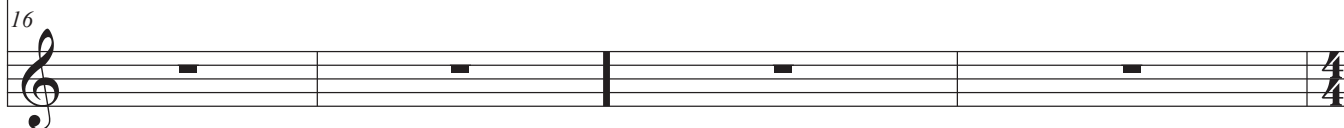
16

Vln.  
(sounding)

Vln.



Elec.



This next part is a little bit of a game. The goal is to play the repeated bar (sounding B, A, G, F-Sharp) as many times as you can with a different rhythm each time. You can exit the repeat and play the last two bars of the section any time you want. Any time you play the last two bars of the section, you can decide to move on to letter D.

**C**

**D**

♩ = 80 last two bars of the section, you can decide to move on to letter D.

Vln. (GDGD)

4 2 0 4 | . 4 2 0 4 | 4 2 0 4 | 4 5 5 0

Vln. (sounding)

20

Vln.

20

Elec.

This is a chord progression that I like. I think it would sound cool as arpeggios, dealer's choice as to if they go up, down, or up and down. You also get to choose how long you play each one. The order is locked in though.

**E**

25

Vln. (GDGD)

7 4 4 0 0 0  
6 4 3 2 0 2  
5 0 0 0 0 4  
0 0 0 0 0 0

Vln. (sounding)

25

Vln.

25

Elec.