Heavy Air

For two or more laptops and optional instruments

Owen Hopper

Heavy Air   Owen Hopper
For open ensemble and laptops

Any number of musicians and instruments can accompany or augment the two laptop computer parts. The two laptop parts may and should be doubled to your desired ensemble. Spatialization may be appropriate and necessary, by having members of the ensemble seated around and throughout the audience with their sound emanating from their location.

The entire piece is built around a handful of sonorities drawn from recordings of resonant metal found objects. The goal is to fuse the spectral 'signature' of these original materials with an exploration and abstraction of them as 'sonic objects'. The length of a performance should last as long as it takes for the ensemble to realize this goal.

Instructional score

For Rehearsal:

Begin the rehearsal process by first listening to each individual sound sample. Do your best to categorize it in some way that is useful to you. Each laptop part contains a bank of ten sounds you may select for playback as well as the plotter-based exploration navigated with the mouse, loaded with either 'transients' or 'textures'. After listening to your bank of sounds think about the characteristics of each one, how they could fit into the whole, and what they might sound like in layers.

You may optionally add any instruments to the mix as well, playing the accompanying sheet of music.

Rehearse performance instructions, do not attempt to have the same outcome more than once.
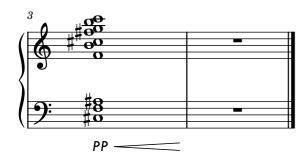
For Performance:

Begin by triggering a sound. Listen. Decide to either repeat your sound, change to a different sound, or be silent. Repeat this process until a bed of sounds emerges. Once a constant wash of sound is established, begin exploring with your mouse through the graph-based explorer as well as engaging with the interactive filter bank to sculpt your sound, or with your instrument, always remaining a listener. Slowly reverse the process until you are all able to hear individual sounds and are all playing similar sounds. Gradually, disperse like air particles, changing density, dropping out, lowing volume, and slowly fading away.

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♩ = *open*, stay as a group

Halfway through (whatever that means for you) move to next chord structure.

PP

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PP

Score in C

All notes must be played in their respective octaves.
You may perform these at any dynamic leval, always be listening to the ensemble. Articulations are free to be decided on as well.