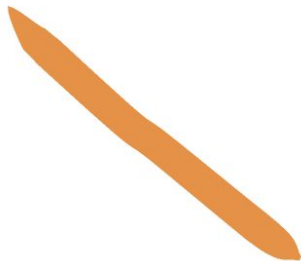# CML Suite - Kandinsky
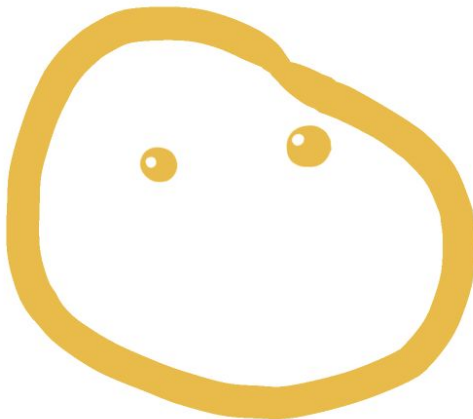
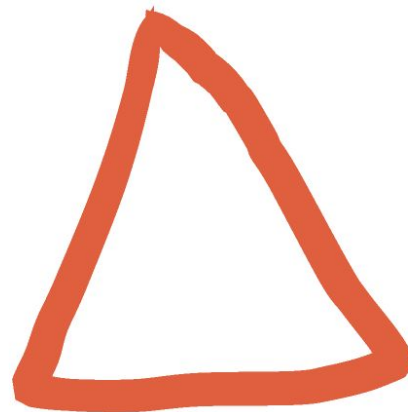By Joo Won Park (2020)

www.joowonpark.net

Draw a line to play an instrument

Draw a circle in one stroke to play a voice

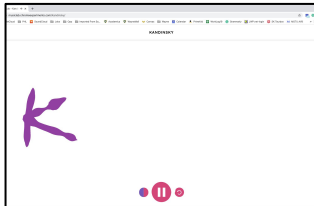Draw a triangle in one stroke to play a percussion

Each player (3+ players total) can choose a part indicated with two colors
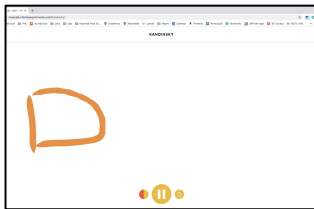
The conductor decides when to press play and undo buttons. The conductor also decides the length and timing of each section.
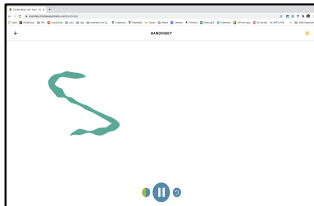
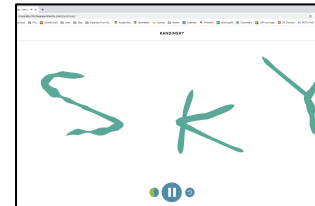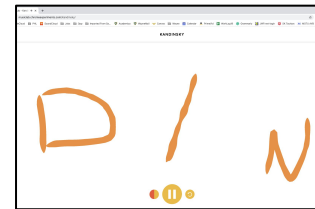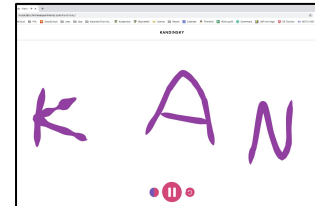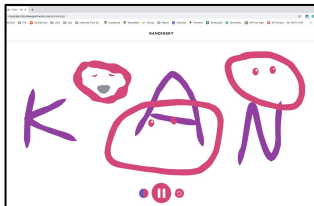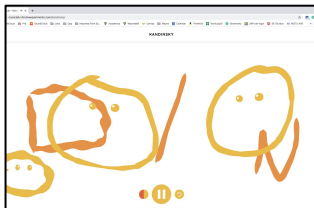|	A	B	C
Purple Red	K		K A N
Orange Gold	D	▶	D I N
Green Blue	S		S K Y
Direction	*Write the above letters before the performance.*	*Press Play on cue. The conductor decides the timing and the duration of each section.*	*Each part gradually adds two more letters to spell KANDINSKY as a group. Improvise the position and size of the letters.*

	D	E	F
Purple / Red			
Orange / Gold			
Green / Blue			

Direction

Each part gradually adds three circles. Improvise the position and size of the circles.

Each part gradually adds three triangles. Improvise the position and size of the triangles.

Press Undo on conductor's cue to delete two notes.

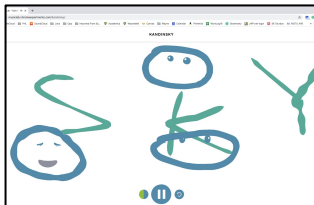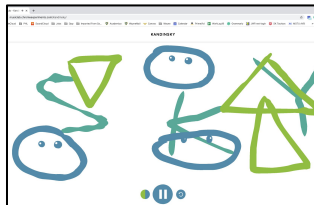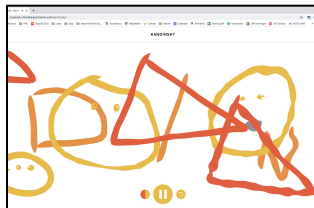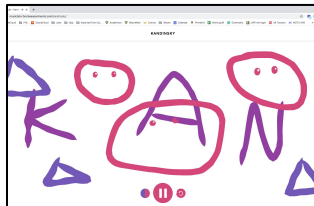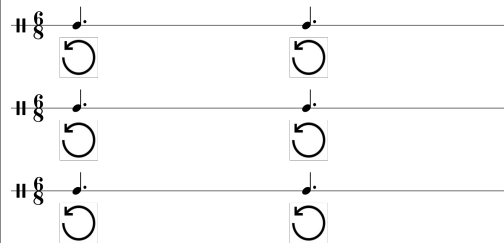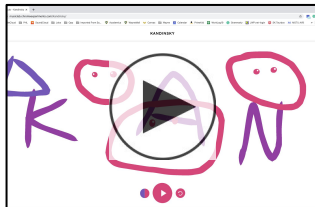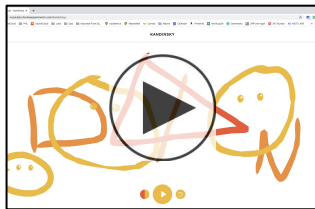|	**G**	**H**	**I**
Purple Red			
Orange Gold			
Green Blue			
Direction	*Press Play on cue.*	*Press Undo on conductor's cue to delete two notes.*	*Press Play on cue.*

J

Purple
Red

Orange
Gold

Green
Blue

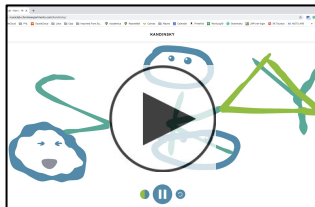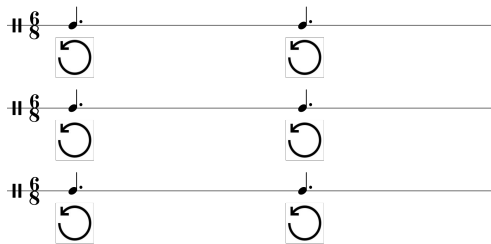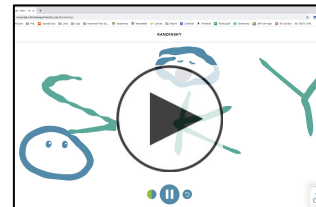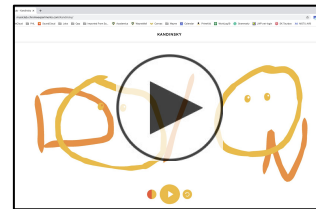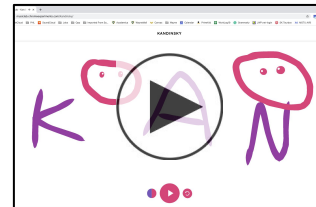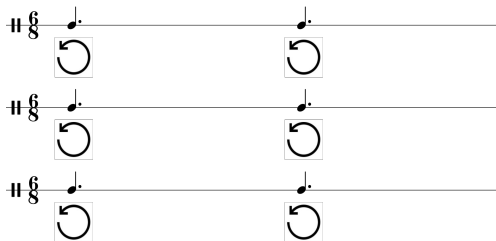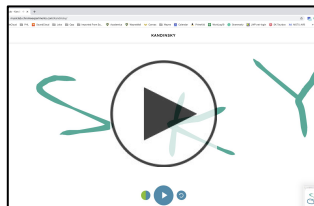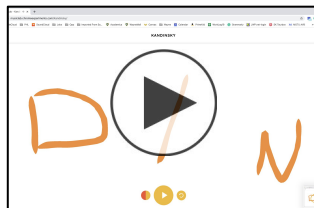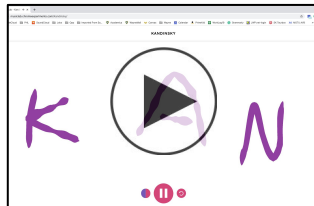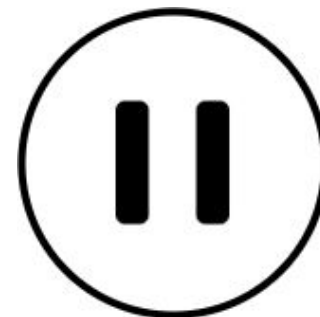Direction   *Press Undo on conductor's cue to delete two notes.*

K

Press Play on cue.

L

Pause on cue to end.

CML Suite - II. Oscillators

by Joo Won Park (2020)

C2: Chat

A3: Call & Response

/ = follower

X = improvisation leader

B3: Follow

C3: Chat

slide to the highest pitch

D: Glissando

slowly slide from the highest note to the lowest note

slowly slide from the highest note to the lowest note

slowly slide from the highest note to the lowest note

slowly slide from the highest note to the lowest note

Section Interpretation

• Square/conductor: keep BPM=120 by staying at the lowest frequency until one measure before section D.

• Call and Response: one player improvises for one measure, and the other two try to imitate in the next measure. Repeat this process four times.

• Follow: The leader improvises continuously for eight measures. The other two try to imitate as immediately without pause.

• Chat: free improvisation for all three players. Imitate a three-way conversation

• Glissando: gradually move from the highest frequency to the lowest frequency.

CML Suite - III. Arpeggios
By Joo Won Park (2020)
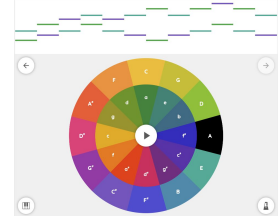
Step 1. Set **tempo** to 200

Step 2. Choose either the **fourth or fifth pattern**

Step 3. Choose the **piano** sound

Step 4. At the conductor's cue, click on the indicated chord symbol. If you do not see a symbol at the cue, do not change the chord

Cue #	1	2	3	4	5	6	7	8	9
Player 1	A			b			C		
Player 2	A	f#			G			a	
Player 3	A		D			e			F

Cue #	10	11	12	13	14	15	16	17	18
P1	d			D#			f		
P2		A#			c			C#	
P3			g			G#			a#

Cue #	19	20	21	22	23	24	25	26	27
P1	F#			g#			A		
P2		d#			E			A	
P3			B			c#			A