All of old.

for piano quartet (violin, cello, synth and piano)

0.1 Appendix

All of old

Nothing else ever. Ever tried. Ever failed. No matter. Try again. Fail again. Fail better.

- Samuel Beckett, Worstword Ho

for piano quartet (violin, cello, modular synth and piano)

Duration ca. 14'

Notes on performance

Tuning

24 tone equal temperament is used throughout the piece. The following



accidentals are used to indicate pitches in quarter tone steps from $\frac{3}{4}$ flat – $\frac{3}{4}$ sharp

Dynamics

There are just five dynamic levels used in the piece, the distribution of dynamics between the instruments is one of the primary ways that the three different "colors" are distinguished from one another.

ppp - at the limits of audibility, a mixture of white noise and tone

pp - very quiet tone, clear and delicate

p – soft and clear

mp - full tone, to the fore of the sound

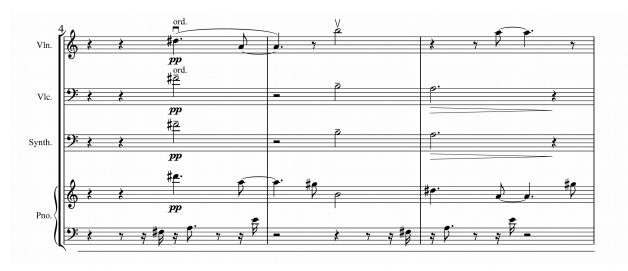
mf – loud clear tone, clearly in the foreground

Structure

As mentioned above, there are three different types of material used in the piece for ease of description, I'll use simple primary color names to explain the types. The recurrence of a particular type of material is based on permutations of a pitch class. These permutations arise from two transposition paths (m3-p4-m6, p4-m6-j2-j6), having traced out these paths, it becomes clear how often a particular class of pitch recurs. To emphasise the fact that some pitches recur

more frequently than others, the instrumentation is designed in a way so as to emphasize different colorings of pitch.

The piece therefore is not really about the pitches themselves, but rather about the sound of transitioning between the different instrumental colors.



Blue

A clear, balanced sound where all instruments play at the same dynamic level and the tuning should be more clearly focused than the other sections.



Red

A more metallic and dissonant sounding figure, the material in the right hand of the piano part is in the foreground, with the strings and synthesizer playing microtonal resonance that swells in the background.



Green

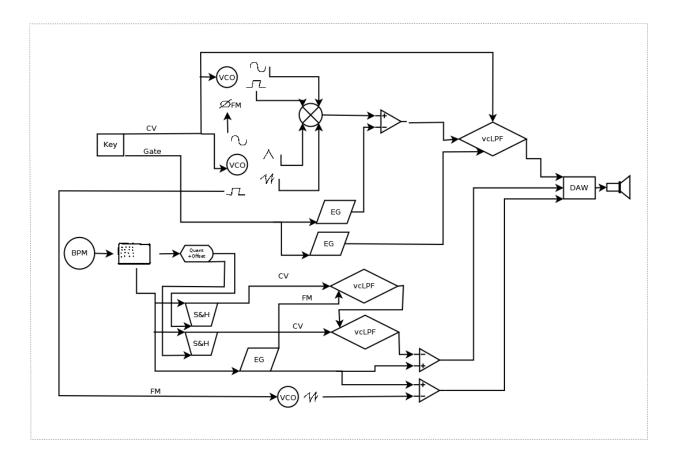
The idea here is to create a figure that has a lot of softly focused energy in the lower register. Rhythmical unity on the strings should take priority, clarity of pitch is less important.

Modular Synthesizer

The part for synthesizer has two voices: a simple subtractive bass voice that acts as an extension of the cello and left hand piano parts and a percussive figure in the higher register that is created using filter resonance. Although the rhythm is precisely notated in the score, this figure is actually a repeating sequence and sounds best when it is combined with a delay that shifts the pitch microtonally. The patch diagram on the next page outlines what modules are required to realize the synth voice. I used a small "eurorack" modular system to realise the

voices in the first performance, but any sort of digital equivalent would work also.

Patch diagram



BPM = clock source

CV = control coltage

DAW = digital audio workstation

EG = Envelope Generator

FM = frequency modulation (linear and thru-0 used)

Key = keyboard

Mix = mixer (circle with a big X)

Quant & Offset = quantizer with offset (a diatonic 10th sounds good)

S&H = sample and hold

VCA = voltage controlled amplifier (sideways triangle with + and - poles)

vcLPF = voltage controlled low pass filter

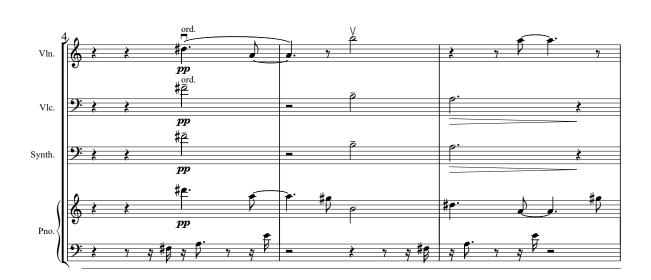
VCO = voltage controlled oscillator (using multiple waveforms)

0.2 Score

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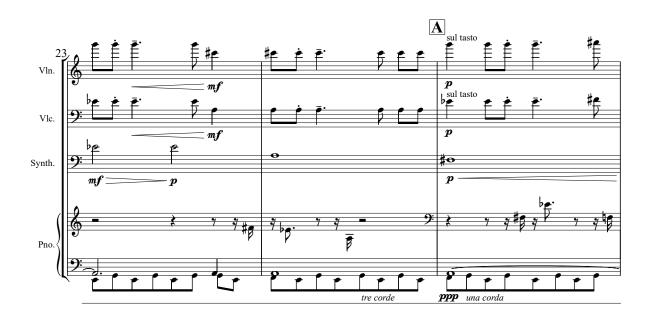


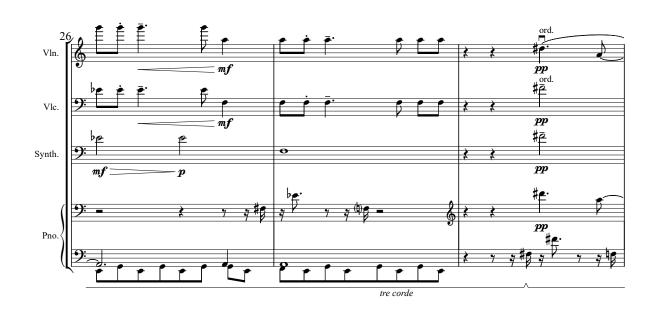




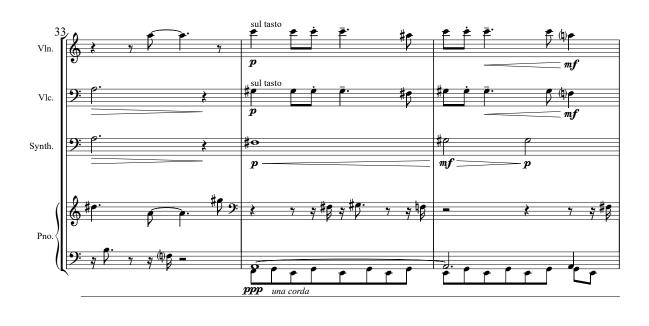


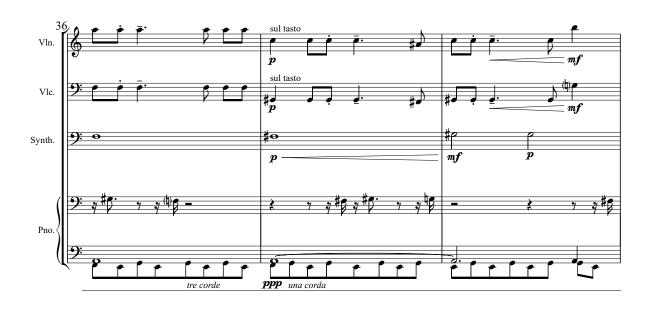






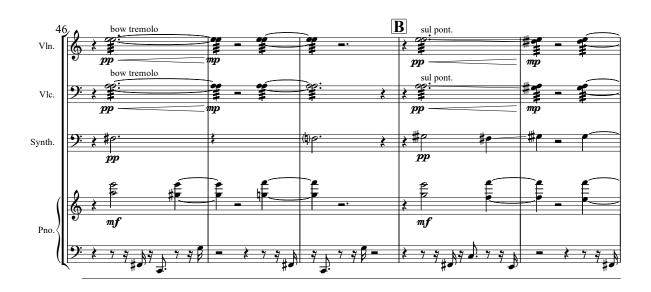


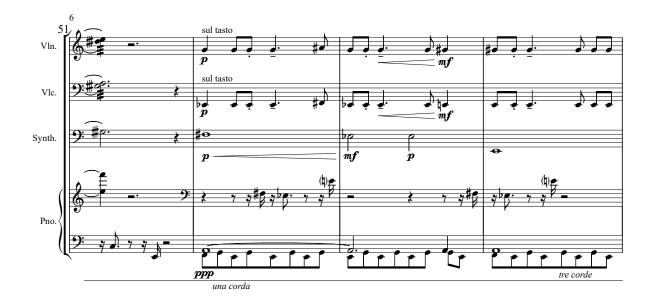




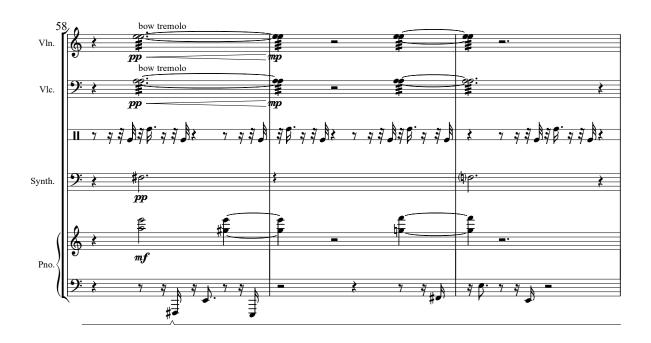












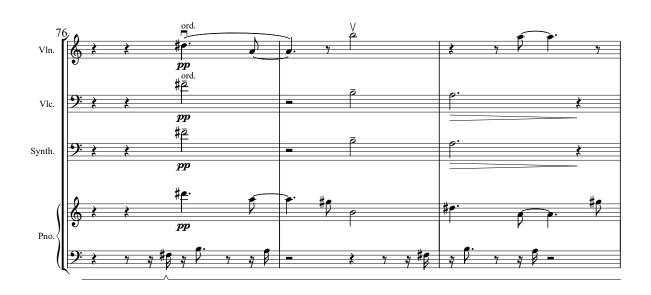






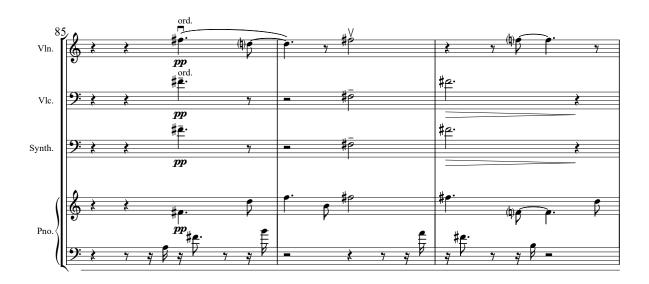


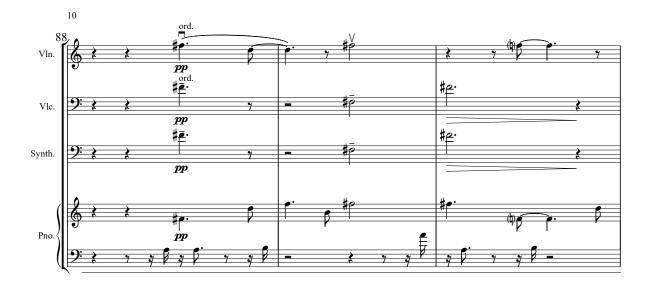




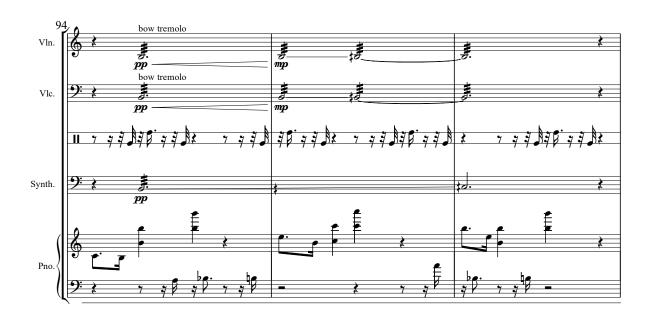










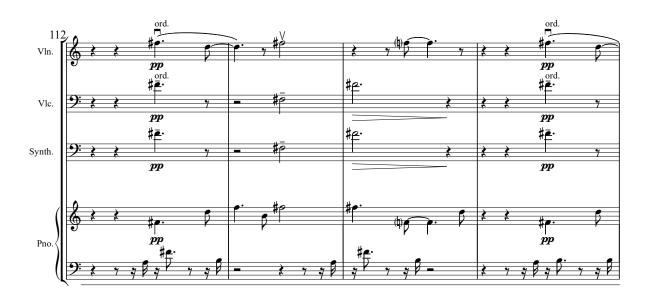








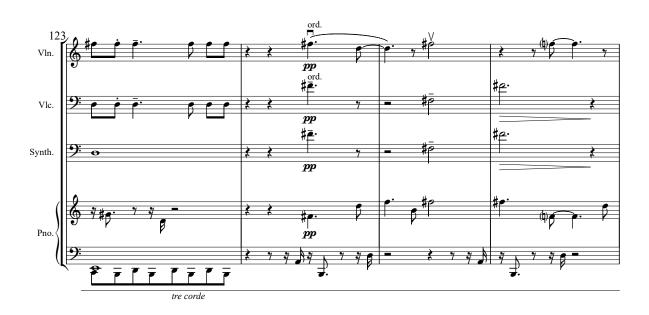




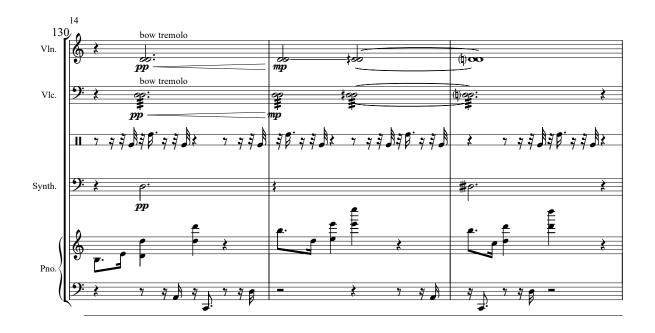


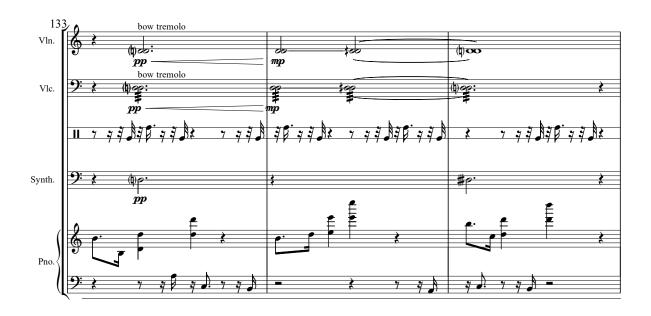


































0.3 Parts

0.3.1 Violin











































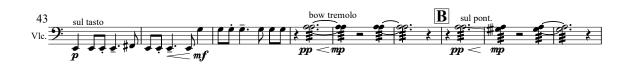






























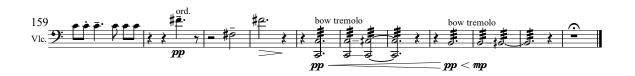




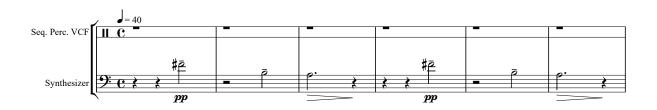








0.3.3 Synthesizer

















































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