

LUDUS IN SPECTRO

(2018)

- Each of the players is to begin at the first frequency in the series, the fundamental, of 64 Hz.
- From here, two types of movement are possible – either by step or by leap.
- A step is a move to an immediately adjacent frequency in the series that is either higher or lower in the integer multiple relationship. This is an arithmetic relationship of either ± 64 Hz.
- A leap is a move by octave, either higher or lower in frequency. This is an arithmetic relationship by either $\times 2$ or $\div 2$.
- Duration is completely free and open to the players' discretion. It is perhaps best when decided by the players in advance. The first performance had a duration of eight minutes.
- Pauses or periods of rest are *ad libitum*.
- Each tone is to be as smoothly and evenly faded-in and –out as possible.
- The overall object is to create a composite sound, with all of the component elements contributing to a unified texture.

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