

170711

for Acoustic Instrument with Audio Score

by Connor Kurtz

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How to perform:

This score takes the form of an accompanying 9:37.50 audio file, which contains sequenced sine tones and white noise. It is left to the performer to interpret how to realize the score on their instrument.

Rules for performance:

The track features a 30 second introduction. At 25 seconds, a new sine tone is introduced, which will act as the performers queue to begin playing.

Once the track is finished, the performer should play one final note or chord. The amount of time between the end of the track and the final note is decided by the performer. This note can be sustained for as long as the performer likes, as well as be repeated as many times as the performer likes. All repetitions should be approximately equal in all ways, as should the time between them (the time between repetitions does not need to coincide with the time between the end of the track and the playing of the final notes).

The acoustic track and the pre-recorded electronic track can be mixed together in any way as long as they are perfectly synchronized and the acoustic track is audible (this means that the electronic track does not need to be audible, or even mixed in at all).

It may be preferable to play alongside a metronome set to 5 second intervals, as all events in the score come in intervals of 10, 5 or 2.5 seconds. The audio of the metronome can be mixed into the track at any level, but it must be perfectly synchronized with the score. (If the performer decides to take this route, it may be advisable to pre-record and mix the metronome together with the electronic track before performance. Give the metronome recording plenty of extra time, as it should continue to sound during the final notes and should therefore be the last sound heard in the performance.) If the performer is not including the metronome's audio, they may also set the interval to 10 or 2.5 seconds.