

Chimes

for Disklavier and Tape

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The tape part for *Chimes* consists of sounds generated using the CLM instruments FM-Bell and FM-Violin. These materials were processed in GraceCL using convolution and granular synthesis, using the Grani instrument, and then edited as assembled together using Pro-Tools. Many of the FM-Bells sounds were generated in processes similar to those used to generate the Disklavier part and are intended to echo and/or foreshadow gestures found the Disklavier, both timbrally and motivically.

The Disklavier part consists of several short processes which are strung together in a list. These processes can be divided into two separate groups: In the first group, pitch materials are generated using Markov chains, which determine the upcoming pitch not by the previous pitch, but by the interval the last key number was approached by. The range of the pitches for a particular sprout is generally limited to one octave. The amplitudes of the individual key numbers are either randomized or generated using the weighting pattern, depending on the specific process employed. Rhythmic values are generated either using a specified, static value or a set of values ordered by the palindrome pattern. In the second group, the two processes both essentially sweep the range of the keyboard. Both processes generate key numbers in specific octave registers while randomizing the actual pitch classes, but one process starts from the bottom of the keyboard and sweeps upward, while in the other process the order of the registers played is randomized using the heap pattern. The durations were also randomized using the heap pattern, and the amplitudes were generated within a specific range.