

For two instrumentalists.

Players begin at opposite ends of the score (positions marked A and B), traversing the path indicated by arrows in opposing directions.

momentary forms may be decoded as instructions for musical moves, sounded sequentially during the corresponding course of their lives, time-slice.

Squares depict 219 stages in the life cycle of a hypothetical unicellular organism (LUCA) whose

Given:

Each square, a "life stage," will contain one or more cells. Over the course of their lives, these cells may move, divide, coalesce, occupy,

digest, mutate, swell, shrink, reproduce, die (note that only for player B does LUCA demonstrate spontaneous gen-

eration). Players ought to approach the score only once they have settled on a strategy able to make sense of these verbs.

While players need not necessarily deploy identical strategies, the transition from a simple life stage to a complex one should, for any perfor-

mance, be abundantly clear to the audience.

One strategy:

Advance through life stages by way of a mutual cue, so as to permit flexible durations. Each cell commands one sound. Stable, unitary

cells stand in for a short-

er, self-contained sound, while cells undergoing mitosis or mutation call for sounds smeared between two or more pitches or timbres. A cell's shade maps to

general regions of an instrument's pitch: dark cells denote a rich, low register and light cells a thin, high one. A cell's

size denotes its relative presence in the life cycle, corresponding to a sound's duration or dynamic (though it's probably best to pick one).

Finally, the life stage's visual density should relay the sound-to-silence ratio heard in its ekphrasis. Play ends once both

players have sounded

their 219 life stages.

In any case: The piece sounds our farthest-flung common ancestor. Let the music pulse with life!

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