

rounded binary for saxophone, piano and double bass

A/A', 3'

Timbre: Spectral sounds, ancillary noises, overtones, quiet, sparse

Saxophone: G#, A#, B, C#

Piano: C, D, Eb, F

Bass: E, F#, G, A

Create three distinct textural “blocks”, 3-20 seconds, randomly accumulate them, (e.g. a,b,a,c,b,a,c,a,b...)

B, 3'

Timbre: “Pure”/conventional instrumental tones, loud, dense

Saxophone: G, A, B, C, D

Piano: E, F#, G#, A, B

Bass: Bb, C, D, Eb, F

Create two distinct texture “blocks”, 10-15”, alternate them (e.g. a,b,a,b,a,b,a,b,...)