

for CiCLOP

Germes for laptop ensemble

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I. ♩ = 126
Q, instr.A

Part I consists of six staves, each with a treble clef. The music begins with a crescendo marked *n* (piano) and *f* (forte). The first staff is labeled "Q, instr.A". A large bracket spans the first four staves, with a text box indicating: "Swells continue in all parts with increasing overlap. Q gradually expands until all parts reach the full 8-note pattern." The music continues with a swell marked *f* and ends with a final note.

II.

W, instr.S

Part II consists of six staves, each with a bass clef. The music begins with a pattern marked *mf* (length: 2 or 3) and "gradually expand pattern". The first staff is labeled "W, instr.S". The pattern is repeated on the second, third, fourth, and fifth staves. A large bracket spans the last two staves, with a text box indicating: "Improvise a duet on W (and Q, if desired) using instr.A in +1 8ve". The music ends with a final note marked *mf*.

III.

1 E, instr.D (8ve: 0 or -1) *f* (two or three notes; length: 7 or 8) gradually add notes

2 E, instr.D (8ve: 0 or -1) *f* (length: 7 or 8) gradually add notes

3 E, instr.D (8ve: 0 or -1) *f* (two or three notes; length: 7 or 8) gradually add notes

4 E, instr.D (8ve: 0 or -1) *f* (two or three notes; length: 7 or 8) gradually add notes

5

6

IV.

1

2 Once all notes are added, begin to contract the pattern until everyone is on a single repeating note.

3

4

5 *f* once texture has thickened: trade off repeated notes (always overlapping) begin to change 8ves

6 *f* R, instr.S *n* *f*

p. 3

R, instr.S (1x)

1 *f* join player 6 in unison (length: 7) (length: 8) continue phasing against player 6 until... (back in phase)

2 *f*

3 R, any instr., any 8ve *f*

4 *f*

5 *f*

6

Each player begins a buildup process of his/her choice with **R** (through expansion or addition of notes).

V.

1

2

3 One at a time, each player joins players 1 & 6 in unison/in phase (but with any instr., in any 8ve)

4

5

6

Sustain this climax for a while.

Any player may begin section V by switching to clip T.

One at a time, the other players switch to clip T. Everyone should try to be out of phase with everyone else.

Each player gradually deactivates notes from the pattern until only silence remains.