# Ethereal presence:

Music material comes from my bass clarinet concerto with expansions for a better flow

Uses gyro/accel to control the synth

Mixes between longer, slower tones and fast runs.

Extremely open structure. Idea is that each performance will be different.

Two main synth types: more textures and melodic. May look into fixing to certain pitches a la auto tune.

# Puzzle of a Park:

A loop pedal style. Performer uses the two main buttons to trigger recording and playback

How the buttons work:

Performer needs to start the recording and playback in time.

Control mixing of the 4 voices via air flow

# Raindrops on a Tin Roof:

Longer than the other two compositions. Utilizes everything except the buttons

SCARY

Control the triggering of sound files with pitch analyzer portion of the device

Control mixing of various playback with airflow

Control timbre with gyro

Control tempo with accel

Have pages of score broken up between 3 different stands with rapid running between sections

Rain and wind sounds as part of backing

Trigger monster and other ambience sounds with pitch analysis

Run between stands to make more out of breath over time. This change will trigger more monstrous playback transformation

Follows the story in terms of structure:

1. Rainy night
2. Falls asleep and wakes up
3. Things not quite right
4. Goes to basement
5. Finds monster
6. Runs away
7. Monster changes
8. Gets to top floor
9. Followed
10. Panics and runs outside before being killed