

Do You Hear What I'm Seeing?

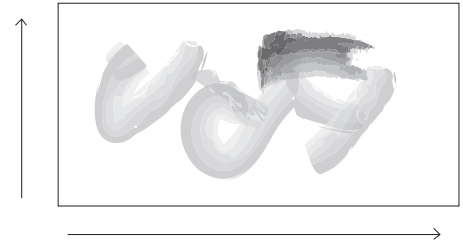
FOR MANY INSTRUMENTS

SEIYOUNG JANG

Instructions

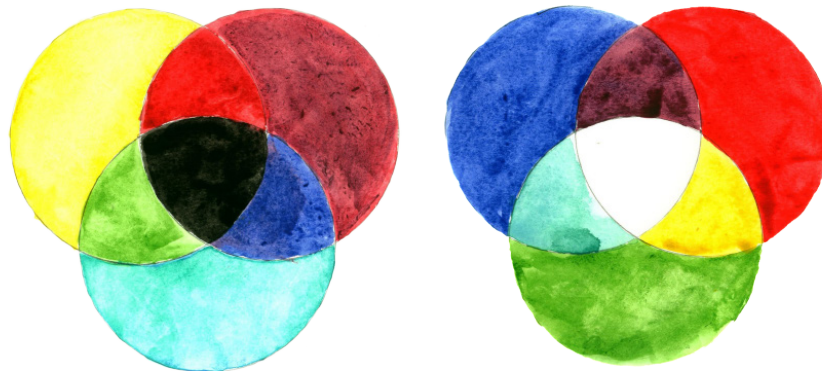
The piece is meant for any number of performers greater than or equal to 2, for any group of instruments. However, at least one instrument should be pitched and able to play a range of pitched notes, such as the pentatonic scale. There are two ways to read the score: vertically and horizontally.

Approximately half of the performers should play the score vertically, and the other half horizontally. The piece is to be played over 6 minutes. There are tick marks along the axes of the score with timestamps that label the points at which major graphical events occur on the score. As such, performers should use stop-watches to keep track of the passage of time.



The performers are to respond musically to the graphical score – they are free to utilize any techniques, extended or otherwise, that they feel would sonically represent the visual elements on the score. This includes colors, textures, any shapes, and so on. Performers are free to create their own consistent mapping scheme for the colors, although they are not required to do so. One suggestion for developing a mapping scheme would be to simply assign keys or key areas to different colors such as: C tan; white G#/Ab pink; magenta G golden yellow; dandelion yellow ... and so on.

An easy method to assign different areas of the score to a key area would be through the use of transparencies by superimposing a piece of transparency over the score and marking color areas as necessary. Another suggestion for mapping is to use subtractive (CMYK) or additive (RGB) color models as a guide for combining musical elements, as shown below. In case that the instrument does not have definitive pitches, performers may utilize other musical parameters such as timbre, dynamics, instrumentation, and so on. This does not preclude performers playing pitched instruments mapping non-pitch parameters to score elements.



Overall Score

This graphic representation is the combined image of both the horizontal and vertical directions. This helper representation should be read from left to right, with vertically stacked elements happening concurrently.



