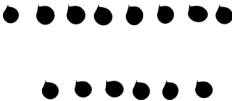


Songs for wood, metal and stone

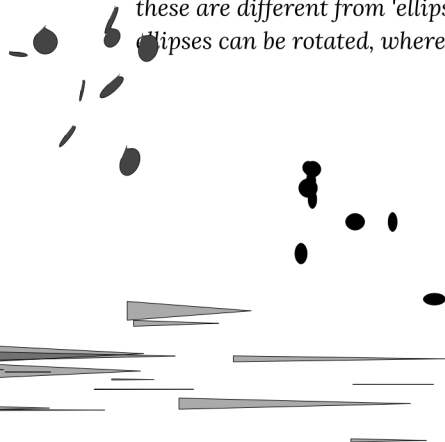
percussion

neHof


Ellipses: horizontal line of ellipses



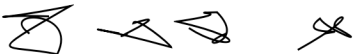
a cluster of ellipses (see function).



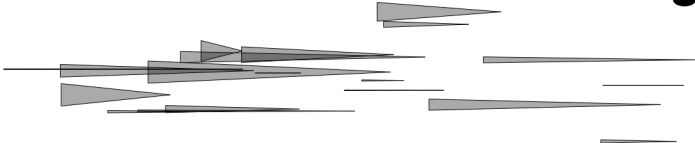
clusters of stones (see function).
these are different from 'ellipses'
ellipses can be rotated, whereas stones cannot



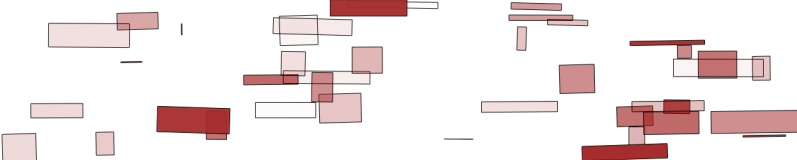
curves implemented using bezier functions
curves indicate rubbing stones



a cluster of 'tings' to be played on resonating metal objects
resonance according to ting length?
volume according to ting height?

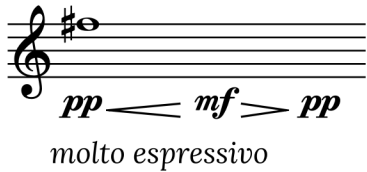


a cluster of 'sticks' to be played on resonating wooden objects



melody instrument


melody

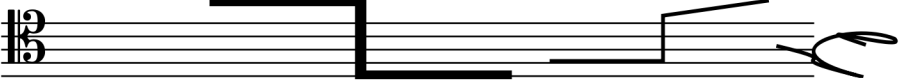


auto-generated haiku using vocabularies based on references
to types of stone, metals, or woods
haikus could be read, interpreted, played back or simply inform the mood:

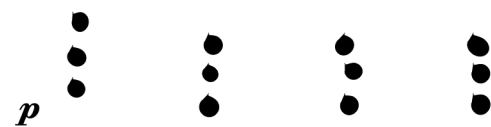
Steely mirror,
Reflecting this flat steely,
Beautiful solid.

• slur from f# to ab does not seem to be correctly rendered
it doesn't seem to be possible to use slurs with a beamed group



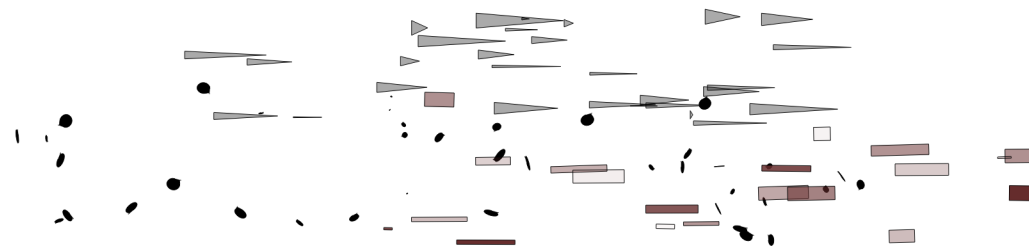


'chords' of stones (or wood or metal)
technically, these are lineVOfEllipses (vertical lines of ellipses)



should amplitude be determined by ellipse size?

an elaborate cluster of stones, metal and wood
this would require a particular suspended percussion set up



Steely ringing,
Displaying a cold cutting,
Chromium silence.

sul pont., spiccatto, staccatissimo, ad libitum, colla parte, amplitude according to ellipse size



aligning graphic objects and WCPN