Slavko Zagorac

Dialogues Workshop

for

Multiple instruments
and

Audience

Score in C

instrument transposition will be available on tablet screens

For Information only

The score will be visualised on tablet screens during a performance

Performance Instructions:

The piece consists of a number of Dialogues, each dedicated to an element of music making (Pitch, Rhythm, Melody etc.). Each dialogue is presented by a single player. Other players can choose whether to agree (Concur), disagree (Dissent) or give up (Abstain) in real-time. The default mode is Concur. All players are connected over a computer network and the score is dynamically generated on player's tablets.

Performer roles

The score is written for performer roles (Present, Concur, Dissent) rather than a specific instrumentation. In theory, any player can assume any role. Players first choose a transposing score for their instrument and then select Dialogues they wish to present. Order of the Presenter selections also determines the play order of Dialogues.

Graphic staves

The graphical staves indicate performance actions and their approximate physical position on each instrument. The notation is proportional in space/time so the distance between two beats in the same tempo is uniform across the score. Traditional symbolic staves are inserted on top of graphical staves where precise pitch intonation is required. Symbolic staves take precedence over the graphical staves and override any perceived graphical stave location.

Stave notation
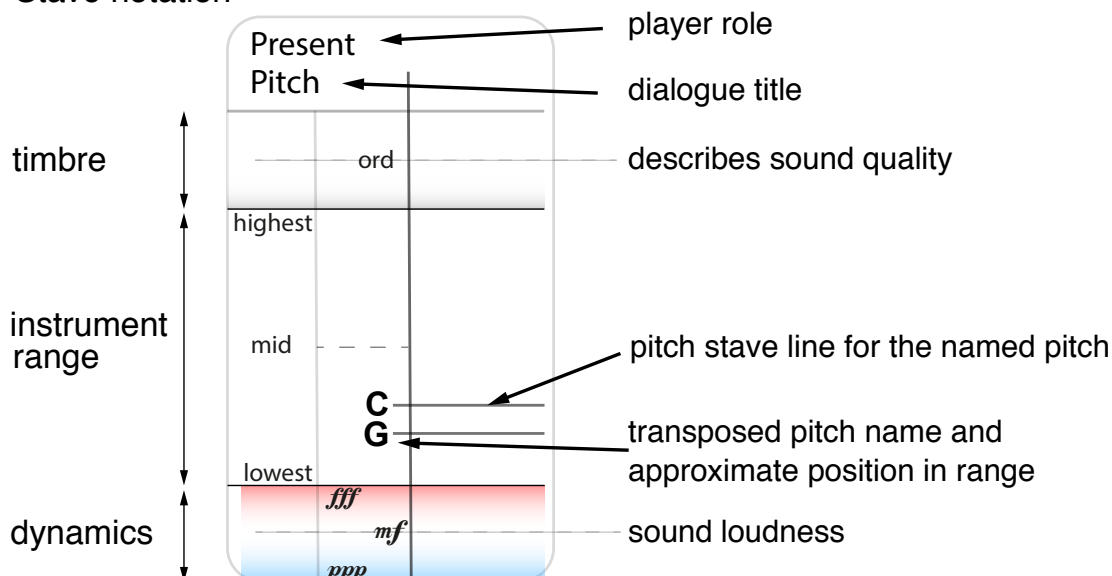
pitch noteheads

● ○		ordinary sound
◆ ◇		air sound
▼		short sound (staccato)
✕		percussive sound (slap/hit)

pitch modifiers

♭		play semitone below the named pitch
♯		play semitone above the named pitch
♮		play natural named pitch

Symbols
timbre

sound distortion intensity

air sound intensity

"cold" sound intensity (sul pont/multiphonic)

"warm" sound intensity (sul tasto/full air stream)

trem/flz   tremolando or flutter tongue

air sound tremolando/flutter tongue intensity

vib   vibrato intensity and length

short sharp sound

Pitch line rules

D♭ (D flat)   note on the line:
play named pitch

D♭ (C)   note on the line with a pitch modifier:
play semitone below/above the named pitch

D♭ (D flat)   note on the line with a natural modifier:
play named pitch

D♭ (E flat)   note touching the line:
play whole tone above/below the named pitch

D♭ (E)   note touching the line with a pitch modifier:
play semitone below/above the note touching the line

D♭   note not on the line:
free pitch selection
distance from the line indicates approximate
size of the interval from the named pitch