obse66ive

These materials are intended for the final section of the piece.

The central element is the 6/4 riff entitled 'polos'. This is repeated obsessively, with the 'angsel' insterspersed occasionally, perhaps on every three to six repetitions, or less frequently than that.

The 'sangsih' part complements the 'polos' and interlocks with it to form a continuous stream of notes. It uses the same 'angsel' but displaced by one beat, so that they play in close canon. In performance, when the polos player decides to play an angsel, the sangsih player must be ready to respond immediately.

A third 'sanglot' part may be played alongside these parts: it is intentionally structured to somewhat confuse and obscure the two parts above with a different shape and metric structure.

All these parts are to be played in the same register on three pelog sarons. Together these three parts constitute the 'kotekan'.

Below this material may be placed two slower moving parts that work together: a 'balungan' melody and a gong part that aligns with it.

The tempo (for all parts) is around crotchet = 180. In the final piece, I'll be generating some sort of rhythmic material at that tempo, that the gamelan players will be expected to play to. It's not practical for me on the laptop to try to sync to human players!

The demo recording introduces each of the kotekan parts one by one. This is largely for the sake of demonstrating how they work together: I think in the final piece I'd be more likely to want everything to start together. Towards the end of the demo recording, all the instruments end up just playing the polos part, which is an idea I quite like and think I want to keep. The demo does not include any of the potentially livecoded material, this is just the instrumental parts.











