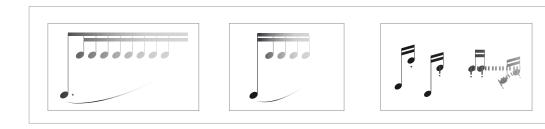
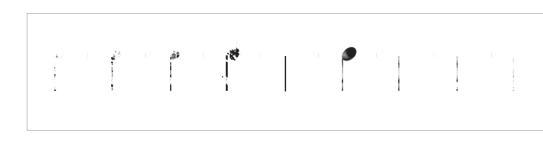
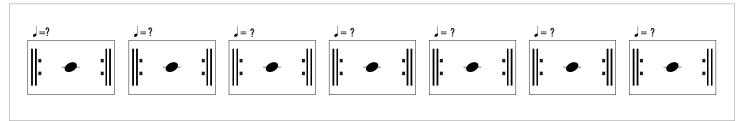
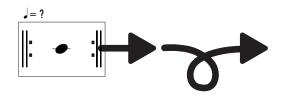


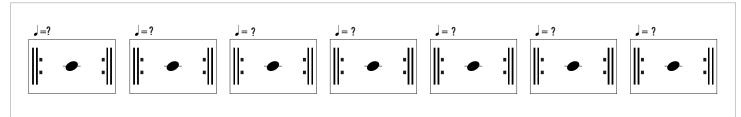
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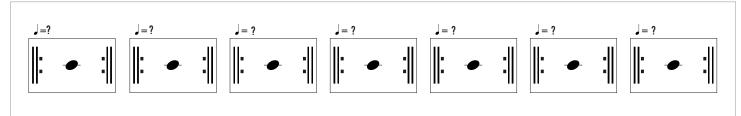


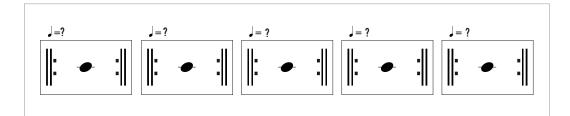


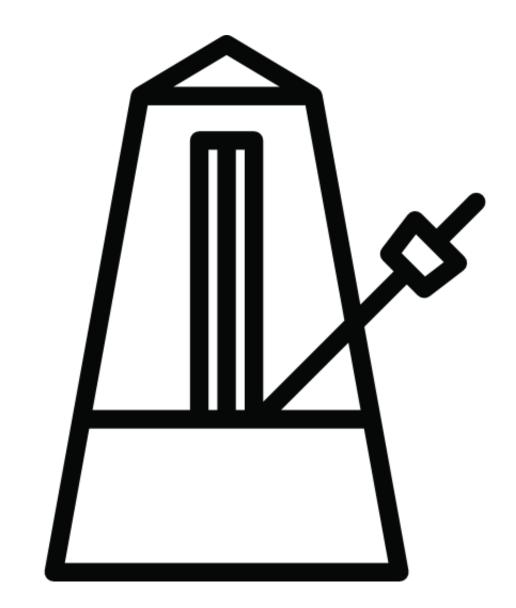


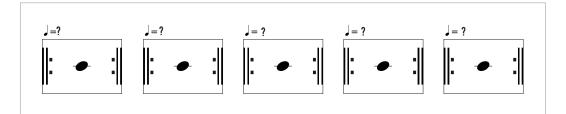


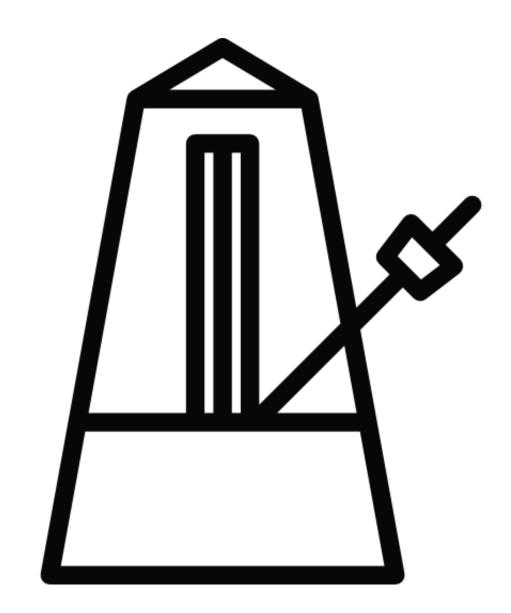


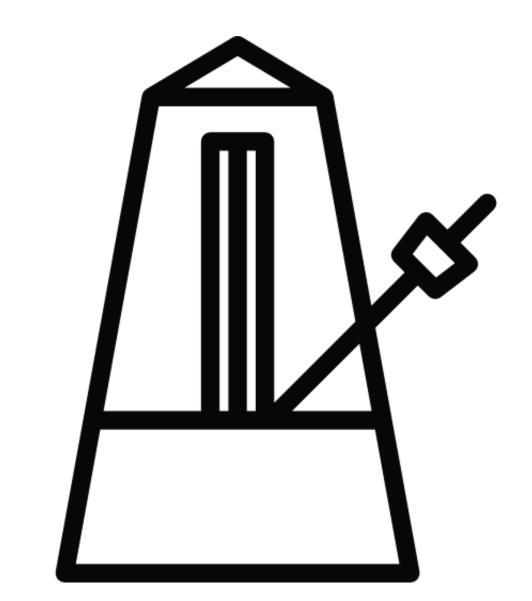












realize figures I - V, in order, at any rate, asynchronously.

Ī

ascend gradually from lowest to highest register. change direction occasionally. 'pause' / sustain any pitch, occasionally.

Ш

choose [1] singular sound @ [1] rhythmic value @ [1] tempo. "cue" yourself to "reset", ad libitum.

Ш

ascend, slowly, from > to any register, with as small of an interval as possible. "reset" occasionally, with a drop in register. do not descend.

IV

interpret basic shapes ad libitum, al niente.

V

construct or synthesize a cluster of sounds or motif *dal / al niente*.

each motif preferably conceived from one consistent gesture *per one instance.

not demonstrative nor contrived as a performance of the gesture itself, but sonically developed on the basis of a physical sameness. repeat *ad infinitum*.

general notes:

take *occasional breaks of any length, between repetitions, and between peak interactivity.

in all movements, a repeated instance of any figure is re-realized or reconceived anew.

intonation is welcome, but not encouraged. rhythmic synchronicity between players is welcome, but not encouraged.

- indicates where on the spectrum to conceive of tone. maintain through one instance.indicates a gradual change in tone from pure > distorted.

piece ends when everyone has finished their individual reading of the score.