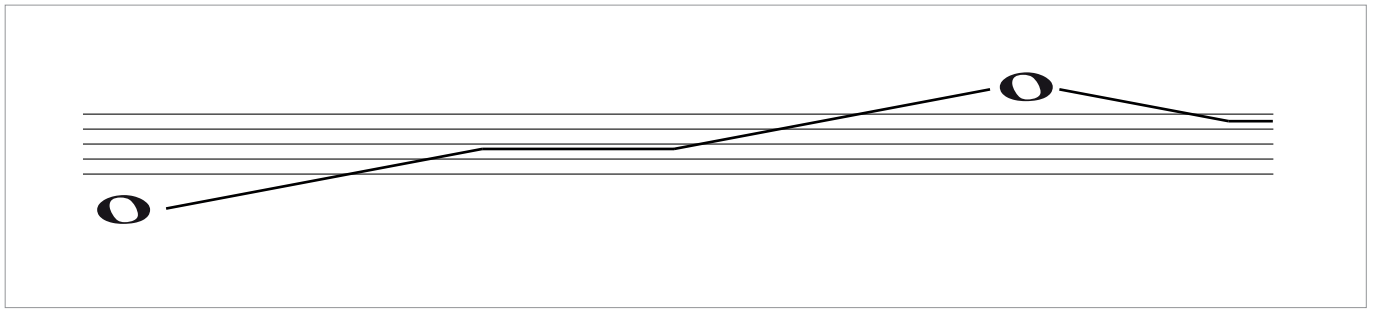
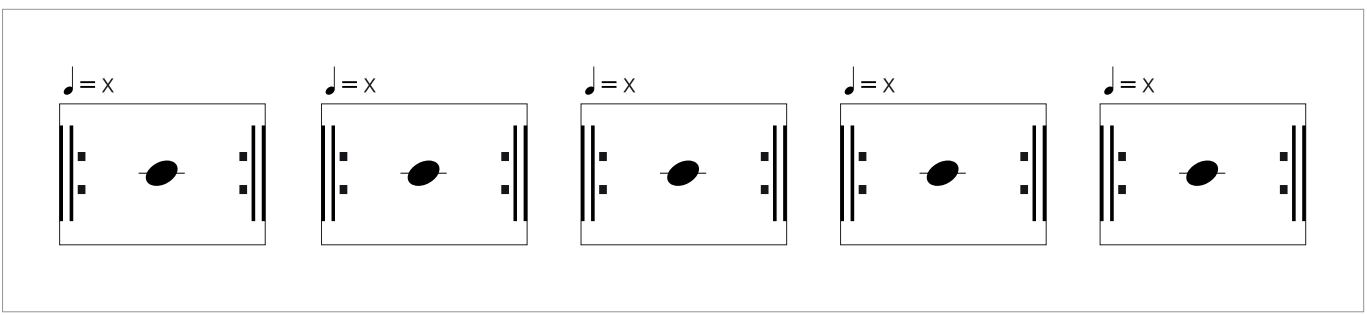


I



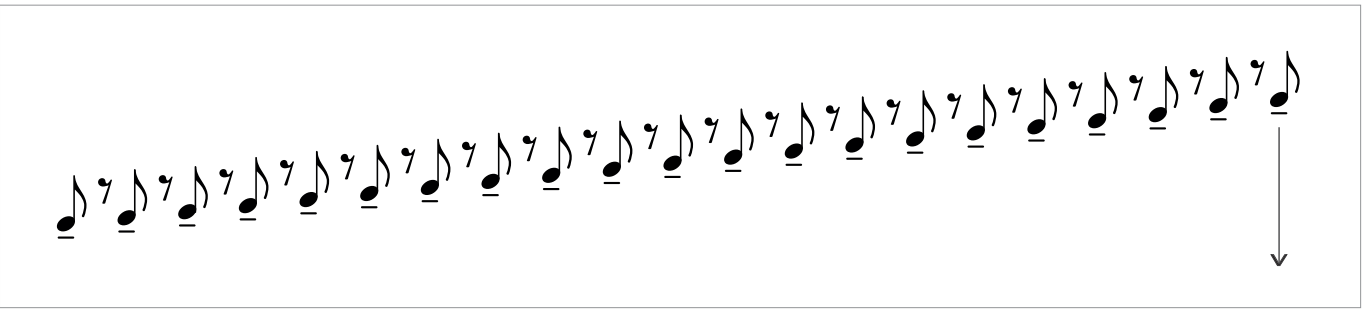
p — *mf* ● ————— ⊗

II



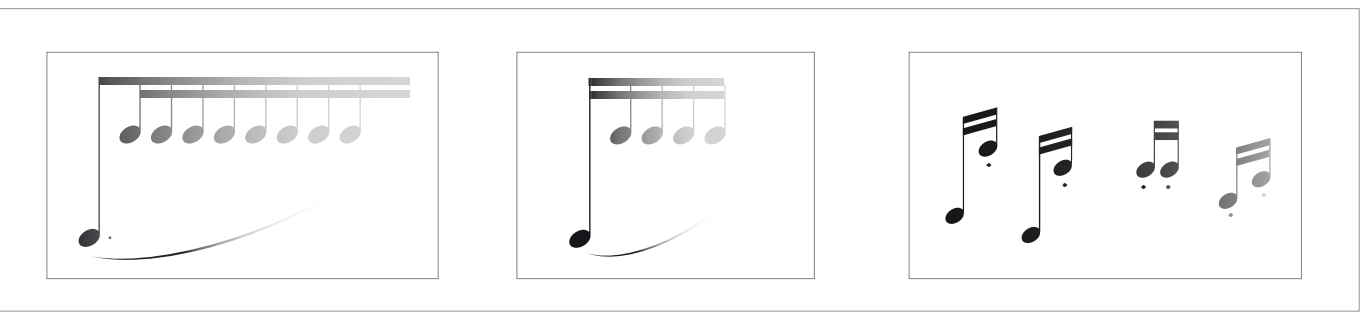
mf — *fff* ● / ⊗

III



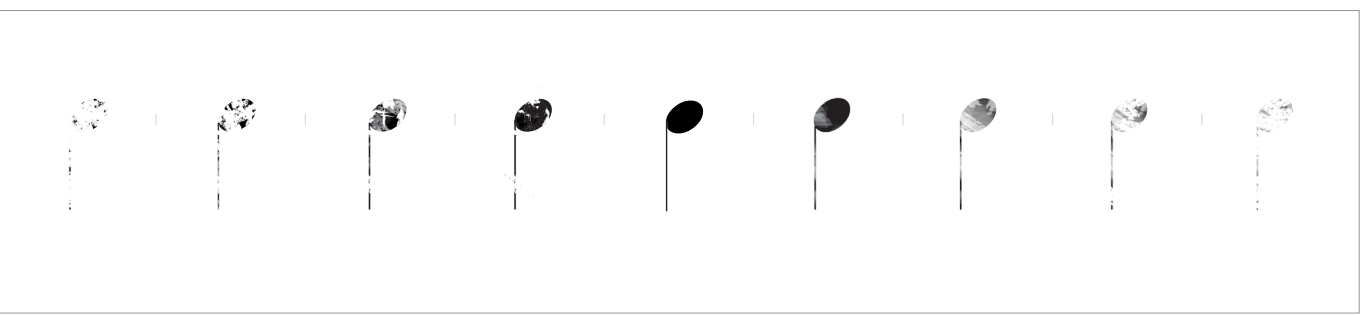
mp — *mf* ● ————— ⊗

IV



sfz > *n* ● / ⊗

V



mf — *fff* ● / ⊗

I - V For 5-15 players.

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

I

Ascend gradually from lowest to highest register.

Change direction occasionally.

Occasionally pause and sustain on any pitch, and then continue up or down.

II

Choose [1] singular sound with [1] rhythmic value, played at [1] tempo.

“Cue” yourself to “reset” or start over, *ad libitum*.

III

Ascend, slowly, from-to any register, with as small of an interval as possible.

“Reset” occasionally, with a significant drop in register. Do not ever descend.

IV

Interpret basic shapes *ad libitum*, *al niente*. Observe and interpret graphical fade.

V

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

Each motif is conceived from one consistent physical gesture, per one cycle L - R.

Not demonstrative nor contrived as a performance of the gesture itself, but sonically evolving based on repeated movement. Repeat entire figure *ad infinitum*.

notes:

Take occasional breaks of any length, between repetitions, and between peak interactivity. In all movements, a repeated figure should be reimagined or reconceived anew.

Intonation is welcome, but not encouraged.

Rhythmic synchronicity between players is welcome, but not encouraged.

- ⊗ indicates purity and or distortion of tone.
- / indicates where on this ^ spectrum, approximately. Maintain through one instance.
- indicates a gradual change in either direction.

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