

HELLO,

thank you for considering to play this piece. I am outlining a few ideas and concepts for the piece below: Please enjoy.

General Concept

The piece is audio-visual. It's basically a video that is accompanied by the instruments. The video consists of video recordings of the composer performing certain actions / gestures. These gestures are notated in the score as well and need to be interpreted by the musicians (as musical events - not as theatrical actions / physical movement - the idea is to find corresponding or contrasting music events for the given gestures).

The notation displays the rhythm of the gestures and also the lengths of the musical event. If a gesture reappears then the sound should be repeated more or less the same. A musical event linked to one gesture doesn't only have to be one note / sound but can also be a "musical gesture" - depending on how long the musical event is notated.

Split up the gestures between the musicians: Not every musician should play for each gesture, but definitely more than one can play almost each time, sometimes all at once as well. Sometimes the gestures follow each other quickly, so it's good to alternate between the musicians (when you chose who picks which gesture). Use markers in the score to highlight which gestures you are playing.

There's a second system (called Music). This means there's no video gesture at this point but still music should be played. Also chose who's performing which of these notes. Chose the musical material based on the text in the score and on the musical context and electronics in the given passage.

In the "music notation" the length of the note corresponds to the length of the phrase. E.g. a full note means that the musical phrase is 4 quarters long - it can be both a note held for 4 quarters or a very fast and random arrhythmic phrase with the total length of 4 quarters.

If a note doesn't have a gesture type below or above it, it means that the previous gesture / sound is repeated.

The piece is really based on the video and the electronics in the tape, meaning that in the rehearsal progress, rather use the video as an orientation and not the only the score. The score is a tool to make it easier to play along with the video, but eventually the video is the real score.

At a few points it says optional "film score". At this point the musicians can stay quiet or accompany the film with very, very subtle sound (almost silent).

Normally the sounds for the gestures stay the same during the piece.

They can be modified a bit to fit the context better (e.g. get louder at the end of the piece to fit the context).

The sound for the "Hello"-gesture (video displays "Hello", open hand icon in the score) can be modified in pitch, as at the end of the piece it accompanies chords in the electronics and the sounds should fit to these chords.

The musical gestures you chose for the gestures in the video should have a meaningful relation in some sort. In general I would say it should relate to the video but should not be mimicking all the time. For example the "eating cookies" part can be done with crackling paper and so on. It's obviously not about making the sound for the video. But it should be chosen with a certain motivation - i.e. it can illustrate or it can comically contrast the video gesture. Just make sure it's clear, precise on time and distinguishable from the other gestures (use different combinations of instruments for this too).

One last thing: The piece looks childishly easy - but in fact proved to be difficult and required intensive preparation and rehearsing with each ensemble that performed it - be sure to keep that in mind!

Instruments

The piece can more or less be played by any combination of instruments. It is advised to have at least four players, one of which is a piano/guitar/accordion or similar to play chords. Also a percussionist should be included. For combinations that do not fall into this description please contact the composer to check.

You are invited to use other small instruments or props other than those found in your ensemble. For example toy instruments, everyday household tools or found objects. Chose these instruments in order to fit a given video gesture you want to accompany.

Freedom

You may change the sound for a gesture during the piece if necessary. E.g. if the progression would be too fast otherwise or you want to add strength as the piece progresses. This also means the number of musicians performing a gesture can change.

If you feel you have something to add in the piece (especially at the end when it gets more dense you are free too do so.