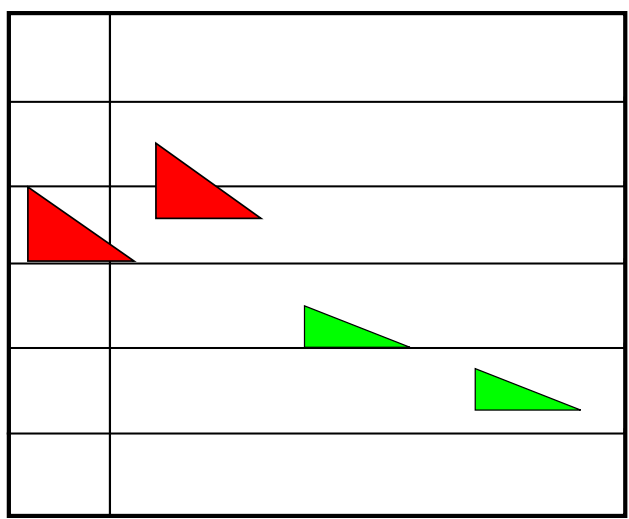
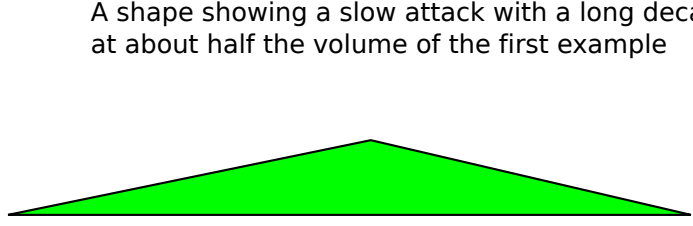
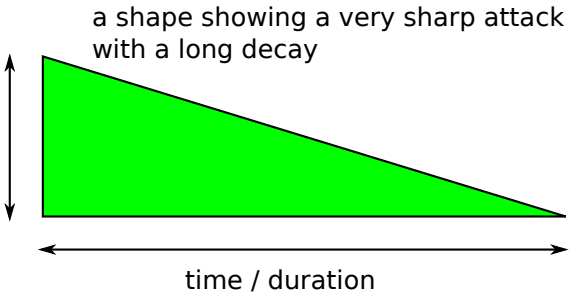


Notes for performers

For a minimum of 4 performers using any sound making object. Each performer takes one part (red,green,yellow,blue) if there are more than 4 performers the total number should be split into 4 groups. Groups do not have to be the same size. The score consists of 'shapes' which show volume / dynamics by their height and pitch by their vertical position on the screen. A shape does NOT have to be a discrete musical note. A shape describes the parameters for a sonic texture.

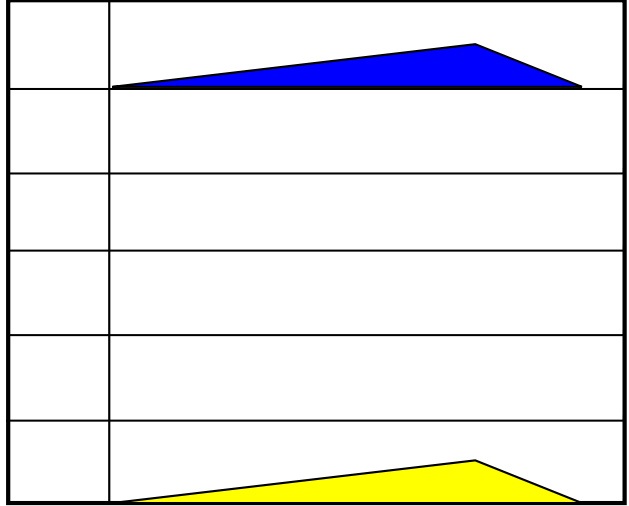
Players will play their part as it passes under the vertical line towards the left of the screen.



VOLUME / AMPLITUDE

Volume is gauged by comparing the height of the shape with the horizontal dividers running across the screen. If a shape is the hight of one devision it is played at full volume (red shapes). If the shape is half the height of the dividers it is played at half volume (green shapes).

Full Volume means play as LOUD as possible on your instrument



PITCH

Pitch is shown by a shape's position on the screen. Here the blue shape is playing a constant pitch as high as possible, as shown by it's position at the top of the screen

the yellow shape is playing as low a pitch as possible as shown by it's position at the botom of the screen

Pitch notation is purposefully vague , don't worry too much but be aware of the pitch range of your instrument



The red shape travels through the entire range of the instrument from lowest to highest pitch. The volume remains constant at around 2/3rds full volume.

The green shape travels from the somewhere around the middle pitch to the lowest pitch on the instrument. The volume starts out very loud and fades to nearly nothing by the end of the shape.

