collections for Erik

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# collections for Erik

for Erik Carlson

The following is a recording project piece in which instructions are given for creating sound events. The performer will record each sound event and then assemble the piece by lining up and layering events within their indicated collections.

The piece is entirely made up of glissandi collections. There are 3-4 glissandi in a collection. For each glissandi listed in a collection, the score includes, the duration and direction\* of the glissando, as well as the interval by which the pitch will be moving. Glissandi should begin at the point of attack and end at the point of the note's release (i.e. the listener should not hear the beginning or end pitch sustained). Pitch movement within a glissandi should be constant and consistent, and the rate or speed of movement should correspond to the sound event's duration and the interval by which it will change.

Starting pitches for glissandi should be chosen by the performer. Microtonal starting pitches, artificial harmonic glissandi, and a variety of bowing techniques/pressure are welcomed.

Dynamics should remain quiet throughout.

There are five types of collections:

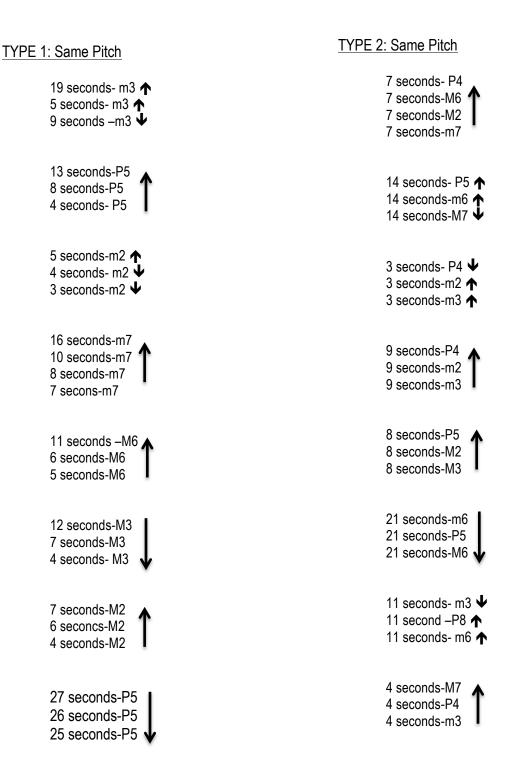
- 1. glissandi that begin on the same pitch, involve the same interval, but differ in duration.
- 2. glissandi that begin on the same pitch, follow the same duration, but involve different intervals.
- 3. glissandi that begin on different pitches, involve the same interval, but differ in duration.
- 4. glissandi that begin on different pitches, follow the same duration, but involve different intervals
- 5. glissandi that begin on different pitches, involve different intervals, and differ in duration.

## Assembling the recording:

After recording all glissandi, the performer will gather the 3 or 4 events of each collection and layer them. For collections made up of identical duration glissandi, events should be layered so that they start and end together. For collections with different durations, the performer may choose how to line up events on the recording. S/he may choose to have all glissandi start at the same time point, or end at the same time point, or any combination of layering these events of a collection so that there will be a moment when all events of the collection will sound together. (In other words, a collection's sound events should not be juxtaposed/heard one by one without layering). Although the score lists collections according to type of glissandi, in assembling the recording, the performer may choose any ordering of collections. Time between collections can range from 0-8 seconds.

\*Arrows indicate direction of glissando. In some collections, all glissandi will follow the same direction (indicated by a large arrow), and in others, individual glissandi will move in opposite directions (indicated by smaller arrows).

## Collections



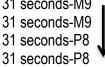
#### **TYPE 3: Different Pitch TYPE 4: Different Pitch** 19 seconds-M6 3 seconds-P4 12 seconds-M6 3 seconds-M3 8 seconds-M6 3 seconds-m2 3 seconds-M2 15 seconds-P4 12 seconds-P4 8 seconds- M2 1 9 seconds-P4 8 seconds-M2 1 8 seconds-P5 8 seconds-P8 V 11 seconds-P8 10 seconds-P8 4 seconds-P8 17 seconds-P4 V 17 seconds-M3 4 17 seconds-M7 24 seconds- M7 17 seconds-P8 **↑** 21 seconds-M7 18 seconds-M7 14 seconds-M9 14 seconds-P8 8 seconds-M3 14 seconds-P8 7 seconds-M3 14 seconds-M7 5 seconds-M3 3 seconds-M3 2 seconds-P5 2 seconds-m6 15 seconds-A4 **↑** 2 seconds-M2 9 seconds-A4 V 8 seconds-A4 V 7 seconds-M2 ↓ 4 seconds-M2 ↓

3 seconds-M2 **↑** 

29 seconds-P8 28 seconds-P8

27 seconds-P8

2 seconds-M2 9 seconds-m6 9 seconds-m6 9 seconds-M6 9 seconds-m3 31 seconds-M9



### **TYPE 5: Different Pitch**

