## danielle dahl

Piter Bernsteits copyright protected when

when music is playing be quiet stay put

don't clap until the whole piece is over

## PERFORMANCE NOTES

This piece is written for 2 polyphonic instruments, 4 monophonic instruments in the same family (SATB) and 1 computer with MAXMSP.

Ex:

2 guitars + string quartet + computer 2 pianos, recorder quartet + computer etc.

To perform the piece you need

1 computer running MAXMSP 6 or later.

1 soundcard

1 speaker and speaker cables

The patch SNIMPIECE001, the folder of .wav-files and the folders ivf.structures and ivf.libary (Can be downloaded here: https://www.dropbox.com/sh/ent9suosmxpbh6p/AAAuc6rQiTH5BII1BIGtx1WWa?dl=0)

The performance material includes 2 different scores for the 2 instrument groups as well as a MAXMSP patch and a folder of prerecorded voice samples. The patch chooses from a set of prerecorded samples with quotes primarily from the NAXOS Education piece "How to enjoy a live concert". The patch chooses differently every time, but it's a controlled form of randomness: The macroform is the same, and some quotes have a higher probability of being chosen. The playing score consists of modules that are to be played in different order and at different times depending on the computer patch.

The piece is in 3 parts, where the first part is a duo part without voice samples. In the second part the quartet play modules M1 to M5 in a loop accompainementing the voice. In the third part the musicians follow the instructions on the next page, what modules they play are controlled by a randomized set of voice samples.

The piece ends as the players are instructed to leave after hearing certain samples.

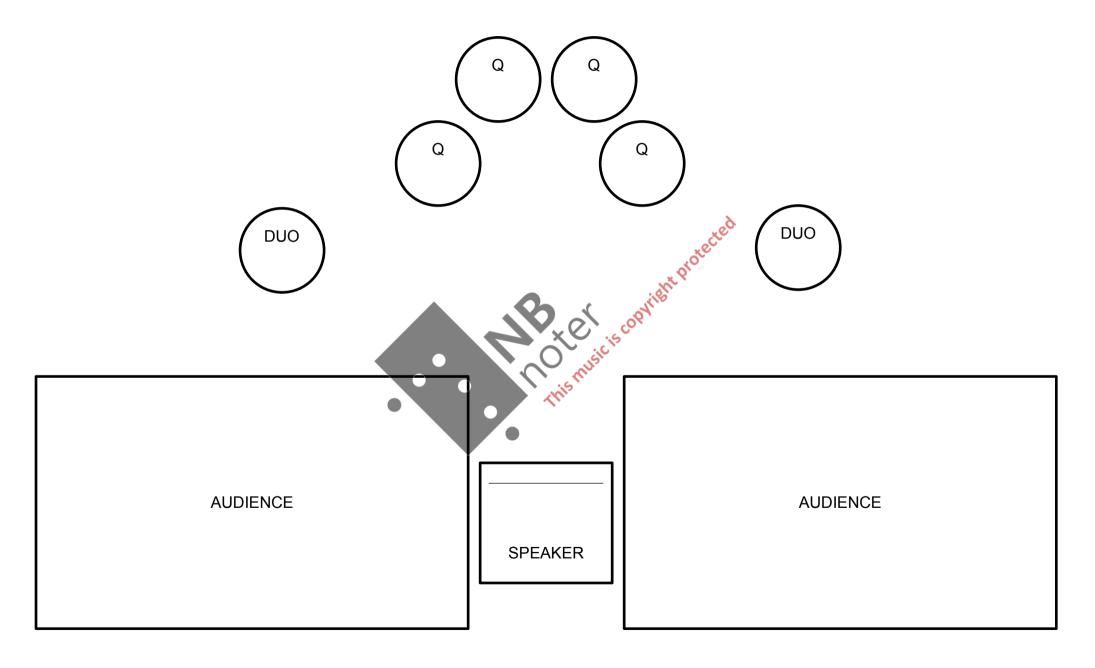
When not playing the musicians should sit as motionless as possible. Two of the samples triggers shouting, one from a person in the audience, and one from one of the musicians. There is no room for emotion, sentimentality or personal history in these gestures.

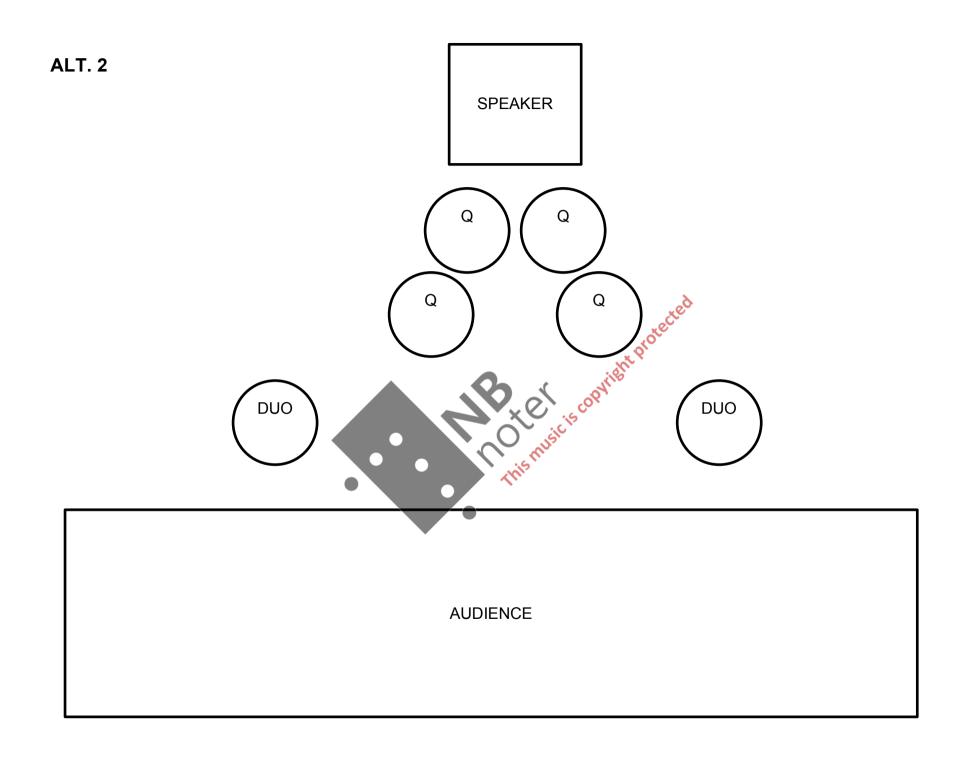
Duration: 10'-11' approx.

-Danielle Dahl, Nykøbing Sjælland 2015

VOICE	QUARTET	DUO
Hearing live music is one of the most pleasurable experiences available to human beings.  A wonderful and mysterious thing about live concerts is that everybody comes to be affected together.  There is nothing difficult about how to act at a concert.  You don't have to be tense or uptight during the concert. You don't have to hold your breath.  Music is a safe way to test out new perspectives and new values. Like trying on clothes before you decide whether to buy anything.  Music is the cup which holds the wine of silence.	First sample: TACET. Then play M1-M5 in a loop. Start when the voice starts and stop when the voice stops (finish the note you are playing). Continue where you left off when the next sample begins.	TACET
You might experience intense feelings while outwardly sitting quite still.	Q3: count to 5 after voice stops: then shout without shouting.	TACET
Nothing is more beautiful than the sound of the guitar.	TACET	When voice starts: Play M3.
Ask yourself: what is this piece about? Is it full of laughter, yearning, nostalgia, bitterness, rage? I actually try to settle on a word.	TACET	When voice starts: Play M4.
Cultivate an inner experience, emotion without motion.	Person in audience: Count to 5 after voice stops then shout without shouting.	TACET
What is musical meaning? Where does it reside and how can it be known?	When voice starts: Play M5.	When quartet stops: Play M3. Ignore next instruction.
I know it seems cruel to squelch that urge to applaud, but please wait until the very end of the whole piece	When voice starts: Play M1 together with guitars	When voice starts: Play M2 together with quartet.
Concerts are not for everyone. Some people can't be quiet. Some people can't stay in a chair. Some people snore. Use good judgment and consideration about whom you bring.	Q1: As soon as voice starts, begin playing M5. Q2-Q4: TACET	TACET
Music is an art form whose medium is sound and silence. Its common elements are pitch, which govern melody and harmony, rhythm and its associated concepts of tempo, meter and articulation, dynamics, and the sonic qualities of timbre and texture.	After voice stops play M3.	TACET
At the end of a piece, it is time for the audience to give something back by clapping and time for the musicians to receive it by bowing.	ENDING I: Finish what you are doing, then stop. Leave the stage or sit unmovable until you are certain the piece is over.	ENDING I: Finish what you are doing, then stop. Leave the stage or sit unmovable until you are certain the piece is over.
An audience can show extra enthusiasm by standing up when they applaud. To be politically and grammatically correct, shout "Brava" for a female performer, and "Bravée" for a group.	ENDING II: Q2, Q3: If playing, stop abruptly and leave stage. Q1, Q4: Finish the module you are playing, then play M3 + M4 in a loop for longer than you feel comfortable.	ENDING II: finish the module you are playing, then leave stage.
Many performers also have their own websites where you can learn more about them.	ENDING III: If already playing, end abruptly at the same time as voice ends. If TACET, play M6 right after voice ends then leave.	ENDING III: Stop abruptly if you are playing. Sit unmovable until you are certain the piece is finished.

ALT. 1





**INTRO** -No vibrato -Unless otherwise specified, dynamics are static and soft (solo without voice samples) **J** = 85 play 5 times sim. alt. 4 3 play 4 times let ring alt.3play 4 times let ring sim, play 4 times play 4 times

-Unless othewise specified, let all pitches ring as long as possible

## WITH VOICE SAMPLES

