

Live Drawing Notes

A performer will draw in realtime what the quartet is performing. It is intended the audience will perceive that the quartet is interpreting the drawers creation (when in fact it is entirely contrived, and instrumentalists are also following their own graphic score). This page offers a description for the “Drawer” performance.

A - A block indicating “pizz” is added, as is a block with the pitch material, and the dynamics. Dots are drawn in multiple pen sizes, then glitter and confetti are sprinkled. The quartet should freely interpret (not exact cuing) based on the pace and energy in which the dots/confetti/glitter appears. They will start slow, and get more and more dense. Lines are drawn to indicate to be more “on the beat”. Glitter and confetti are blown away to leave less dense material in the form of the ink dots.

B - A “mute” block is added, as is “delay”, as is the pitch and dynamic material. The “A” page is ripped off and placed aside for later use. The crotched marcato map drawing is drawn by pen - the quartet should follow the drawing at first to establish a relationship between sound and visual, but begin to freely interpret it after all four instruments have come in.

C - The B page is removed and saved for later. The drawer will place frames onto the fresh page, Violin I, Violin II, Viola, Cello. S/He will then add different musical components as per the live score, which should trigger the indicated material to start.

C/D - The pitch material will change, as will the solo line material (Viola in this case). This is done by blocks being taken off the table/view and on the table/view.

E - All instrument frames are emptied except for the marcato crotchet material. They are quickly swiped away, new pitch added as well as effects and the crotchet diagram drawn again, in a distorted way.

F/G - Same as C/D

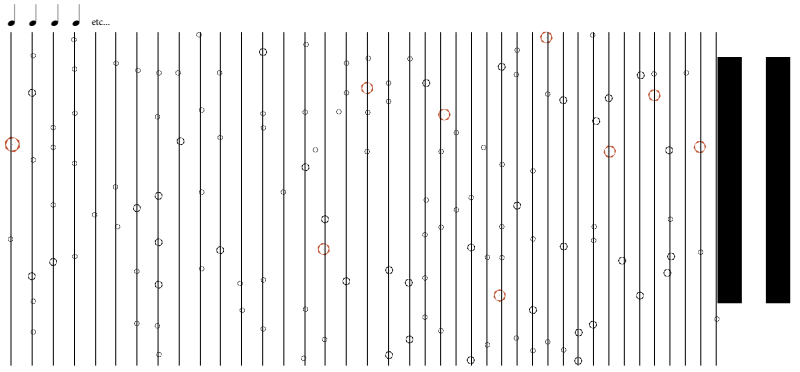
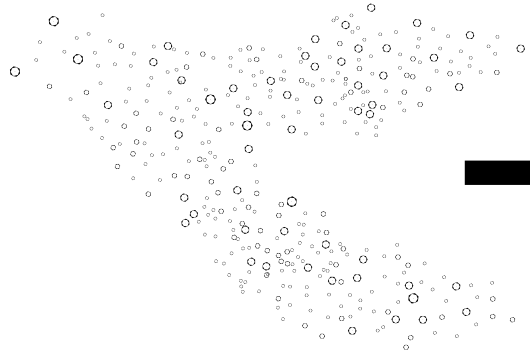
H - “Loop” and “Delay” is added, as is pitch and dynamic. Then different blocks of material are quickly added.

I - The page from A is added (with the lines and dots already on it!) but now with new music instructions. Glitter and confetti immediately added to increase density, then slowly blown away to decrease density and blocks of rhythmic material added.

J - The A page is swept out from under the blocks of rhythmic material. A dynamic is drawn across the bottom to indicate piano to fortissimo. To get the pause, all objects are swept off the table... the drawer will be panting with the ecstasy of the sound and recover, getting ready for K.

K - 3 huge splodges of paint (any colour, fluoro would be good) are splattered onto the page - cued by Violin 1. The B page is then added on top, and the quartet interpret it accordingly. The drawer uses whiteout or white paint to slowly make the image disappear. The instruments should drop out 1 by 1, leaving the cello. The cello should follow, with an exactness, the whiting out of the last three notes.

90-120 seconds PIZZ



p-mp (cue dynamic on dot size)

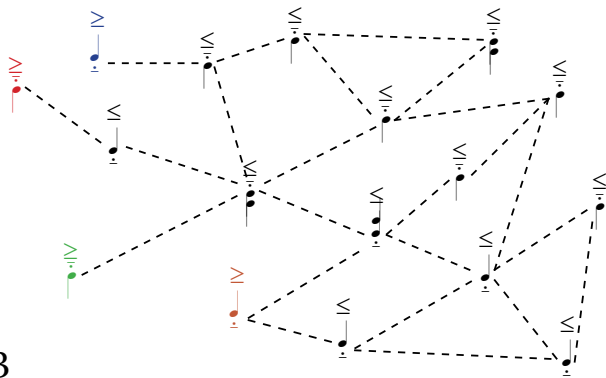
p-mp

higher register



A

60-70 seconds SORDINI, DELAY Tutti always take 9-15 beats to next note



any register



mp

B

DELAY
each change takes 9-15 beats

Violin 1

p

Violin 2
Cello

GLISS

mp *p*

cont... →

15 seconds

any register



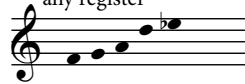
Viola



C

20 seconds

any register



Viola

mp

30 seconds

any register

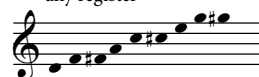


Viola

mp

30 seconds

any register



Viola

mp

sequence: 2.1
Rec: PAUSE

sequence: 1.5

always take 9-15 beats to change notes

The musical score for sequence 1.5 is presented on a single staff. It begins with a red square followed by a quarter note, then a blue square followed by a quarter note, and a green square followed by a quarter note. The notes are connected by dashed lines. A large green watermark 'Sample Score Only' is overlaid on the score. Annotations include: 'any register' with a musical staff showing notes in a higher register; 'mp con sordini with delay = 360' with a musical staff showing notes in a lower register; 'next harmony' with a musical staff showing notes in a higher register; and 'higher register of instrument' with a musical staff showing notes in a higher register. Performance instructions include 'remove mute' and 'turn off delay'.