

## Studio Manoeuvres -score instructions-

The score of *Studio Manoeuvres* consists of five playing modes:

[1.] Free improvisation – not necessarily playing continuously – allow silences to occur – think about connections with previous events.

[2.] Start playing from the lowest frequencies of your instrument and reach the highest frequencies at your own pace. Frequency is not necessarily related to pitch. The lowest frequencies of a drumkit for example could possibly emerge from the kick drum – the highest frequencies of a flute could possibly be the clicking sounds of the keys...etc

[3.] This playing mode consists of two parts, A and B:

- Part A is a loop of four repetitions. The quarter notes must be performed in unison, with a very sharp attack and short duration. After the four repetitions of part A the player must move to part B.
- In part B, the player is free to choose one of the four rhythmical loops. The rhythmical patterns are freely written so the interpretation is up to the performer – however the player should try to follow the dynamics as indicated above each note (“>”). The player is free to remain on a certain loop or jump to other loops during the performance.

[4.] This playing mode consists of a continuously changing loop.

Each number corresponds to a player. With each repetition of the loop the players swap positions as indicated by the arrows. This playing mode demands concentration and visual communication between the players. When the playing mode is triggered player “I” starts playing by following the graphic score. Player “II” enters when player “I” reaches a climax. Player “III” enters when player “I” stops. Player “IV” enters when player “II” stops. Players “III” and “IV” stop when players “I” and “II” decide to enter for a brief moment after communicating with each other. The loop ends with all the players entering together for a short moment after coordination.

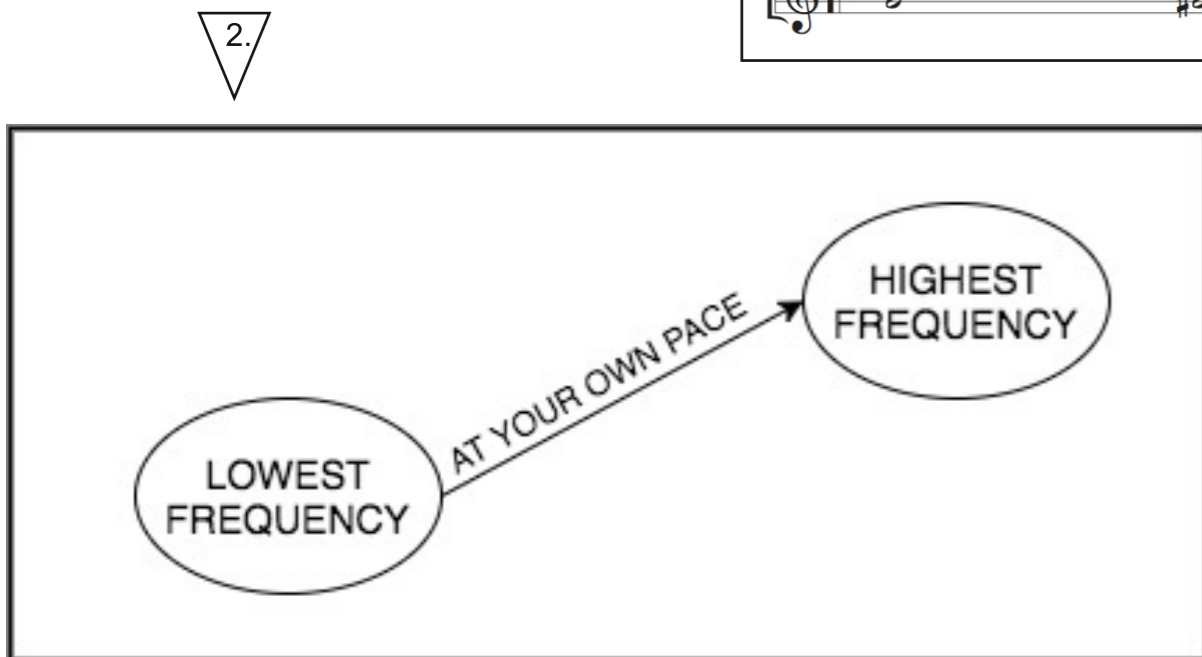
[5.] This playing mode consists of a loop of three melodic patterns. Each player starts by choosing a melodic pattern. Non-pitched instruments can focus on the rhythm of the melody. After playing their first choice once, the players are free to change between melodic patterns as they please. The players are free to perform the melodic patterns at their own tempo, octave and style.

NOTE: The playing modes will be triggered by a conductor by indicating the number of the mode with the hand. In the case of mode [3.] , after the conductor’s trigger a player (usually the percussionist) must indicate the tempo for the ensemble to enter.

5. 3.

At you own tempo, octave, style

A musical score for exercise 5, consisting of three staves. The top staff has notes G4, A4, B4, C5, B4, A4. The middle staff has notes G4, A4, B4, C5, B4, A4. The bottom staff has notes G4, A4, B4, C5, B4, A4. There are sharps on B4 and C5, and a flat on B4 in the middle staff.



**X 4**

A musical score for exercise 1, consisting of four staves. The first staff has notes G4, A4, B4, C5, each with an accent (>). Below the first staff is a bracket labeled "A". The second staff has notes G4, A4, B4, C5, each with an accent (>). Below the second staff is a bracket labeled "B". The third and fourth staves have notes G4, A4, B4, C5, each with an accent (>). The score is enclosed in a large box with a double bar line at the end.

4.

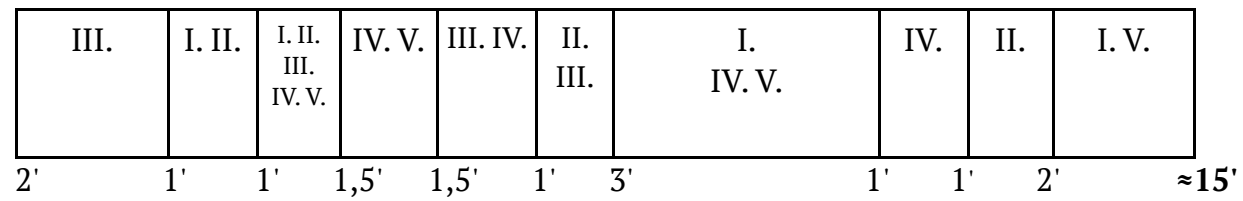
Changing loop

A musical score for exercise 4, titled "Changing loop". It consists of four staves labeled I, II, III, and IV. Each staff contains handwritten musical notation, including notes and rests. The notation is dense and appears to be a complex rhythmic or melodic pattern. The score is enclosed in a large box with a double bar line at the end.

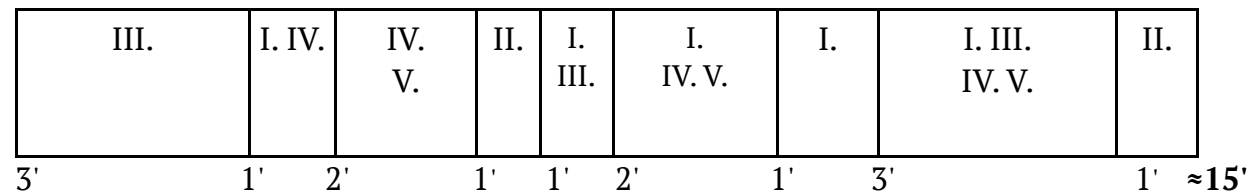
# Studio Manoeuvres

-conducting scheme-

## Conductor I (BEA7)



## Conductor II (BEA6)



## Instructions

“Studio Manoeuvres” will be realised as a recorded improvisational piece on March 18<sup>th</sup>. Two four-piece ensembles will be placed in two different studios , BEA 6 and BEA 7. The ensembles will be close-miked and their signals will be recorded in a third studio, BEA 5, which will function as the “control-room” where a multitrack mix will happen in real-time. The two ensembles will not hear each other during recording. Their musical output is depending on a score which will be conducted. The score comprises five playing modes which will be triggered by a conductor.

Above you can see that two different conducting schemes were created for each conductor. The latin numbers inside the boxes correspond to the playing modes that will be triggered for the ensemble. The numbers under each table box show how much time the conductor must hold the playing mode that is indicated.

**For example:** “Conductor I” should start the scheme by showing “III” with his/her hand and keep the playing mode active for 3 minutes. A watch should be used to monitor the time and to know when to move to the next playing mode. When a box has more than one numbers the conductor is free to choose one of the numbers and trigger it by showing the corresponding number with the hand to the ensemble.

**For example:** After the 3 minutes of playing mode “III” are completed in the first scheme, “Conductor I” has to check the watch and trigger either “I” or “II” from the second box. This playing mode now has to last 1 minute according to the time indication above it. The same logic applies to the rest of the scheme.

The whole piece will last approximately 15 minutes. Different layers of indeterminacy - the two ensembles not hearing each other, the conductor not knowing what kind of material is triggered while being free to choose from a given number of modes and the fact that the “mixing engineer” (Yannis) will not know exactly what kind of material will arrive to the control room – will result in a multi-layered improvisation between the three studios.

# Studio Manoeuvres

-conducting scheme-

## Conductor I (BEA7)

III.	I. II.	I. II. III. IV. V.	IV. V.	III. IV.	II. III.	I. IV. V.	IV.	II.	I. V.	
0'	2'	3'	4'	5':30"	7'	8'	11'	12'	13'	15'

→ stopwatch timing

# Studio Manoeuvres

-conducting scheme-

## Conductor II (BEA6)

