the song of a breathless body

for Hypercube

Accordion
Percussion

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Performance notes

General

The piece is in a spatialized tablature-style notation. Each tick mark along the top and bottom of each system represents roughly a second, but these reference marks should not be seen as a prevailing tempo or stopwatch timed. As such, timecodes are given for reference only and are not intended to be prescriptive.

The weight of wedges, circles and lines can be seen as analogous dynamics, but is more correctly the weight of force applied by the body to any given action. Therefore, a forceful hit on the cardboard box for example will not necessarily be louder than a moderate hit on the tam-tam. Performers should aim for a balance throughout. Accidentals apply only to the notes to which they are adjacent.

Ideally, the percussionist and accordionist should face each other at angle with a view to the audience. Special visual emphasis should be placed on the difference between the accordionist as a quivering statue, and the percussionist as ann incessant fidgeter.

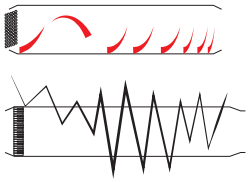
Percussion list

Tam-tam with appropriate beaters and bow.
Cooking pan or similar uneven metalic object with z-ball.
Small, flat cardboard box with contact mic.

Accordion

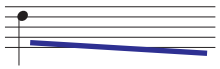
Bellows action / dynamics - Wedges represent force of closing / opening mostly in crescendos and diminuendos. Green wedges involve pitch, while blue wedges are air-only. Shapes such as that shown on the top right depict sforzandi and similar gestures.

A tremor or shaking of the body that produces uneven tremolandi in the sound of the accordion. Can be whole-body (as in shivering) or just the knee (as in the common

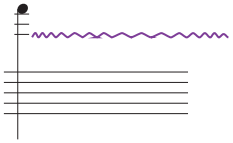


Left-hand gestures running the hand across the buttons loosely according to the gestures.
Right-hand guiro-like gestures on keys.

Run fingers on bellows.



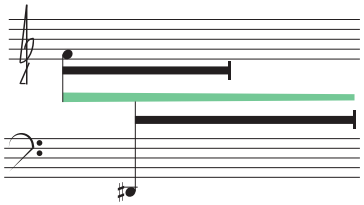
Detune.



Finger vib (always uneven)

Registration key-clicks.
Above right-hand staff pertains to right hand, below left-hand staff pertains to left hand.

When left and right hands are independent rhythmically, and/or independent of bellows, thick 'beams' indicate duration that keys should be depressed.



Percussion

TAM-TAM

The staff space represents distance from centre to edge. The vertical position(s) of actions indicate where on this axis they take place.

Strike. Size indicates force.

Tremolo. Wedge indicates changes in force / speed.

Stop vibration with hand, or however is convenient.

Bow (on one line staff). Wedges represent pressure, stems are articulations. Groups of gracenotes are spicatto-like gestures.

BOX

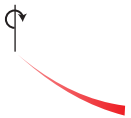
The staff has two lines (one for each hand).

Strike. Size indicates force. Always with palms or fingertips.

Tremolo. Size indicates force. Always with palms or fingertips.

Circular motions with multiple fingertips. Size of circle indicates size of motion.. Line weight indicates pressure (downward).

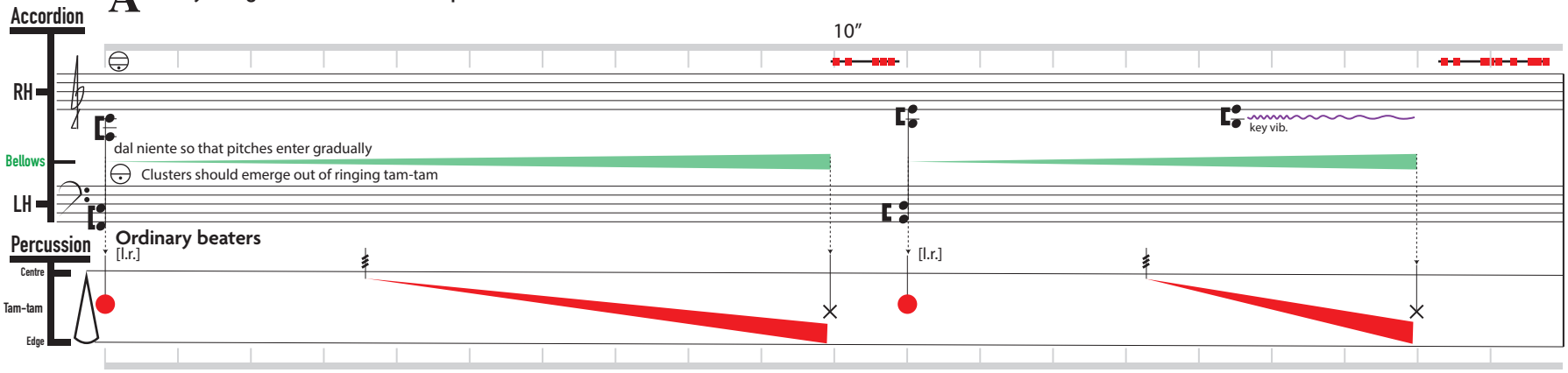
COOKING PAN

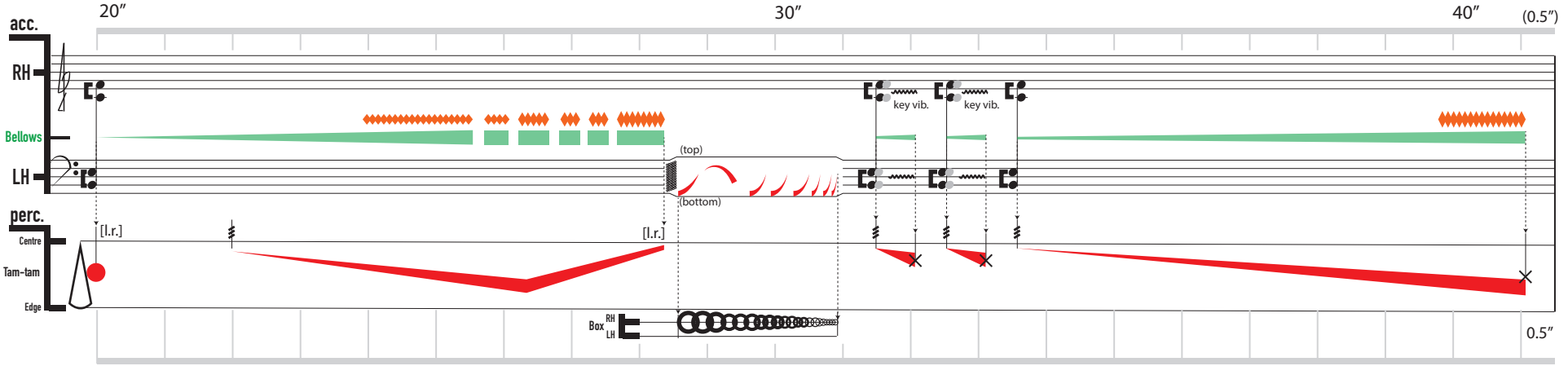


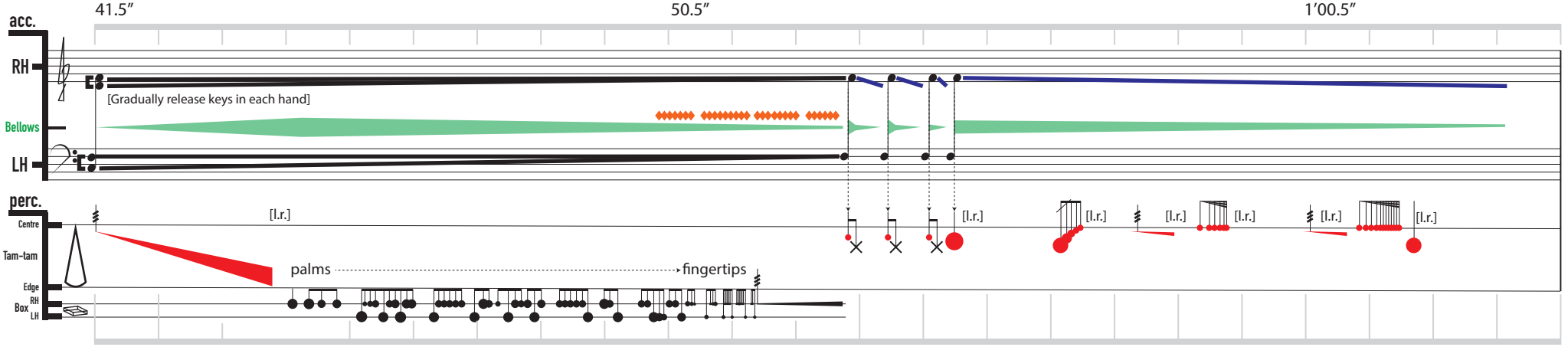
Circular motions with z-ball, size indicating downward pressure.

Little interruptions / bounces

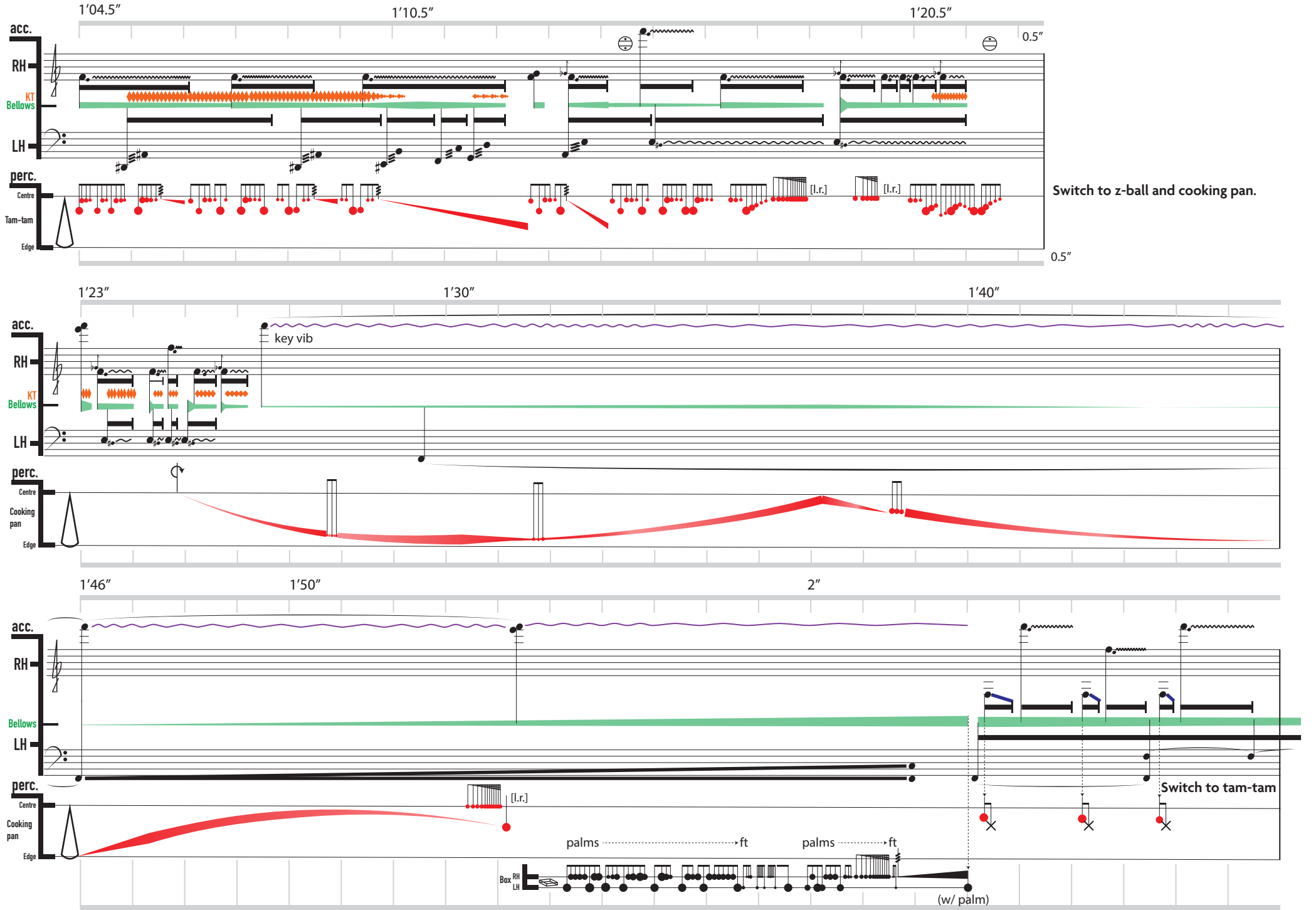
A Gloomy and glacial with bursts of impatience



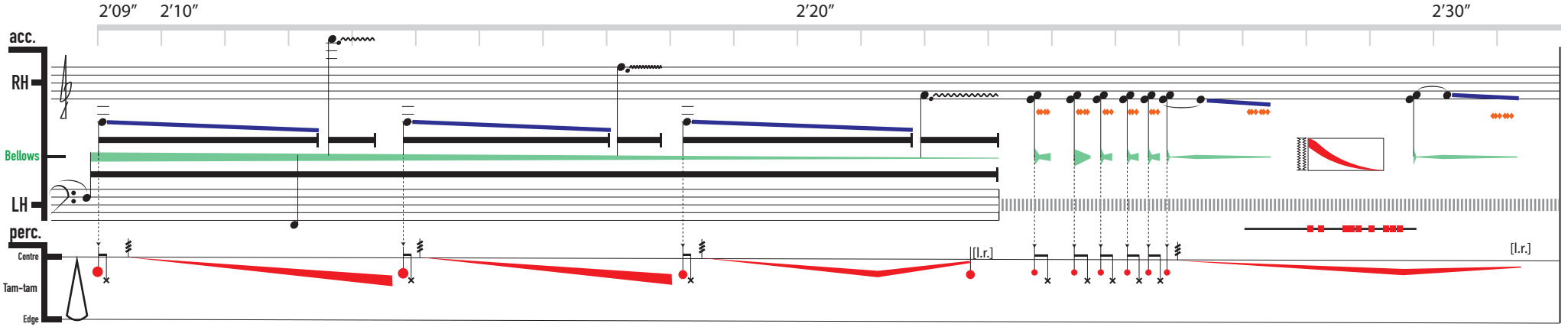




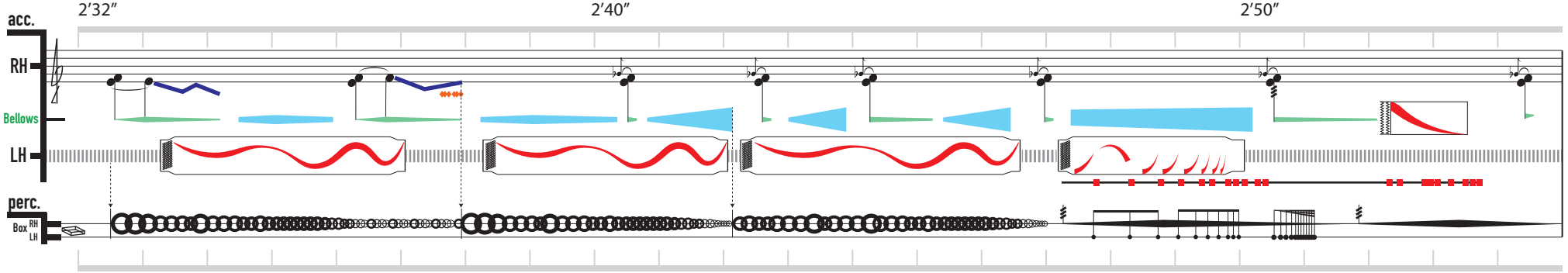
B Fragile, unstable, barely able to sustain itself



C Leaning, awkward, lop-sided, with increasing urgency

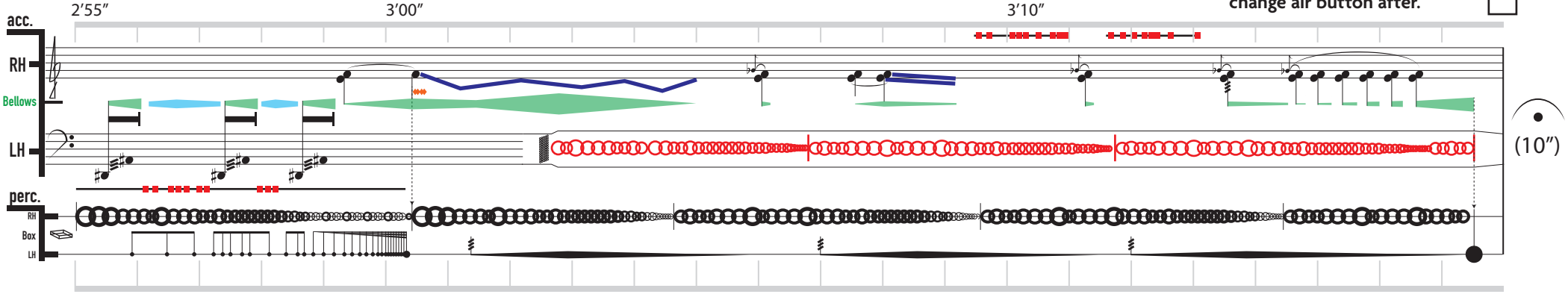


Air button



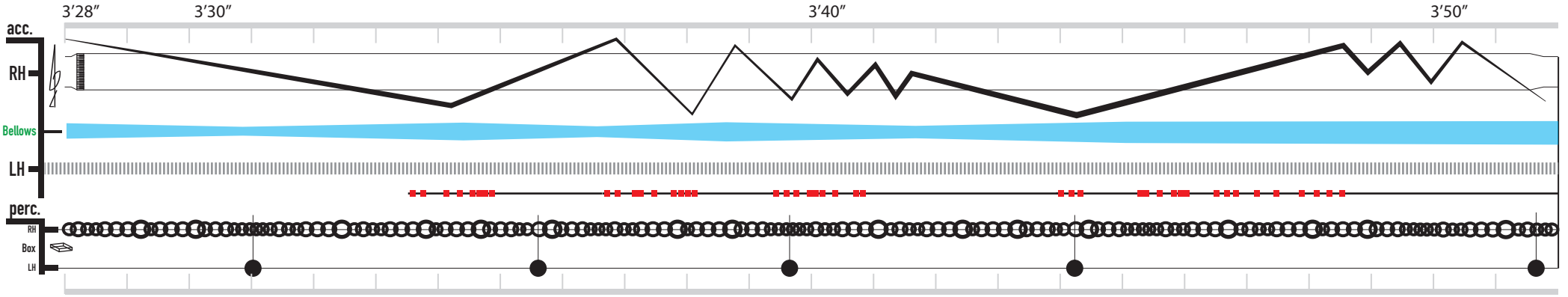
Air button

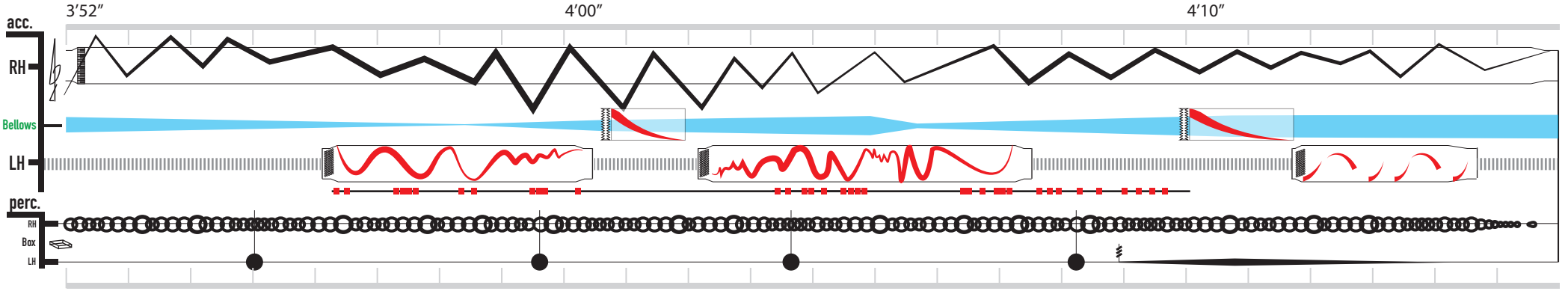
Stay very still during pause, change air button after. Air button

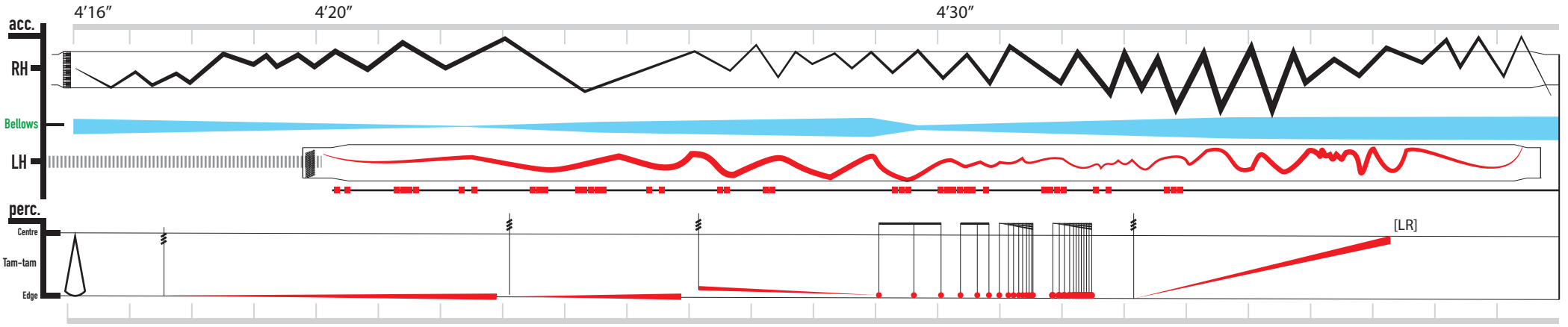


Stay very still during pause.

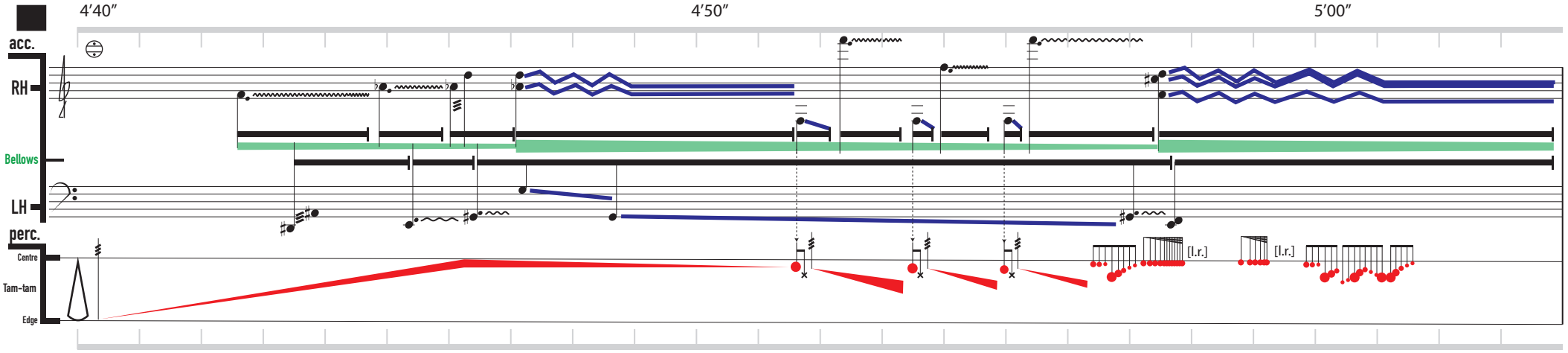
D Statistical, haunting, grey

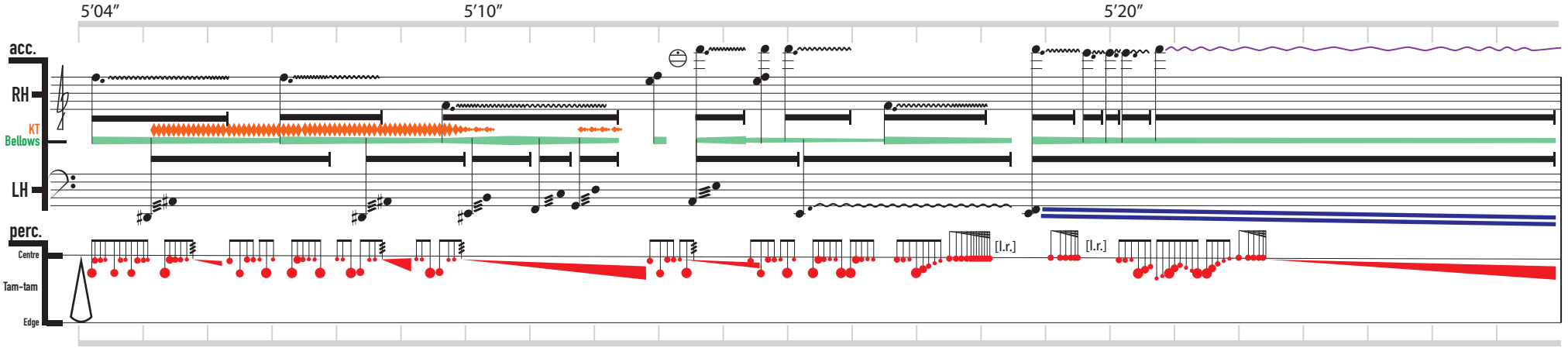




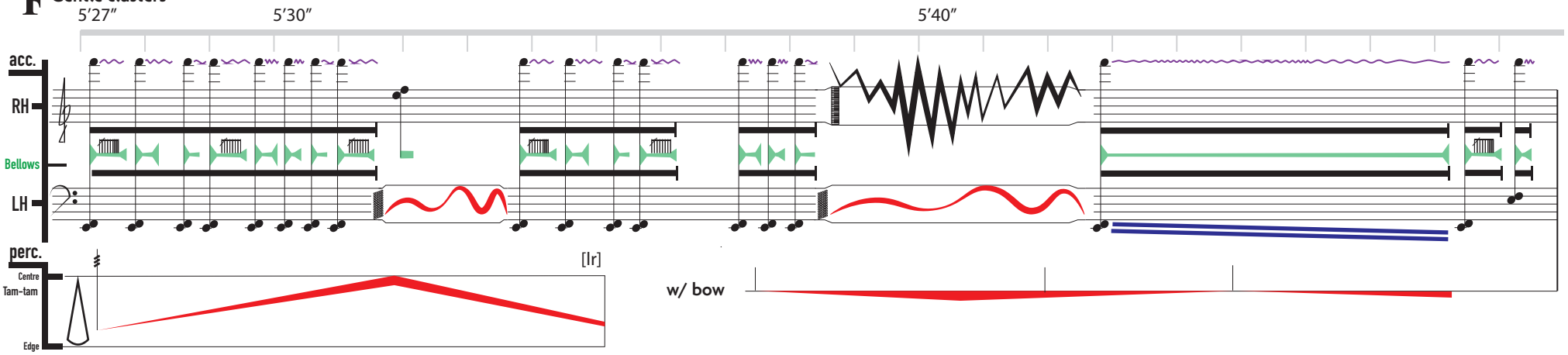


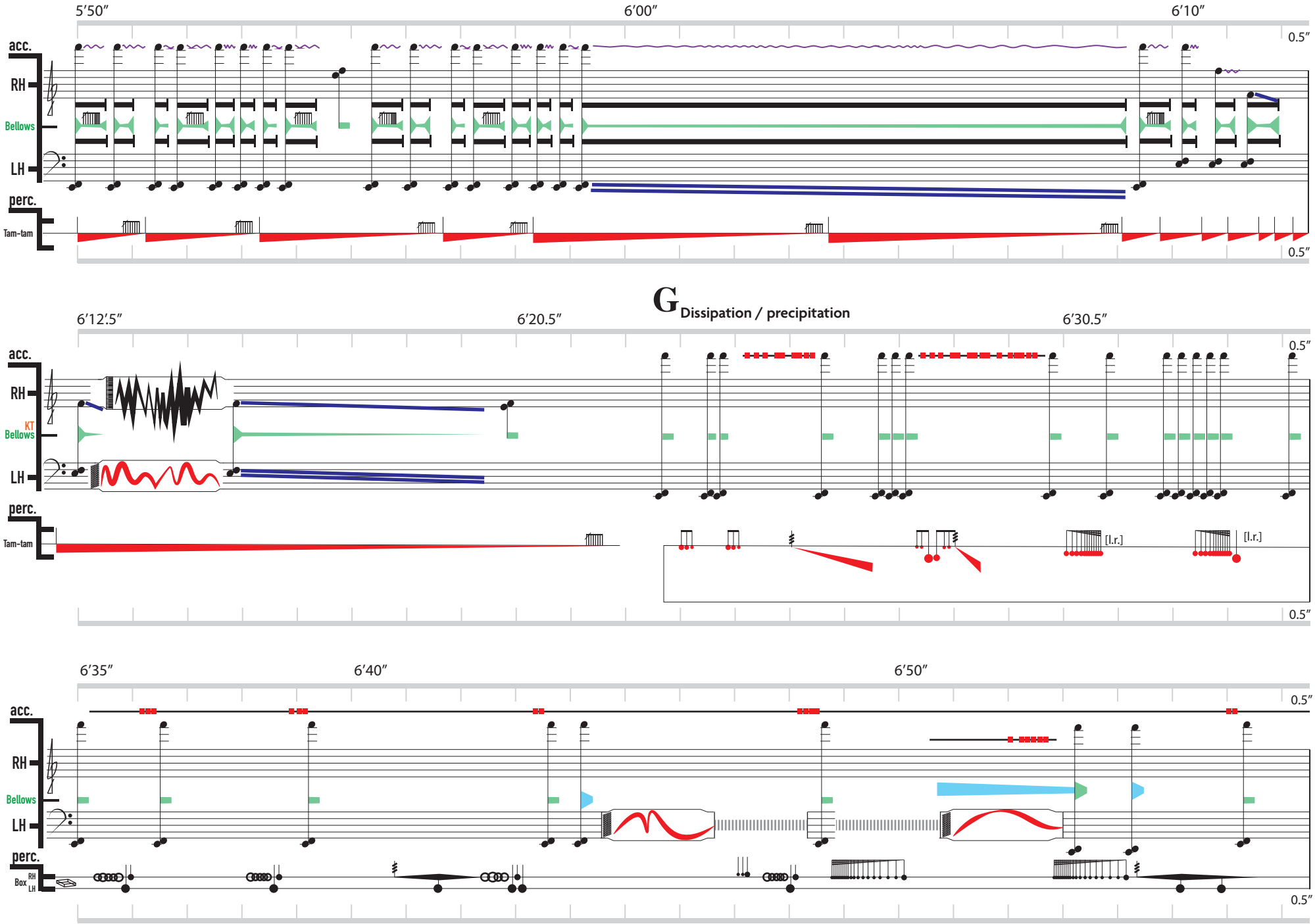
E Demented counterpoint





F Gentle clusters




5'50"
6'00"
6'10"
acc.
RH
Bellows
LH
perc.
Tam-tam
0.5"
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Dissipation / precipitation
6'12'.5"
6'20.5"
6'30.5"
acc.
RH
KT
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perc.
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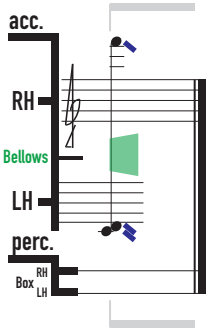
H Stain 6′57.5″