

LI 3 (2017)

For Per Zanussi Ensemble

Li-patterns

These patterns occur throughout the form.

They are referents for improvisation, textures, modes of action or describe relationships.

They start in two possible ways :

- One person starts, the rest imitate or complement as soon as possible.
- Everyone start together at once on cue

After a few seconds, when the texture/pattern is established, you can keep playing the Li, move on to something else, react to the others or not, be silent or vary/ transform the Li slowly or quickly, or use it as a point of reference to leave and return to. This can happen whenever you want. Listening is more important than the material, except in the cases where we agree in advance that it's not..

Some Li can be longer states in the form, with slower change, and others can be short transitions/contrasts between improvisations.

Some places we will also transform from one Li to another.

The Li can occur both tutti, in smaller groups in layers and in small groups or solo.

List of Li:

Angles (noise):

Noise sounds of varying lengths,
variation of frequency.
Marcato attacks.

Angles (pitch):

Pitched sounds of varying lengths, more long than short impulses, sometimes marcato attacks.

Aggregation:

Move from single sounds with much space to building a tutti structure. Pause and repeat.
(Also in two to three groups in parallel simultaneously)

Breaking:

One person starts playing a sound, the rest of group 1 imitate.

Group 2 imitate the sound of group 1, and break it up/change it into a new stable sound.

Group 1 fade away.

Repeat, this time starting with group 2.

Crystallization:

Move from something fluid and moving to something clear, static, crystalline and simple.

Clouds:

Make phrases together, react to impulses. Iterations and flourishes.

asymmetric rhythm, fast. Some air content?

Longer and shorter gestures.

Centers:

One person leads a group through his/her playing.

The other players can imitate, contrast, accompany etc, but listen intently to the leader at all times.

Dunes:

Very slow sounds, repetitive, breath tempo.

Flocking:

Fast, follow each others movements in a chaotic "unison".

Lines (linear movement, meanders):

Move from one point to another in a "melodic", meandering, linear way, non repetitive.

Pitch.

Lines (larger group):

Make linear, "melodic" phrases together, either unison or finish each others phrases. Pitch.

Mass:

A static, sustained sound mass.

Ripples 1:

Repetitive. Like a faster, polyrhythmic version of DUNES.

Spots/Ripples 2 (Rhythms):

Repetitive, percussive, polyrhythmic shorter sounds.

Spots:

Or points, short sounds, open.

Make phrases together, react to impulses.

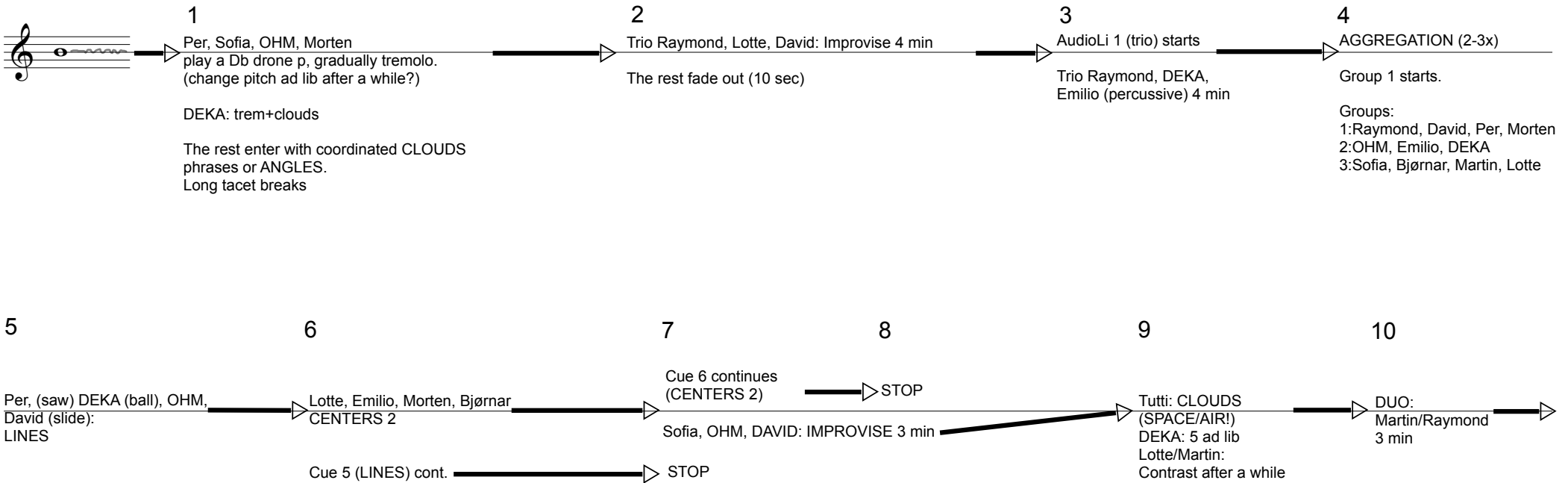
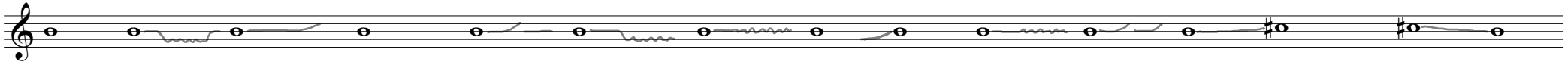
Play one sound at a time, space and listening.

Waves:

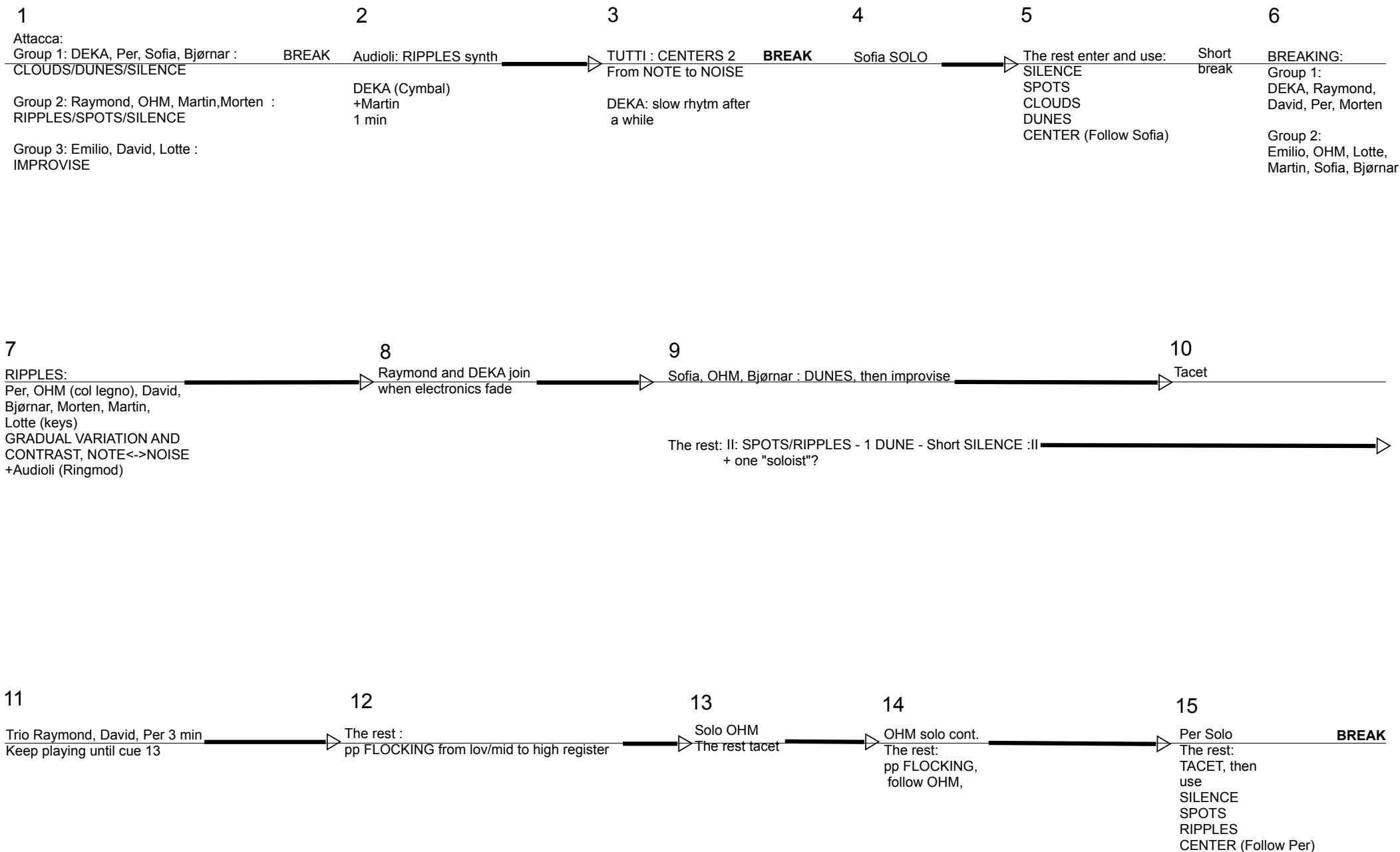
Dynamic waves.

C score

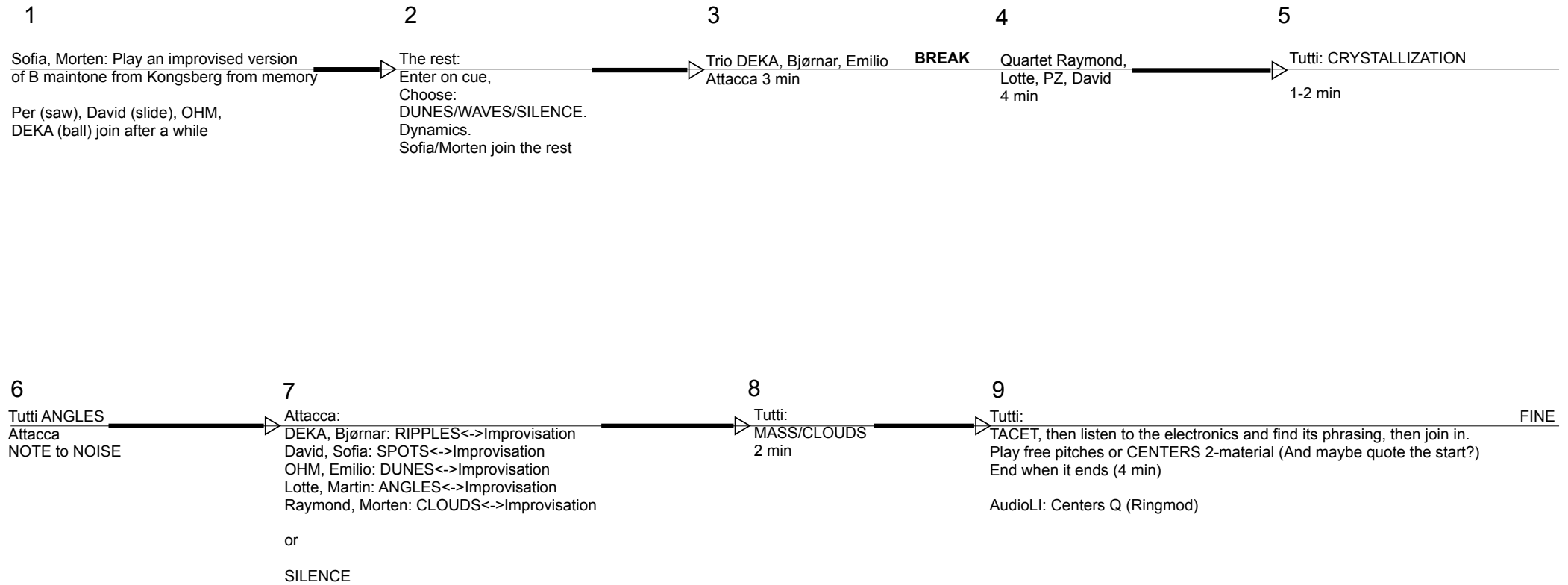
TUTTI:



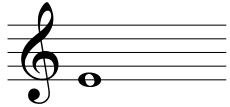
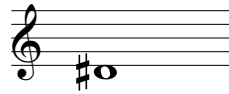
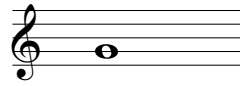
C score



C score



Centers 2



Use any of the pitches in any octave

Placement

