Alex Nadzharov

Contradiction

for instrument and algorithm

Performance notes

The score is divided in patterns, grouped in 4 sections. In each group of patterns they should be played randomly in any sequence, some may be repeated or skipped, but a sort of vector from first to last pattern in a group (and also a vector from first to last part) should remain. In 4th part, the patterns of previous 3 should be played too, but they can be played partially. All other patterns should be played entirely. Section "names" are for reference only.

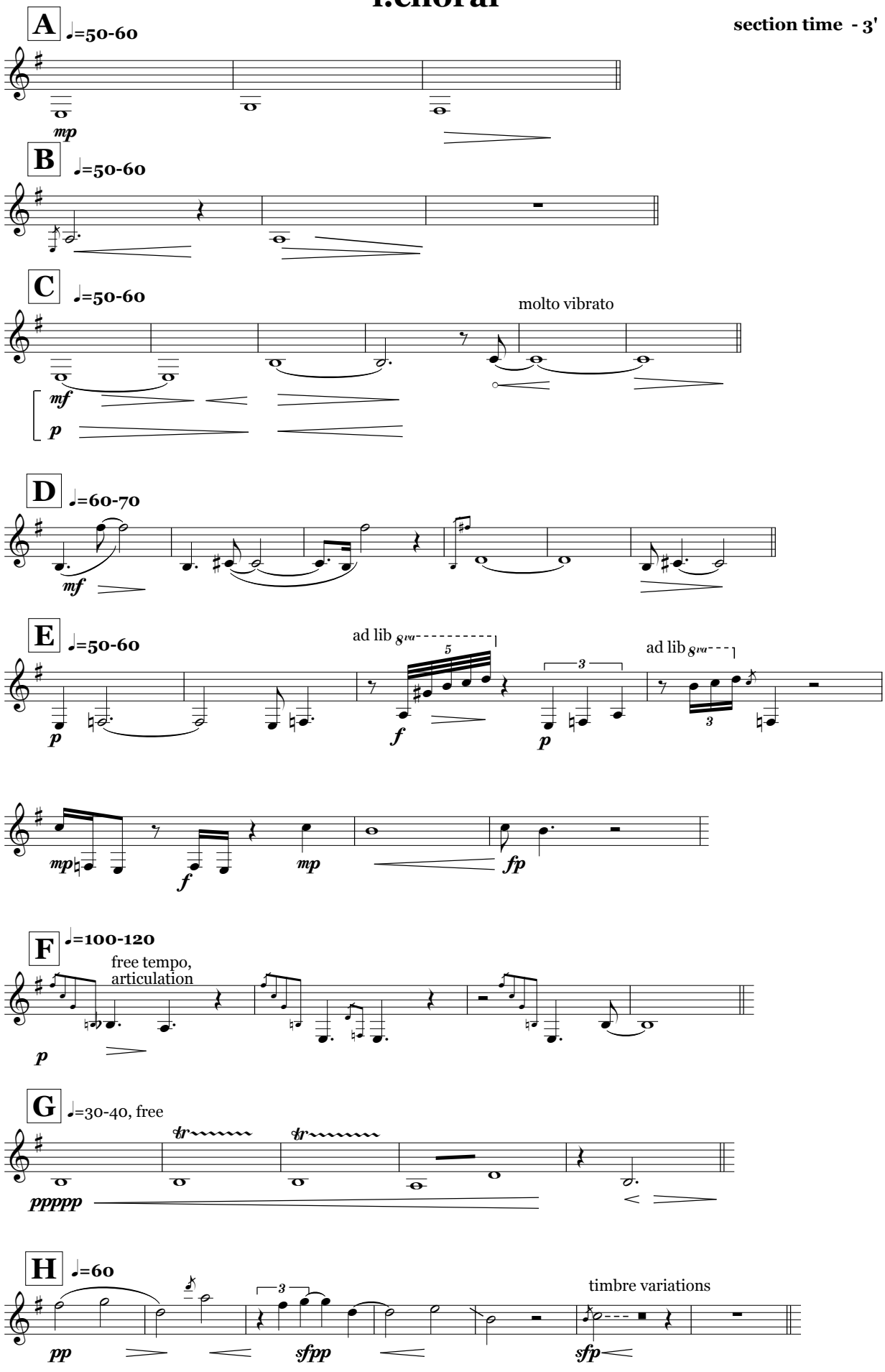
Basically, the algorithm reacts on loudness and density of source sound, creating semi-random processing and transients between sounds. During rehearsals, performer should get used to the interaction with this, the whole composition is intended as a sort of dialog.

Algorithmic part is done on Max/MSP (PC), it has one source channel for microphone. Although electronics are intended as standalone, some tweaking of input and output levels during performance is needed.

Version for bassett-horn.

i.choral

section time - 3'



ii.loops

section time 2'

A ♩=90

f *sempre*

B

C

D

E ♩=120 random sequence

f

F free tempo

sfp

G

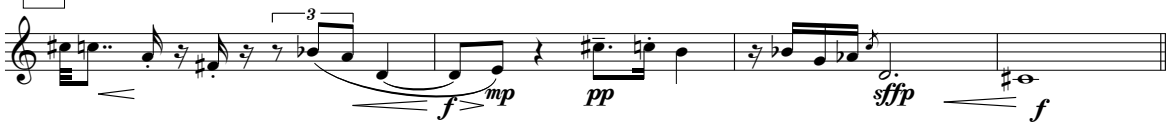
3

p — *sf*
ff *forced*
sff — *p*
ppp

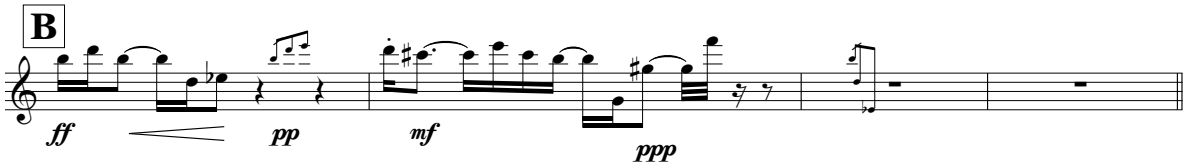
random dynamics.
same variants for each
group of notes

iii.lines

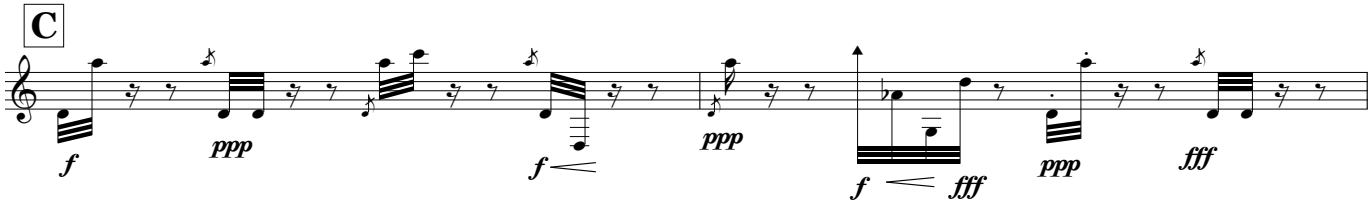
A **very free tempo, expressive** **section time 2'**



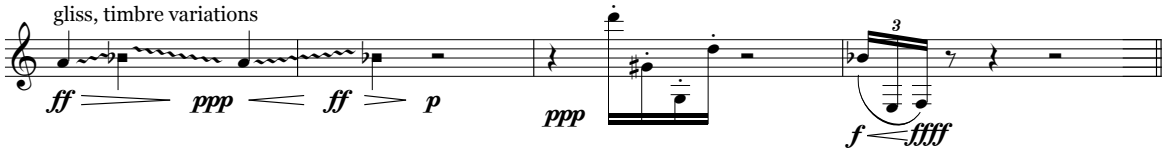
B



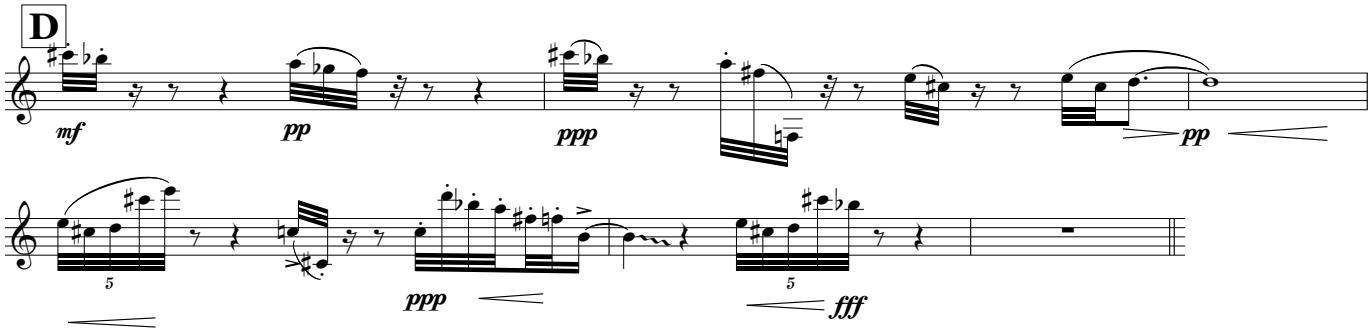
C

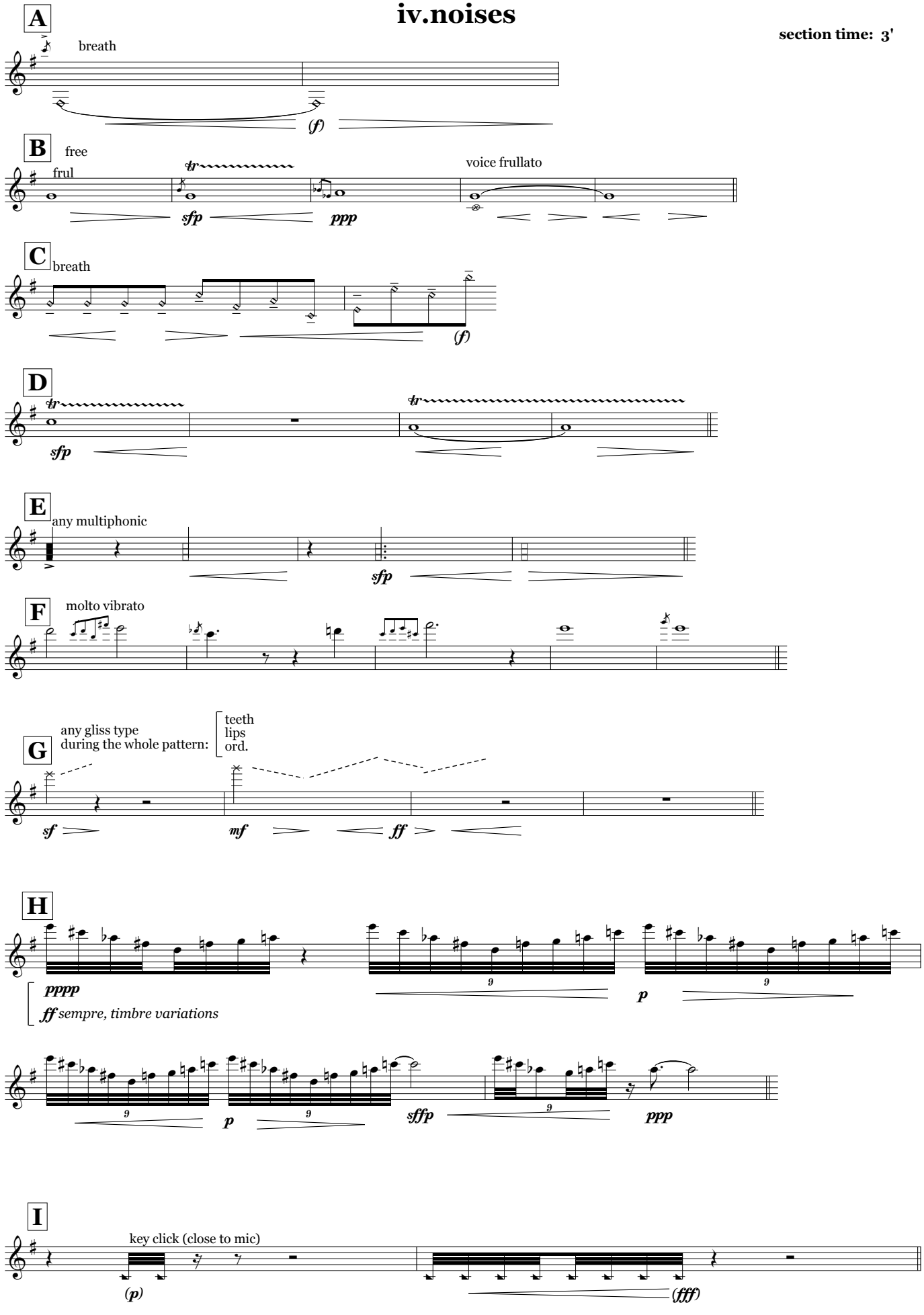


gliss, timbre variations



D



iv.noises

section time: 3'