

for solo double bass with electronics
by Erik Carlson
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This piece is performed with a microphone, speaker, and a max patch (available from the composer).

This piece can be performed for any duration. (The duration must be input into the patch.)

The piece consists of a continuous series of 8-second-long notes played very softly on the bass.

One channel of the electronic output is a click track at 60 bpm, output to headphones.

The other channel is a simple amplification of the bass, output through the speaker.

The volume of the amplification should be full, very present, overpowering the player,
but not uncomfortably loud.

Each note has 2 parts: the first part of the note is amplified and played out through the speaker.

The second part is not amplified and is heard only as a softly bowed bass note.

In playing, the performer makes no distinction between these 2 parts -
they are accomplished entirely by the electronics.

As the piece progresses, a linearly increasingly large portion of each note is amplified.

For the first note, none of it is amplified.

For the second note, only the first a few microseconds are amplified.

At the end of the piece, the entire 8-seconds will be amplified.

The rate at which the amplified portion increases depends on the total duration of the piece.

A message will appear on the screen when the last note has been reached and the entire duration is amplified.

The piece ends after that note.

The amplification will fade out over several seconds after this note,
so as not to be too abrupt an end.

ADDITIONALLY

The pitch of the first note of the piece should be somewhere in the middle of the A string.

As each 8-second note is played, a plus or minus (randomly generated) will appear on the computer screen.

This + or - indicates that the next note should be indeterminately microtonally more sharp or flat than the previous note.

If a + is followed by a - (or vice versa), try not to return to the exact same pitch as before.

The player should always stay on the A string.

If a + or - extends the range too far, the player may reverse the given direction of pitch shift.