

2nd piece for bowed string instrument and electronics  
Erik Carlson  
2017

In general,  
the electronics produce a sine tone that moves in frequency  
slowly and irregularly  
over an octave range.  
The player simply follows the pitch of the sine tone as best they can.  
The audience hears both the tone and the player at equal, gentle but healthy volumes.

The frequency of the sine tone is generated  
(patch available upon request)  
by randomly generating 10 slow sine waves which are added together  
and drive the pitch of the audible sine tone.

Each of these 10 waves has a random frequency of between  $1/24$  Hz and  $1/120$  Hz.  
Each wave has a random phase.  
Each wave has a random peak amplitude between 0 and 1.

These waves are added together and divided by the sum of the amplitudes  
and mapped onto the pitch space (as opposed to frequency space) of an octave range  
(chosen by the performer to match their instrument)

Play for as long as desired.