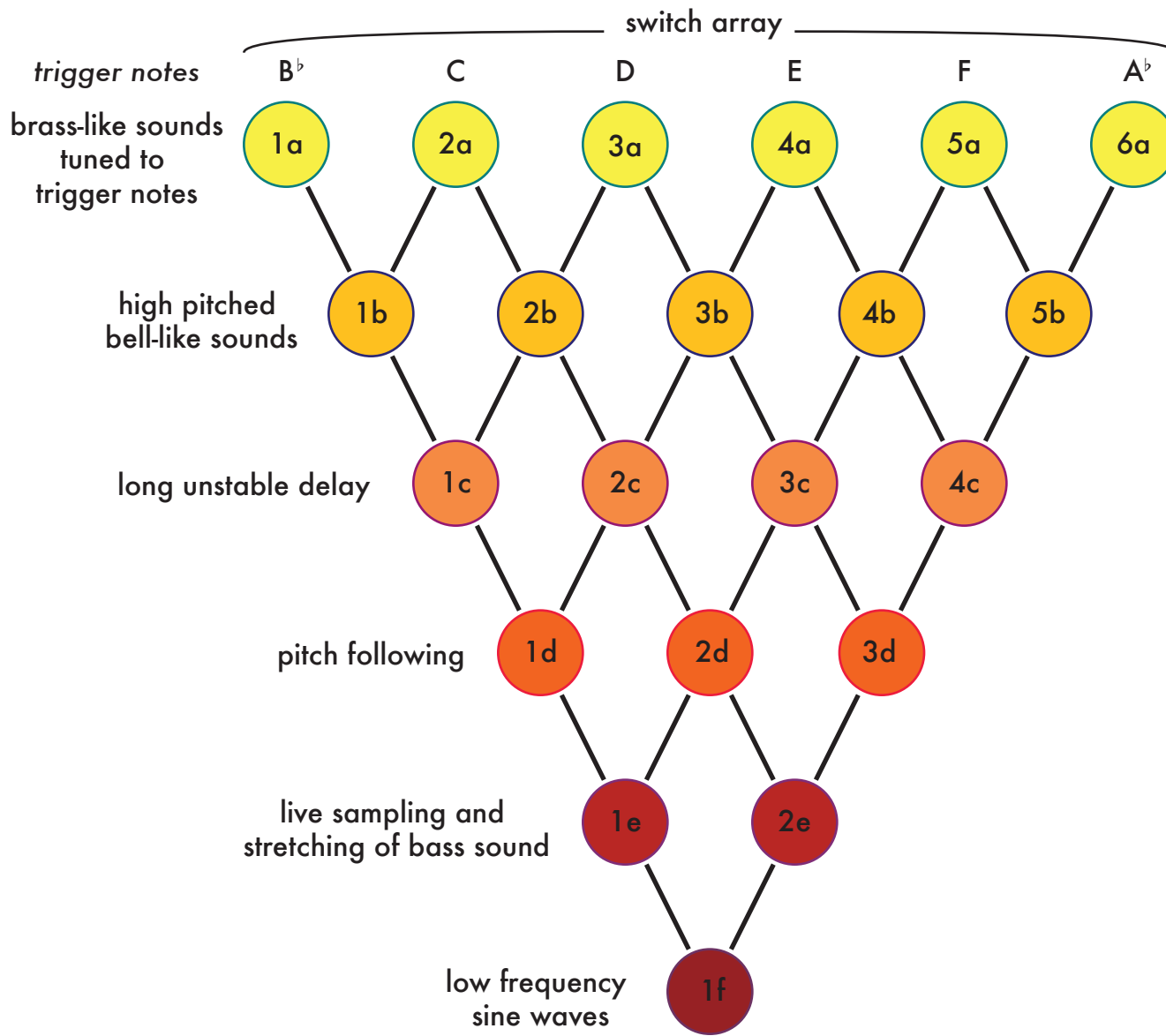


Untitled for double bass and computer



Untitled for double bass and computer is an open form composition in which a solo instrumentalist freely explores a computer generated interactive electro-acoustic environment.

The computer listens for specific notes, which act as switches, turning elements of the composition on and off.

Groups of switches trigger subsequent layers of switches. This layering means that certain parts of the composition are more difficult to activate than other parts, giving an inherent, yet flexible, sequence and structure to an otherwise open form.

For example, switch 1a is triggered by B^b and switch 2a is triggered by C. When both switch 1a and 2a are on, this triggers switch 1b. When both switch 2a and 3a (triggered by D) are on, this triggers switch 2b. To continue this structure, when both switch 1b and 2b are on, switch 1c is triggered, and so on to 1f.

In performance the melodic sequence necessary to reach switch 1f may be difficult to determine. The player can resort to rapid runs of notes or glissandi to attempt to simultaneously activate as many switches as possible.

The sequence of pitches and overall duration are to be determined by the performer *ex tempore*.

Jonathan Zorn, 2009.