

Perception

three pieces for one musician, and one piece for two musicians

Perception : directions

These pieces may be played individually or in combinations.

Any of them (or a group) might also be fit into a performance of the piece *The Collection* by the same composer.

Spring/Summer, 2000
Evanston

Perception 1

for a sustaining instrument

A long, very soft sound.

There is a clear but unaccented beginning to the sound, and a clear but unaccented ending to the sound.

A (fairly brief) pause.

The sound, sustained half of the previous duration.

Another pause.

This continues until there is no longer any real difference between the length of two consecutive sounds.

Longer pause.

The entire process is then repeated.

Perception 2

for a sustaining instrument

- 1.) A very soft sound, as short as possible, without being staccato.
- 2.) A five second pause.
- 3.) The same sound, sustained for a long time.
- 4.) Another five second pause
- 5.) The same sound, this time just a little longer than in 1.).
- 6.) Another pause (five seconds).
- 7.) The sound, sustained for half the duration of 3.)

This continues until the two sequences meet at the same duration.

The sound is then repeated at this duration many times (at least 20), with a brief pause between each repetition.

Perception 3

for any instrument

A very soft sound, as short as possible, without being staccato.

A ten second pause.

The same sound, this time just a little longer.

Another (ten second) pause.

This continues until the point at which the sound seems to have a clear duration (at the point of distinction between “sounding” and “sustaining”).

Longer pause.

The entire process is then repeated.

Perception 4

for two musicians

- 1.) The first musician plays a soft sound, lasting 5 seconds.
- 2.) Pause (5 seconds)
- 3.) The second plays the same sound (or very similar), slightly, but noticeably softer. (5 seconds)
- 4.) Pause. (5 seconds)
- 5.) The first plays the sound, slightly but noticeably softer than in 3.). (5 seconds)

This continues until the sound is no longer audible.

When the point of inaudibility is reached, the players again find the dynamic level which was played right before the sound became inaudible and play the sound together 5 times, alternating 5 second sounds with 5 second silences.