four doods (@ $6.25)

#1 (monophony) for 2 clarinets
#2 (homophony) for 2 tubas
#3 (polyphony) for 2 accordions
#4 (heterophony) for 2 violins

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Commissioned by The Machine Project
dood #1 (@$6.25)
(monophony)

for 2 clarinets (or any two similar melody instruments)

Repeat each measure a few times. Don’t move on until you’re satisfied that rhythmic unison has been achieved.

Each player pick a note, but only 1 (any intonation). Octave changes may be made, independently on the accents.
doood #2 (@56.25)
(harmonphy)

2 tubas, or any two bass instruments

* = 56.72 (flexible)

(Cong or play any note at any time)
dood #3 (@ $6.25)
(polyphony)

for 2 accordions
(or any 2 instruments
that can play chords)

Except for *, all chords in any voicing and/or inversion. Single notes in any octave.

Musicians should sit close to each other, but not be able to see each other.

Play the 17 events (notes, chords, 1 arbitrary sound) in order, as quickly as possible. Only one player plays each. No pulse or regular tempo. If both players happen to play at the same time, return to the first note and begin again, after a pause. If the process lasts longer than 2 minutes, stop (no matter how far you’ve gotten).
dood #4 (@ $6.25)
(heterophony)

Furiously, not too cleanly

(bow or pluck)

(bow or pluck)

I 4:3

II

III

II

IV

III

II

I

9:8

5:4

pull off

(b°↑↓: mistuned up or down)
Each violin plays at a different tempo (fast), independently. But the two violins should "line up" at [0]. That is, if violin 2 is at a faster tempo than violin 1, it should adjust its start time in relation to violin 1's start time, so that it arrives at [0] (but not necessarily in rhythm) together with violin 1. Consequently, it will end sooner.