"Inflating/Compressing"

Andrew Kunz
1/17 Music Comp 120

Piece #1

(play melody as octaves)

End 9 (This section refers to "O". Every time the score indicates to you the section, play the melody in sympathy with the poetry, and speak the poem in rhythm, up to the "#" symbol. Then continue to the "#" section. Every time you return to the same section, start at the beginning of the section and play it until the next "#" symbol. The idea that it's growing on itself every time you reach the end of the previous melody.

Every time you come back to "O", add one more note to the sequence but still play for as many bars (or "#"s) as indicated. This means the repeating sequence will not always end on its last note before returning to "O".)
Andrew Krunz  Weather Music  Piece #2

Instrumentation: piano, flag.

Instructions: on a windy, partly cloudy day, take a piano outside, and react to the clouds moving in front of the sun by doing the following: when the performer is in the sunlight, play:

\[ D7/4 \]  

when the clouds move in front of the sun, play the following chords, depending on the direction of the wind:

- Wind Direction
- Cloudpass

- North
- East
- South
- West

trans. (if the performer is in shadow, play the chord that corresponds with the direction of the wind)

the heavier the wind, the more aggressive the playing should be.
Always have the minor chord (to be played in sunlight) be played tighter than the chords to be played in shadow.

* Percussion instructions: place a large flag out on a pole that will indicate the direction of the wind and provide percussive sounds to accompany the piano.

Piece #3  Coughing up Beethoven

Instructions: Fill a room with 10 sick people as the audience. Everyone coughs, begin playing the 2nd movement of Beethoven’s 9th Symphony out of a stereo. Do not start again everyone coughs but rather begin another copy of the same track. There should be eventually many copies of the movement playing at different times but each at a different place within the movement's chorus.
cycles for 3 percussion

*the number of dots
on the repeat sign
indicate
how many times
(say, 3x)
to play the measure, i.e.: 
"3x" means play 3x, "1x" means play 3x

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