

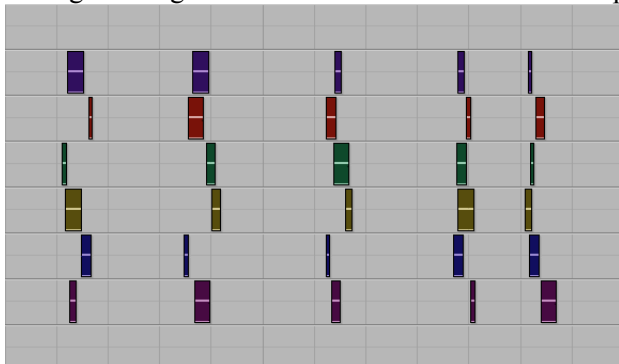
025:250 COMPOSITION: ELECTRONIC MEDIA I

Fall 2013

Gesture Sets

How to use cyclic permutations

1. Arrange the regions in a manner similar to the example below:



- a. Each grouping of regions will be called a gesture.
- b. The 5 gestures above will be called Gesture Set 1.

2. Copy and paste Gesture Set 1 to the right, as shown below.



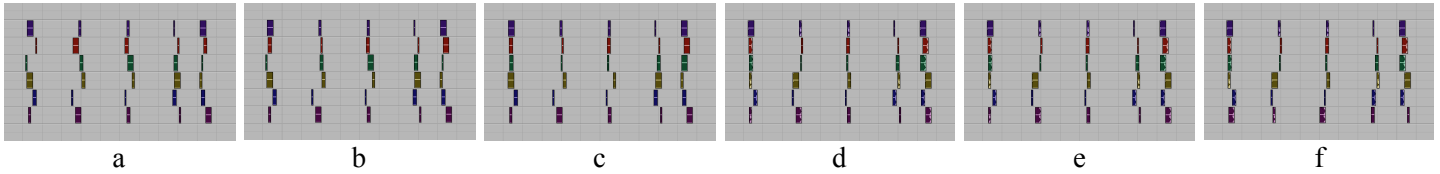
- a. The gestures on the right will be called Gesture Set 2.

3. Transpose the regions of Gesture Set 2 as follows:

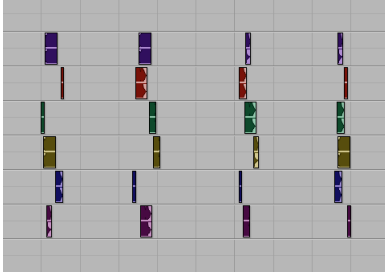
- a. Tracks 1-2 by +2 semitones.
- b. Tracks 3-4 by +4 semitones.
- c. Tracks 5-6 by -1 semitone.
- d. Alternatively, you could transpose by different intervals on any number of tracks.

4. Drag the individual regions in Gesture Set 2 to cyclically permute them as follows:

- a. The regions in Track 1 rotate 1 space from right to left.
- b. The regions in Track 2 rotate 2 spaces from right to left.
- c. The regions in Track 3 rotate 3 spaces from right to left.
- d. The regions in Track 4 rotate 4 spaces from right to left.
- e. The regions in Track 5 stay in place.
- f. The regions in Track 6 rotate 1 space from left to right.
- g. When moving the regions, the precise placement of each one should be artistically made.



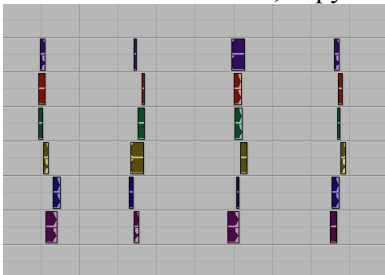
5. To create Gesture Set 3, do the following:
 - a. Copy and paste Gesture Set 1.
 - b. Cut the last column, so that there are now 4 columns, instead of 5, as shown below:



- c. Transpose Tracks 1-3 by +1 semitone.
 - d. Transpose Tracks 4-6 by -2 semitones.
6. Drag the regions in Gesture Set 3 so that the regions in Tracks 1-3 in Columns 1-2 and interchanged with those in Columns 3-4, as shown below.

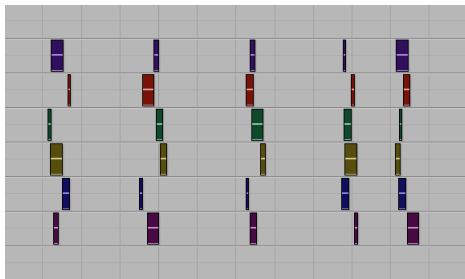


7. To create Gesture Set 4, copy and paste Gesture Set 2, then apply the same procedures in Items 5-6, as shown below.



1. Consider the compositional implications of each sound.
 - a. Does one category of sounds work well if none of the others are used?
 - b. Do 2 or more categories work well together?
 - c. Does one
1. Beginning a piece.
 - a. In media res
 - b. Drip, drip
 - c. Motivic or thematic
 - d. Sound-mass

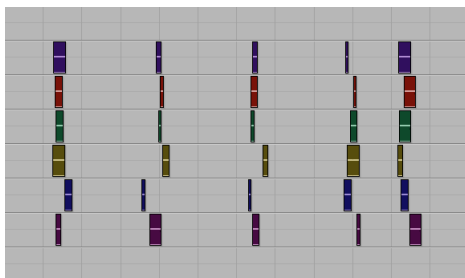
- e. Soft, then grows louder
 - f. Jarringly loud
 - g. Motorism
2. Ending a piece.
- a. Rousing conclusion
 - b. Return to original material
 - c. Decelerate
 - d. Fritts-style



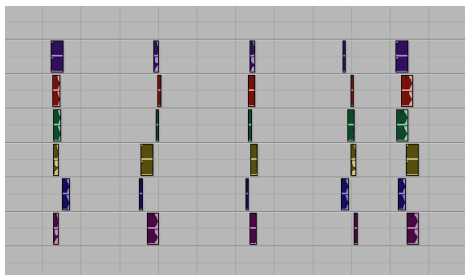
a



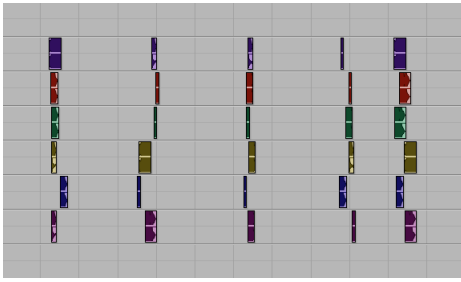
b



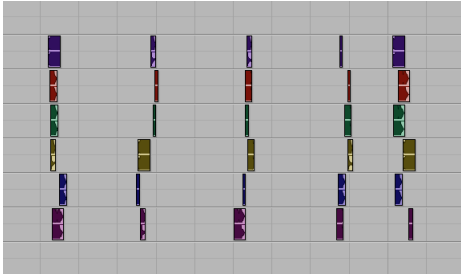
c



d



e



f