

Society

for ensemble

This work is licensed under a Creative Commons
Attribution-NonCommercial-ShareAlike 4.0 International License.

Six or more performers, any instruments. One performer must be designated to give cues to the others. Before playing, each performer makes the following three choices:

1. **Pitched sounds** or **noise**. For pitched sounds, select 2 or 3 individual pitches. “Noise” can be any unpitched sound produced by your instrument, or an approximation of one (e.g. a cluster of the lowest piano notes, or very breathy harmonics on a flute, etc.). You can also use a second instrument for this, e.g. paper, a bullroarer, etc., as long as it’s a sound that can be played both quietly and loudly.

2. **Continuous sound** or **pulse**. For the former, piano, vibraphone, and suchlike instruments should use a very fast tremolo (on a single note, or on the 2 notes selected). For the latter, a regular pulse of any speed, constant throughout the piece, as long as the individual attacks are clearly distinguishable.

3. **Diminuendo** or **crescendo**.

Having made their choices, the performers start playing. Those who chose crescendo start playing their chosen sound at the lowest possible volume and progress to the highest possible volume. Having reached the maximum possible volume, they restart their sound at the lowest possible volume, and play another crescendo, but this time it must be longer than the previous one. Diminuendo players do the same, each diminuendo longer than the last.

Performers who chose two or three pitches may change the pitch from one diminuendo/crescendo to another, but not within one. For piano, vibraphone, etc. their “continuous sound” tremolo can involve 1 or 2 notes.

A cue is given at any point after the 4 minute mark, upon which each performer finishes their current diminuendo/crescendo in the manner outlined above, and continues playing by reversing their original choices:

1. Pitched sounds are replaced with an unpitched sound, or only one pitch remains in use out of the 2 or 3 previously used.
2. Pulse becomes continuous sound, and vice versa.
3. Diminuendos become crescendos, and vice versa.

The length of the first diminuendo/crescendo after the cue is determined by each performer individually; I suggest starting with short durations because afterwards, it's still the same pattern of each diminuendo/crescendo being longer than the last.

After the 8 minute mark, another cue is given, and performers stop playing whenever they feel like it.

For the premiere performance, cues were given using a small handheld bell, and the ensemble consisted of 9 performers:

- Nihal Kurtuluş (voice, electronics),
- Ersin Çalkılıç (electric guitar, electronics),
- Gökçe Göknel (voice, electronics),
- Miray Eslek (clarinet, found instruments),
- Ali Rıza Saral (acoustic guitar, percussion),
- Selçuk Ener (piano),
- Bardia Hafizi (percussion, found instruments),
- Amy Salsgiver (percussion),
and the composer (synthesizer).