

Other People's Business

subjected to interpretation.

Eliad Wagner, 2013

The score for this piece consists of photos, taken in 2013, of 2 U-bahn stations of the U8 line in Berlin- Boddinstrasse and Leinestrasse. The photos were taken while the stations were being renovated. All the marking were made by construction workers as part of the renovation work having no musical intentions and unaware of their use in this work.

The score deals with items that are totally remote to music, the way we perceive them and the role of our personal memory, association and imagination in our understanding of music and reality.

The structure is a given. Interpretation is important. There are 3 given example scenes below for possible methods of utilizing the images, following by the entire collection as an open invitation for interpretation and performance.

Scene #1: for electronics
duration: ~4 minutes

Scene #2: for 4 instruments
duration: ~6 minutes

Scene #3: for improvising trio.
Duration: open

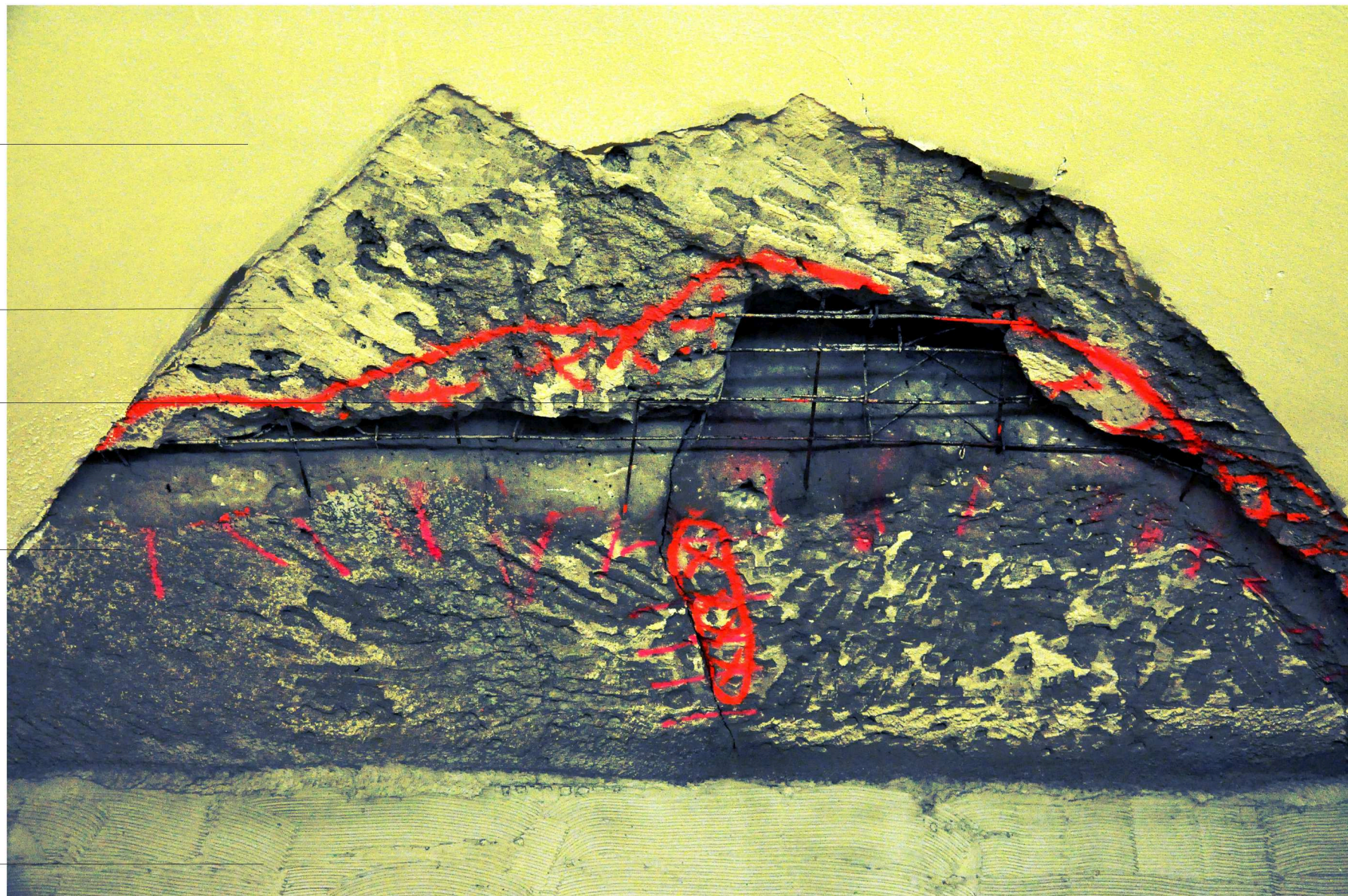
Notes regarding structure and performance:

Each image is assigned to an instrument.

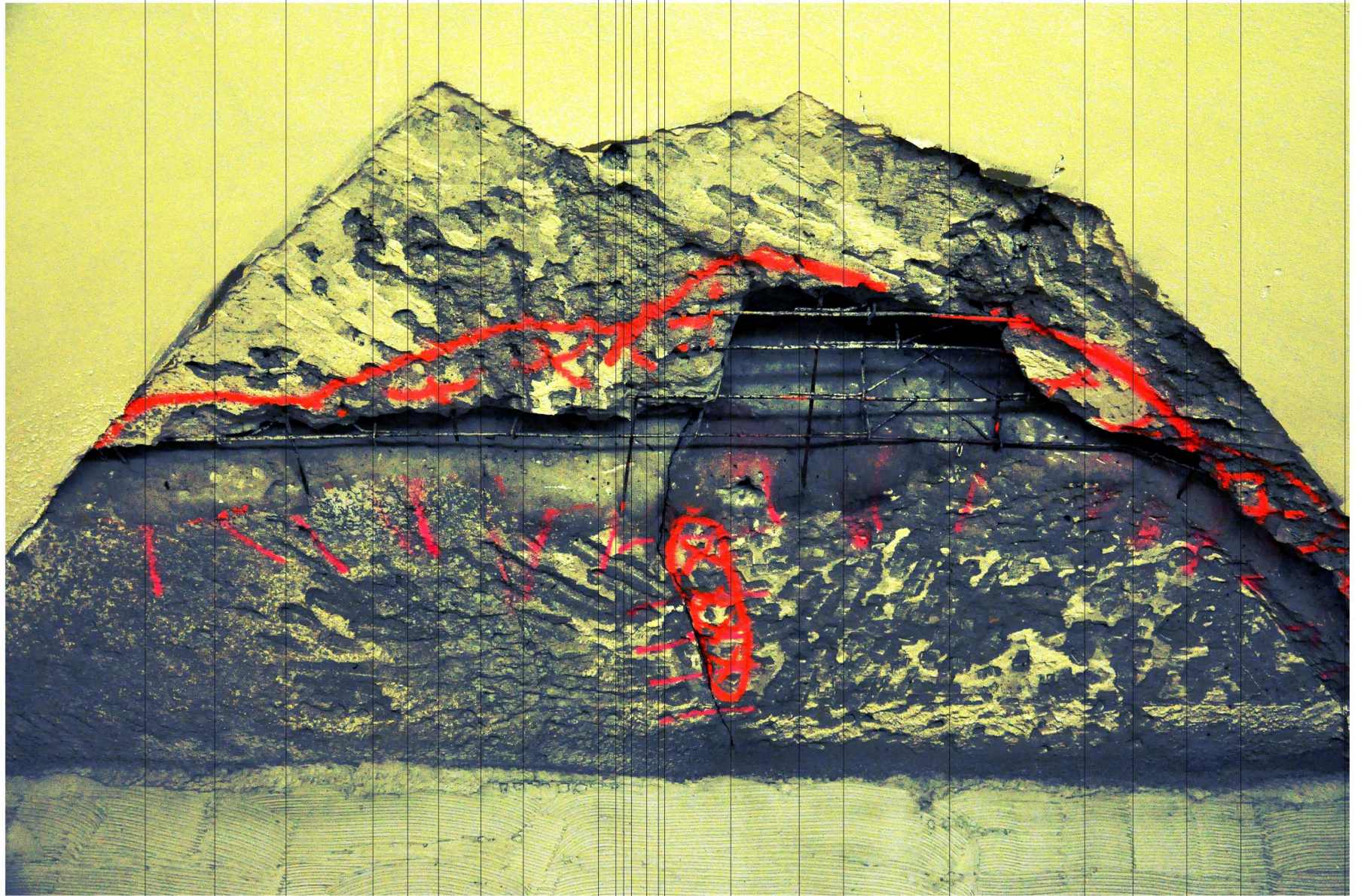
Each image describes a system with a certain behavior. Certain features in the image can be assigned corresponding values (e.g. brightness <-> pitch or length< -> duration).

The musicians learn the system, adapt its vocabulary and use it in the frameset of an improvised musical piece. The musicians follow their chosen vocabulary and explore it together with their collaborators.

For Daniel Cholette



scene #1. for synthesizer- horizontal axis marks the time. vertical axis marks intensity -filter frequency, volume, pitch- the parameter changes with each instrument



0

1'30"

2'30"

3'10"

4"

pp

All parts are played very softly.

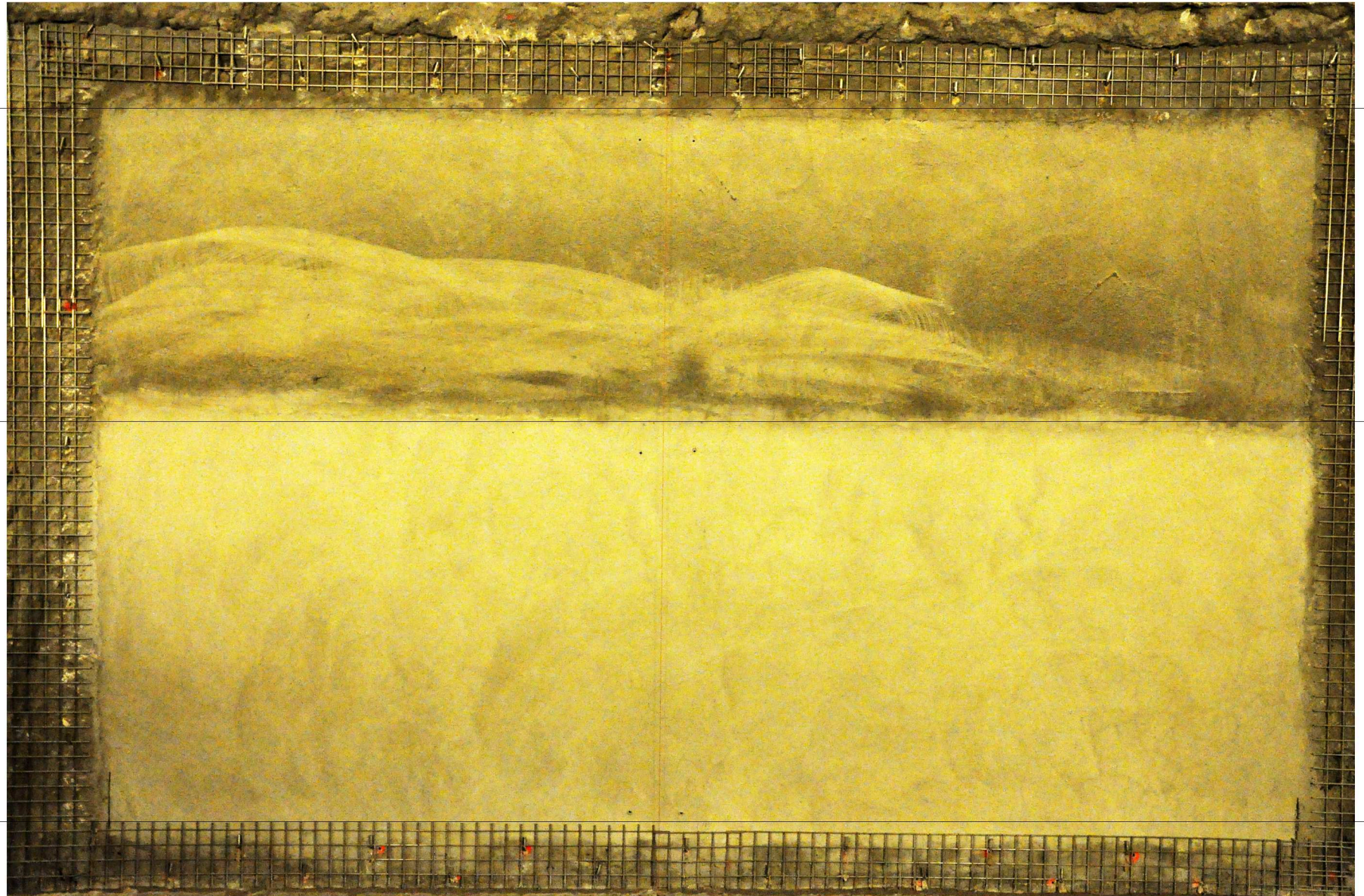
4 notes are chosen for instrument #1 and 3 notes are chosen for instrument #4. Each line on the grid refers to one of the chosen notes. Grid line height is relative to note pitch height. Notes should be sounded with soft attack (even long attack when possible) and long decays.

instrument
#4

instrument
#3

instrument
#2

instrument
#1

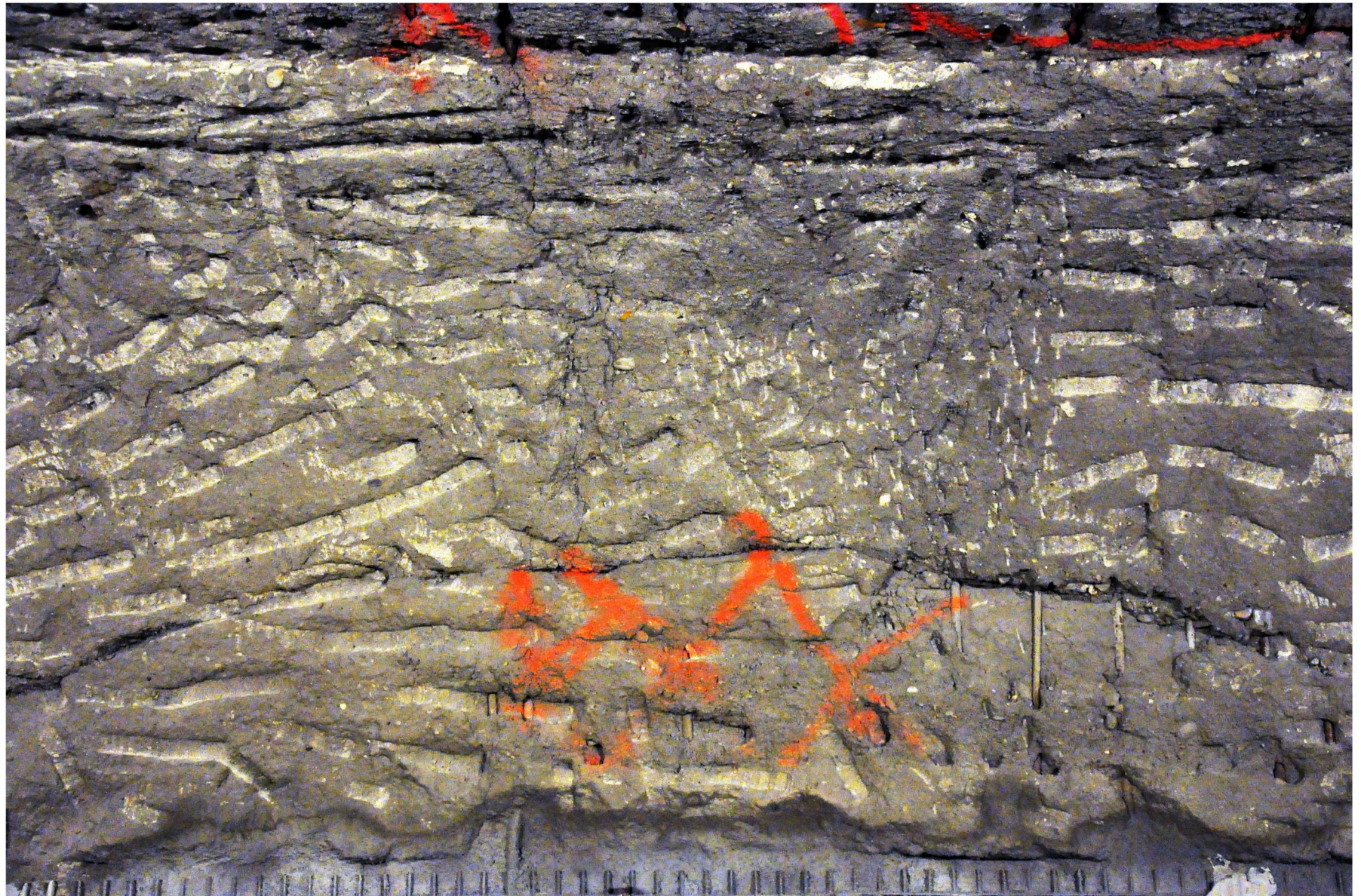


scene #2. for 4 instruments- horizontal axis marks the time, vertical axis marks pitch for inst. #1 & #4 and is open for associative interpretation for inst. #2 & #3.

0

~6"

Scratch length corresponds with sound length.
Image width represent piece duration and the density of artefacts along the width is rational to that duration



instrument
#1

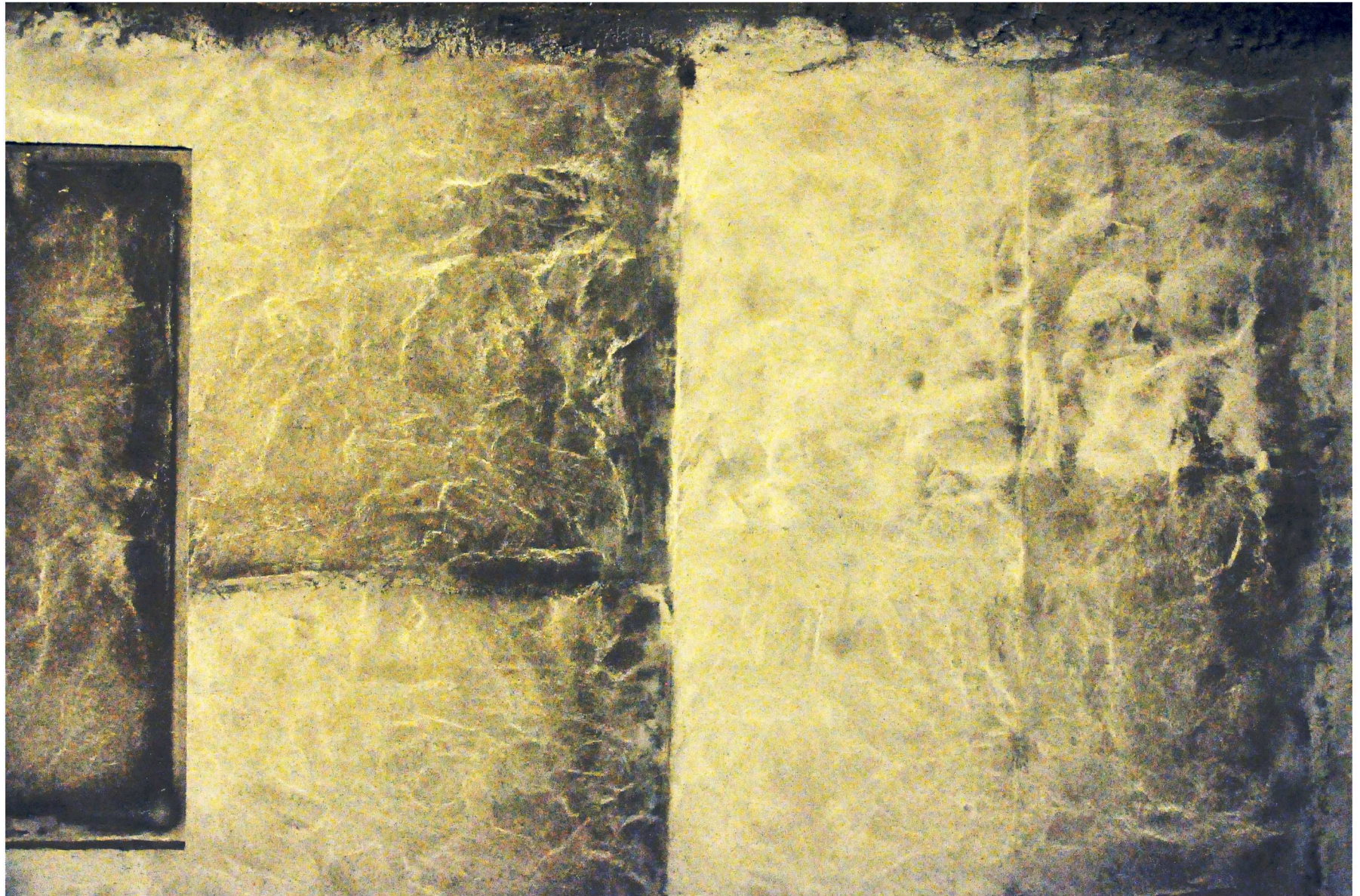
scene #3. for 3 instruments

0

natural end

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Brightness represents pitch height. Gradients represent glissandos and should be played slowly. Image is divided to segments. Borders between segments represent pauses of at least 1 second.



instrument
#2

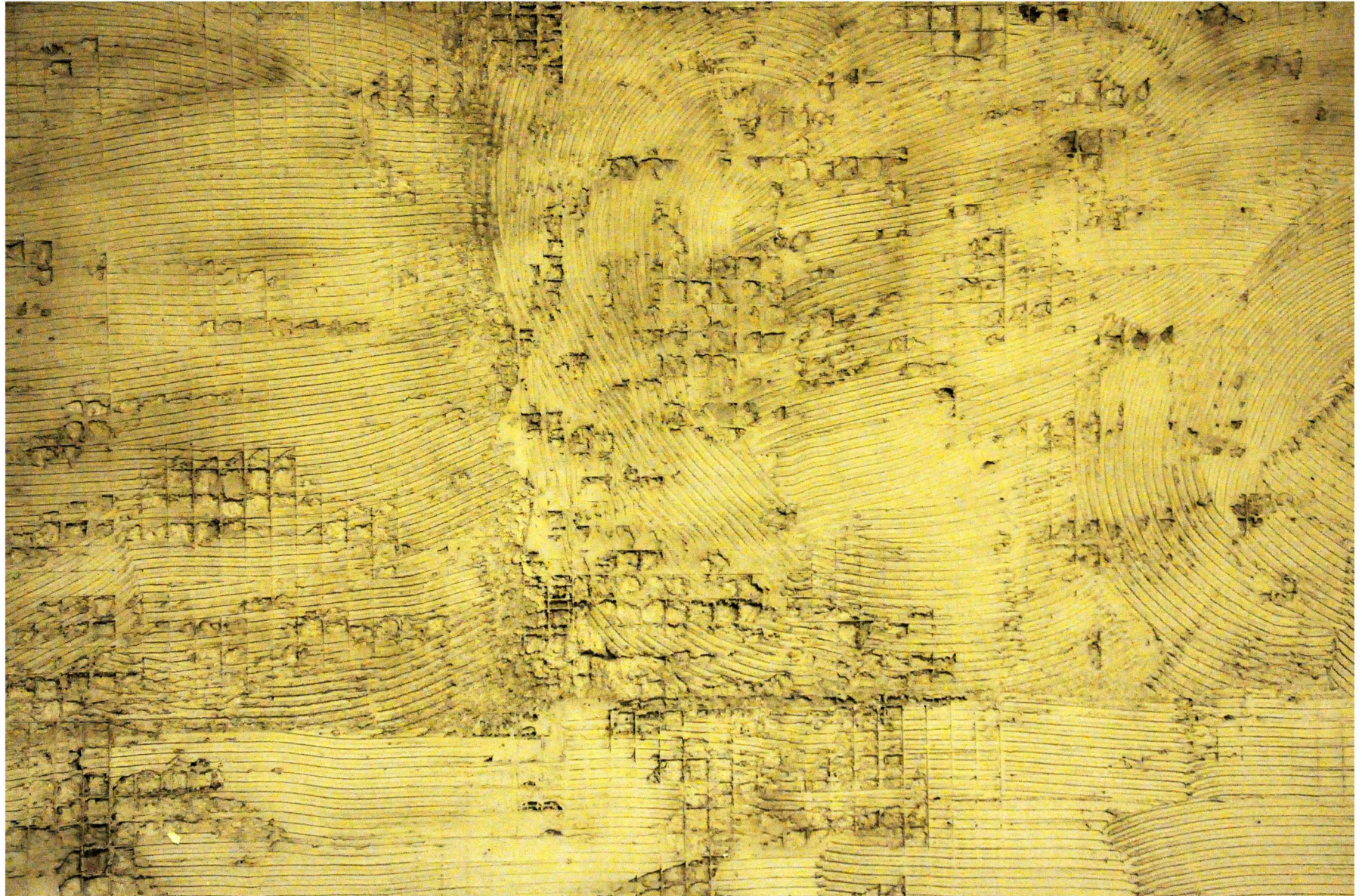
scene #3. for 3 instruments

0

natural end

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!
Performer should note the direction of linear traces in the image.
Performer should note the clusters of cells and their relation to each other.



instrument
#3

scene #3. for 3 instruments

0

natural end

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