

Chord →

Guitar Material. 2016-03-08

Handwritten musical notation showing a chord diagram with a slash and a '2' below it, and a sequence of notes with stems and flags, ending with 'etc'.

Guitar: 4 action. 2016-03-10

- ① HARD Am ^{5th pos} let ring ^{No 1st Pos}
- ② HARD Am ^{5th pos} = HARD MUTE. ^{No 1st Pos}
- ③ Am scale 1 - thirds pick 4 stars - soft.
- ④ Softly aggressive E^D chord top of Am.

Based on retrograde and memory

|| ~~||||~~ ; || ~~||~~ } ^{GTR} ~~||||~~ ; || ~~||~~ } : || x 3?

|| ~~||||~~ ; || ~~||~~ } : || ~~||~~ ; || ~~||~~ } : || x 3

|| ~~||||~~ or trial other rhythms. VERY BASIC FOOTAGE.

2016-03-25

Film [~~||||~~ ~~||||~~ ~~||||~~ ~~||||~~] x 6 minutes?

take this and use it to make ^{some} ~~at least 2-3 mins.~~

This came from p. 19 Evans
Foundations of Vinyl Mix:

* Cells of same length
just at different points of
the rhythm line *
Rhythmic Montage?

2016-04-01

Sonata (Tab) Binary + extending. The end 1 = 0 - 0 sp 19
 Theme 2 = 0 sp 19

Expo 0 - 3:57.
 Theme A* 0 - 0:51.16

" B* 0:51.16 - 1:55.19

~~VAR~~ VARIATIONS

2016-04-03

Search - 2016-03-19

2016-04-03

Have two different sets.

'A', and 'B'. SONATA

Mingling these in a musical way would be

br. ~~A B~~

$4 \frac{3}{4} \times 4$	$\frac{3}{4} \times 8$	$\frac{3}{4} \times 8$	$\frac{4}{4} \times 4$	$\frac{4}{4} \times 8$	$\frac{4}{4} \times 8$	Mix
A	A	A ²	B		B ²	

2016-04-04

TREATISE AND GTR PIECES
WERE BEING CREATED AT
SAME TIME - ON AND OFF
SO THEY NEED TOGETHER A LITTLE

↳ this could explain why I was using
the same/similar approach to video
clipping and development to the GTR
piece. AND treatise ⇒ I had drawn
Visual Music to GTR piece but
then needed to do treatise due to
time issues.

PTO

2016-05-02

Etude Metric Montage 6 onto 7

#6 exhibits several approaches to ~~visual~~ generating material from the original scene, and only goes as far to show these - it is not a composition, more an exhibition.

To compare (#7), perhaps these ~~many~~ 'ideas' need reconsidering, and stripping back to only a VERY SMALL loop / piece of video, rather than using so many different parts?

00:34 22-00:57:24 (total 22sec)
Just use 22secs? ~~00:34 22-00:57:24~~ 45

Colour coding Orange comes from
orange; Blue comes from Blue.

* MUST STATE the material prior
to editing/composing w/ it

Perhaps think of some rhythms to write?
|||

♩ @ 101 Bpm = 18 frames.

$$18 \times 4 = 72$$



~~Thumb + fingers 1 2 3 4 5 ?~~

End of 2016-05-05

↳ last few seconds needs work: those reverse bits are not in right place

GTR piece

2016-05-12

Remove all video stasis develop
a la Treche!! No development
with this here is this piece.

↳ Consider Core Core IMAGE
↳ Simple Core → Electric guitar footage.

GTR piece 2016-05-16 Revising + reclassifying
skills etc. (10)

24 seconds to 1:15 etc contains skills.
(coded as orange)

From 1:45 of today's session: continue
flexing but make this rhythm, rather
than punctuating beat 1; flex the physical
time, do the things so they speed/slow
within the cell...

GTR 2016-05-16.

Keep in mind that
Showing less / fewer
Movement(s) will
provide more opportunity
for realising imagined
sound. Examine the
threshold between video rhythm
(ticks) and sound production.

Guitar etude thoughts.

2016-05-21

Still too much! Reduce down? Show, analyze,

from each single string one at a time.

↳ when create/establish identity (Vib./Son.) in
image before moving on: play speed can be
a development.

Slow down development. Let's have single strings
(straw) which then lead to all strings and
polyphony!!!
- have reading abt Musique Concrète and
redeal listening.

Guitar Etude form?

2016-05-21

- ① Slow single strings - exhibit all, musically.
- ② Create/arrange into rhythmically diverse/developed
section, using all single notes: can
be any play speed?
- ③ Polyphony - various combos from existing material
- ④ Polyphony + the single string shell (2+3=4).
(B)(C)

GTR ETUDE PLAN (A) 2016-05-21

1 = impact 2 = release

1, 2 | 1, 2 | 1, 2 | 1, 2 | 1, 2, 3 | 1, 2, 3

Metric? Rhythmic? → Exam Foundation

GTR etude (B) 2016-05-21

Activated / Rest : Moving + still images

1, 2 | 1, 2 | 1, 2 | 1, 2 | 1, 2, 3 | 1, 2, 3

These rhythms are too hard/harsh/aggressive

ⓐ 101 Bpm - could lengthen ex. 2 has well syncopation

Perhaps agree with more simple cells?

Rondo? <<<< □

(creating tension by not giving the result - hold off?)

2016-05-22

~~Phocodiere~~ / Phocodiere

Should there be leaders between parts??

guitar etude

2016-05-23

2016-05-23

Some thoughts for Bryan next week

- abstract images such as electroacoustic / audio visual
 - ↳ these alone could be dealt with intellectually visually in a musical way but will never create imagined sound
- can representational images be treated in same way?
 - ↳ yes but representation between the two?
 - ↳ representation CAN produce sound-relationships but should it?
- conceptual music? (conceptual visual music?)
(conceptual art of some kind)
 - ↳ conceptual (imagined sound) seems likely but is intentional
PTA

~~Griffith's thought - Structure~~ 2016-03-23

Q - A reversal of amplification/speakers?
↳ location of instrument/sound how
speaker, not instrument, the screen is source
of sound (see dominant image of cinema
has created this for us), therefore the image
is of one which produces sound...?

* Treatise is investigation in video art theory and
dance film gestures (Alamy)
* Guiter et al is building on that and deconstructive ^{vis. M.}

Etudell

2016-06-13

Tuning - headstock

↳ break up the picking, add more uncertainty (AUD) certainly to the pitch → the 12 min but what is it??

Syntax of Wechsler?? P.T.O.

(commenting on practise/rehearsal and the outcome (or not) of performance → some rehearsals

don't yield performance → how long spent practising vs how long performing

↳ just commenting on the work of rehearsal/preparation.

2016-06-13. (Syntax of Wechsler) P.T.O.

Upto 00:41 might need
extending/developing as
the break/more to training
can then move back to
that weekend. maybe exactly same?

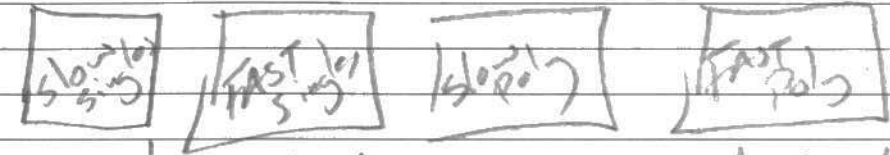
It uses Sound - there is sound
but you need to be willing to
hear/embrace it.

Not music, consider it more as
an installation → sound art
(or electro-acoustic... music???)

2016-06-25

Single string work against polyphony?

develop clear cells for each, built from different ~~part~~ image sets.



Plan for each to be (contracted) to be in ~~the~~ key in/out sections.

2016-06-26

less cutting (interference) and more arrangement.

↳ CUT STRENGTH from sections - highlight main features of the images and juxtapose with other...

~~To show parts, identity~~ Okw6i = excellent cutting

GTR

2016-06-27

Free choice layout all except images

↳ period esque? still ok GTR

↳ Rectangle over work to

Show only strings moving

↳ How about new footage only

2006 (extreme close) on GTR

Yes!

Perceptual Modality

normally communicated through ~~traditional~~ using a different medium


↳ transmission of idea or feeling

2016-07-08

P. Hand picking	Tuning Paj	So, can use all the footage I already have: ↳ show Picking (edited like or gitch) then
Hand fretting?	McBook?	Show close up footage edited in same way ↳ they're recorded at same tempo so this <u>should</u> work.

2016-07-11

At 00:00:26 ~~the~~

~~add the fast slow~~ 

add a same mix as previous few seconds but slow at an end rather than at start. (this comes before 00:00:26)

2016-07-12

Cuts - speed/frames - jumps.

Smooth rewinds and slowing/speaking of play speed.

Using static freeze frames for more to back Smoothness.

↳ can these be put into some sort of structure? May be repeat ideas a lot before moving on....

2016-07-12.

I have lots of edits or 'bits' that currently make a whole.

These could be expanded to make a section/structural element!

[SCRUBBING!] => do get to 'New' stuff??

Clean structure

Solo Scrub Series - Antonio De Bove.

altered play speed; close -- p shot; human body; video as medium; image as medium; representation w/ varied movement

Piece Touchée; Passage à l'acte - Martin Arnold

reversal; balance of image; slow unfolding; economy
Video as medium; image as medium; representation w/ varied movements

Francis Bacon?

2016-07-18 GTR ETUDE

Section 1 might be better later in piece? As dev?

Brings question of why dev? Can I reduce this further to be even fewer elements/parts?

Main thumb pick and the fast gradations of this?
create a strong rhythm?? Needs to be interesting.

NO stick to slowly progressing through the footage!!!

STRUCTURE - and what to show.

Thumb Vs Fingers: see Big notation against many small

Stick between imagined/private/McGurt and just a video organised in a particular way...

Beckett - ~~to~~ like Beckett: an idea, too and too, keeping it moving, an idea, origin, both

Etude structuring.

2016-07-22

Showing use of small amount of material, expanded.

- start with fast/complex motion. - fingers or thumb?

* is it the motion or the stick or the alternations between ideas that will be strongest? probly alternations - this is abt expectation, then?

* Maybe think about length of phrases made from small clip-bits? Like verbatim 14 20-second phrases to sample?

Etude ~~studies~~ - basic ideas list. 2016-07-22

- 1) Slow, long thumb pick
 - 2) FAST repetitions of thumb pick
 - 3) Glitch repetitions - glitching through the pick motion
 - 4) reversal of pick thumb
 - 5) glitch reversal of pick
 - 6) Finger dance - both smooth and glitch
 - 7) finger picks - smooth
 - 8) finger picks - glitch
- 9) - Development - thumb and finger picks (all of above).

2016-07-23 between 2-3 these

Seem a little lackluster or out of place.

↳ Am I setting up a narrative without ~~me~~ wanting to?

The still at ca. 4:00am? Over? } 4:56:38 - break time

2016-07-23 Etude

Section (6) too long - around half way feels too
much of the same thing... this section
is good but development quicker? faster? Same?

↳ 1st part of (6) good with 4 curious lines...
Glaze section is middle of (6) → bringing in hands
needs to GO lower

(currently) making rapid glitch in its place - STOPPING

2016-07-25 Etude Structure

perhaps now needs to focus on
the juxtaposition of faster + slower movement
and edits → fast footage / fast edits against slower?

linking Materials? / Maybe think more
like HANDS - ADAM ROBERTS
↳ this is a dance piece? I can arrange it in similar ways...

2016-07-26 Etude

too much narrative - images/movements themselves
rather than creating any sort of narrative...

Need to think of/identify the strengths and
work with these... slowly emerging, sectional.

2016-07-26 Etude

*from thumb stroke ⊙ start, gradations of
this movement instead of repetitions??

*from 2:00 - 2:10ish this is weak.

(the sections up to 3:4) are good - this time is
just where my attention was brought to this point - but
the arrangement could be played out more like
the a piece of music...
↳ Images as sound / sounds in themselves / somewhat narrative...

2016-07-27



Is this expectation
or arrangement?
Remove narrative.

I can't seem to fix the structure...

↳ I can't find the way I want it to move
↳ too many bits? Too many different instances
of the SAME thing? This is maddening

Boil down, then!!! Two main themes: thumb
pick (fast and slow - one thing) and finger pick (fast
and slow). Arrangement of these only. Remove all
else now.

2016-07-27 I want the movement on screen to be slow/leave a rat for viewer in original movement - to see where it came from BUT I want to arrange these as discrete movements or motions.

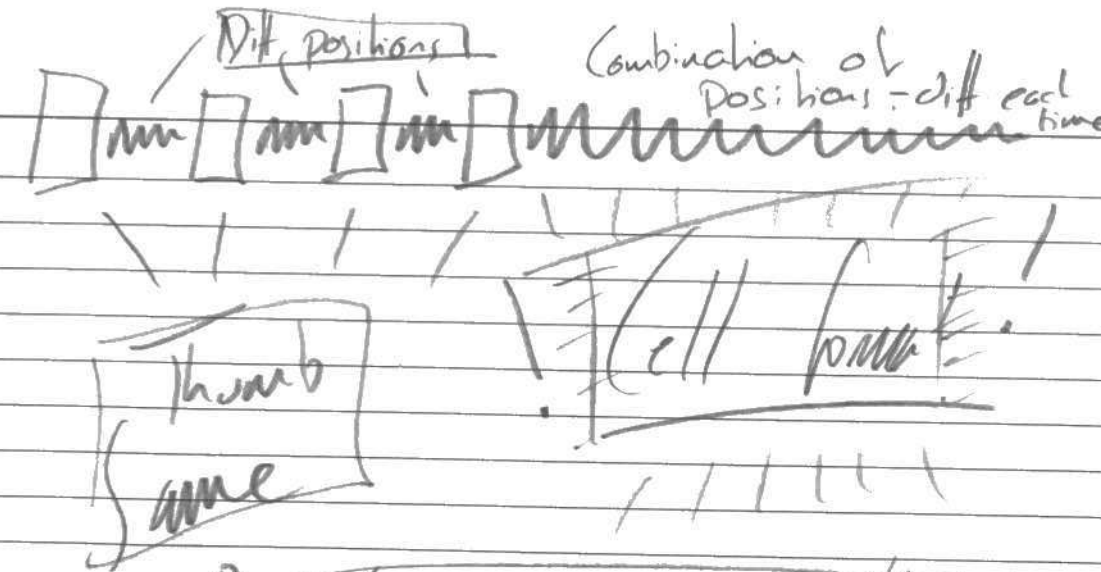
So the one thing ^{reader} arrangement is thumb pick with glitched move back to thickest string
 ↳ This is (one) idea. What I'm NOT explaining are the combos WITHIN this idea - its always better to keep... Apply this to rest of piece ???

2016-07-28 Etude - Building on yesterday

↳ attempting to start a new arrangement
~~know with the~~ ↳ Not showing the pick but instead only use the artificial motions created by hand cutting/repeating as material.

↳ attempting to ~~not~~ create narrative.
 Try to fix a structure before arranging?
 Start with the fast and slow artificial motions.
 ↳ contrast, juxtaposition, sympathy. 15 second blocks

~~the~~
 Random/impulsed
 the play/interplay
 seems driven =>
 rather than the moment.



2016-07-28 Gradual mvt => (fingers).

Structure of the song sections
A short part:

2016-07-30
ETUDE

Overall structure: if it's made from lots repeating loops which have subtle/obvious alterations. how many should this be / can this have before it becomes redundant or needs to move on?

↳ Make it and hid out? *Maybe combine two cells later?*
2016-08-01

Smaller structure - the parts within each cell: how many same letter?

2016-08-01

Making the "7 'great cells' day"
↳ the vibrating or glitch band from ~~the~~ thumb pick back up is one great cell. NOT Variations of this? Or not just lots of variations of this. Can there be the arrangement of.

2016-08-01 Etude Salvage what I have already - a lot of this is good! Make patterns and structure, not new cells/content.

↳ Re-use within a scheme - rhythmic? Repetition?

↳ Make the material more transparent thru structure.

Not rhythmic with a pulse More of the

Speeds of play back - rhythm of fast + slow next

Think
rhythmic
And all the
permutation of
my and J!!

2016-07-01

Finger
Same as
←

Struggling again 2016-08-01
↳ rhythms are
coming out STRONGER
4/4 looking rhythms. P10
This might not be bad as
it is One arrangement
But can I go more away
from 4/4 ???

Cont. to develop the
bit between finger
up & finger flicks - the
1-6 needs to be
excellent. Make final
decision after this
regarding pulse/rhythm.
(Can I give any more ideas?
Should I re-assess?)

Keeping a $\frac{1}{4}$ pie might
not be so bad for this
piece as the more to the
finger work can make use of
this, too!! Then I can look
@ combining them - rhythm is the
carrier?

2016-08-01 Etude

Up to linking Random seems okay. But
'Random' bit now → linking to finger stuff.

2016-08-06

Trying to free the 1st (thumb) bits from
rhythm/order/regulation - be free
like the finger wiggles!! - done a fair
bit ⇒ check

Now to make a bit more of the opener. *

2016-08-07 Etude

Trying to make a more cohesive structure
↳ less 'improvisation' - trying to get the
link between ideas more smooth or
create convincing transition without becoming
dull.

↳ Finger to dance needs some attention (check already done),
and the last section needs lots of work...

* Really Hobbled by 10:30 - 11:20.

2016-08-08 Etude

Just ended by adding clear structure
to the pre-finger dance section - check this

Next: ① Make finger dance more clear/extend

② Move beyond the finger dance and
onto the melody!

2016-08-09 - More repetition bits needed to finish of thumb work
before finger dance begins - not much, just maybe one solid statement

2016-08-08 Etude

Best Feeling confident with up to, and
1st half of, the finger dance

↳ feeling this second part needs more - something
strong (structuring?) ~~and then~~ to
then move confidently onward to
the melody

Section 8 'definitely' needs work to secure a
structure? Yes - working...

2016-08-08 Etude

Just 'completed' Section 8
↳ deck this

↳ Climactic moment

↳ where/what next?

(↳ finger (last) work to
finish?)

Thumb
- smoother glide

Finger dance

Finger glide and
New Mary

(comparing) thumb + fingers.

2016-08-10

2016-08-10 & Etude - just before last day
of work before short whitby trip.

Have added much in the linkages between
major sections - newest that I haven't
had chance to check (late for work)

is from 02:38:11 to 02:45:43.

↳ check this

at their time likely was to make small
transitions / direction over the piece as a whole.

2016-09-05 Etude #1

START Good cell then more only
next abruptly - link / evolve better.

Uph up to 3:00 Good.

Final (Hurd) should start with
1st finger, or something more
recognisable.

? The Recap close could be smoother

2016-08-29 Etude.

Slight Section 1 change to intro - get stuck in "More notes?"
- 2:30 - 2:45?? Too short?? Yes ✓ Done

Section 2

~~4:40 - 5:08~~ More definition? ~~Shade?~~

Not enough GOOD finger work before
the last spurs? (5:30?)

More Much More at end bit!!! to be longer

2016-09-05 Etude #2 (Full Rando)

5:03 ish felt lost...

* Uph 1st finger Rando is strong.

After this seemed almost random

Section #3 ↗

Rando intro.

2016-09-05 Etude.

Hook This is what is
missing from the
finger dance!

No recognisable / brand repetition
like in previous section.

04 17 - 04:22
OUT OF PLACE.