

~~Fan Bib/Ref list - Decca Documentary*~~

~~Audio Culture chapters: 67, 77, 87~~

~~12, 23, 24, 26, 27, 28, 29, 30, 31, 32,
38, 39, 40~~

~~Under current - 117, 181, 193, 209, 233~~

~~Security - ~~now in progress?~~ / Appropriation & Authorship in Health.~~

~~Improv. - Methods + Models.~~

~~Review et al. ~~now in progress~~ - Lesson - Being True / Getting the Date~~

Cognitive Constraints on Computational Systems?
Experimental Research into Musical Generative
Ability?
Features of live use + future of live culture?

All articles etc. from original proposal.

A history of Video Art - Chris Meigh-Andrews.

Illuminating Video - essential Guide to Video Art.

New Media in Art - Michael Rutz.

Survey - 1st decade Video Art ...
Mind Models - Roger Reynolds. * Check DT. Library!!!

Instrumentation:

- Violin / strings * e
- Brass / brass * e
- Clarinet / woodwind * e
- Flute / woodwind *
- Sax / woodwind ?
- piano *
- Percussion - tuned? Timp. ? *

String quartet?

Brass trio?

Brass-string-wind ensemble?

JAMES FOX 2015-2016
MASTERS DEGREE
COMPOSITION NOTES

Start by making: Video scores/art.
Maybe nothing too heavy yet - just
get some ideas but do collect
plenty of Viola material and
see what spills out from
from the video score/art.
* Don't think too heavily *

- Vento black

- Vie

- Violin scores: The Man Who Sold The World
Golera
Portals.

Following an ethics review it has
been decided that I must use
video which has a creative Commons
license: the previous clips and
material is unusable. None of the
clips in our edited video will be
destroyed! keep those on NAS
drive!

Min Who: Section lengths

Intro = 30 Secs. 7 x 4 Sec blocks 1 x 2 sec (8)
Vex = 54 Secs. 14 x 4 Sec blocks 1 x 2 Sec (12)
Chords = 36 Secs. 8 x 4 Sec blocks
Outro = 2 min 28. 32 x 4 Sec blocks

Overall intro / Vex / Chords / Intro / Vex / Chords / Intro / Chords /
Intro / outro.

↳ is
a
choice

Spine
Grim:
He
Wive,
gestu
Time
mid
or S
Patch.

(create) Making patches in

the 'Non-Linear' Project

Under: All Saving Slow - with Partals

- get more of these in here

- make right hand partals

- ensure all partals are NEAT.

- Bring them together.

ACCUMULATIVE

↳ ~~Ad Karen Cotton~~ 8-Bit.

'would be nice' but 'not for
the performer.

part
tro (Pif)
BACS
+ + + + +
+ + + + +
+ + + + +
+ + + + +
+ + + + +

2/2
Pif

I'm not really sure what
I'm doing... I just make
stuff without thinking too
deeply. This isn't good.

Structure is a problem. Why is
structure always my main
problem? Taking away choice
would be nice but not for
the performer.

Some sort of 8 cluster
forms which develop over
the duration? Static to
movement? Too many
gestures?

Trim down # of gestures
and decide on a form
or structure to work in.
Patchwork, cumulative,
ACCUMULATIVE
↳ 8-Bit

Thinking more about the
SOUND rather than
performance. The material
gestures are SET.

Sound as is formalised/
organised - no idea about
COMPLETE sound, obviously,
but I need to have
a clear program. Program

Accumulative form makes sense
at some point. been talking
Charles Ives!

Provide some of later parts

at start of piece and
build. Must be 3.

3 parts: A + B can intro
with skills and then coordinate
those with movement.

Right hand remains the
same... may be put in
C but through A + B
Here must be this content.

Something for the player to
trust.

C is a conglomeration of A + B
- not random: DO NOT REST.

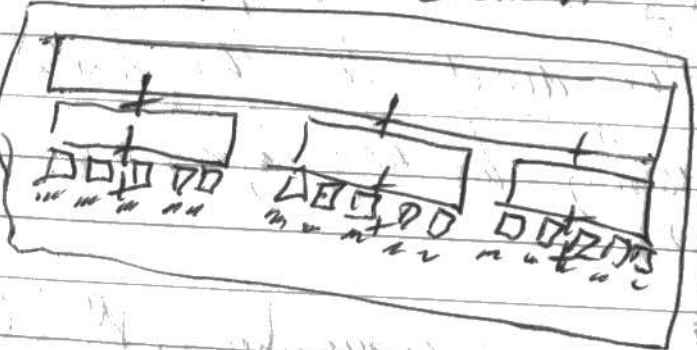
Intro: B
 Section B intro
 new gen use
 MU better use
 which is separate
 Simple

Material needs space

Too fast / too rushed

10 Second spaces between
 [A] [B] [C] and

2 Seconds between phrases /
 smaller / minor sections



Not long enough for a
 piece which demands so
 much work but had to
 be short for the concert.

May be extend the idea of
 retention / potential using
 longer sections: [A] [B] [C]
 again but make these longer
 AND repeat them! Identify
 for each section...

STRUCTURE

INTRO A

INTRO A

INTRO A

Set up convention?

Dev intro A

Dev intro A

Dev Intro A

(A?)

Intro B

Intro B

Intro B

Set up convention?

Dev intro B

Dev intro B

Dev Intro B

(B?)



Dev

And repeat this! Think to eat section...

A Skills = Orange
 B Skills = Light Blue

Right hand parts made from two sections A+B A+B

to

cat

o



2 Spaces between phrases /
 smaller / makes sections.

10 Small spaces between
 [A] [B] [C] and

Material needs space.
 too fast / too rushed.

Intro B MV Printer B will use different bow and feel material to section B introduces new bow material MV hitting material which is repeated. Single.

[A] but this info is the same inside itself. Same conventions repeated like A not same as A

AND repeat the whole section...
 AND repeat the whole section...

2.30 - 2.43 this is like a recap the whole section => Do this in

Really consider order / organization from 6:40 => Material think Sound (part 15) (below) He 10 Sec Space

so cut