

# Trajectories (working title)

*minimum 4 performers (percussion)  
for any location with enough potential to create gradual timbre changes*

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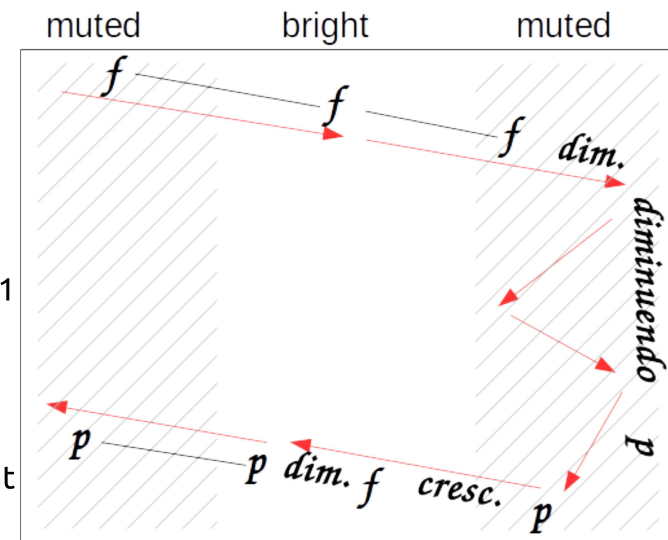
Beat with percussion mallets, sticks or other beaters on walls, floors, tables, cupboards, cases, etc. at the performance site. Find trajectories with *gradual timbre* – or other acoustic – changes.

One continuous pulse is present during the whole performance. In the long run the pulse may gradually slow down, speed up or fluctuate.

Create a performance based on two sound events:

- *trajectory*: performed on an object with clear and multiple gradual timbre changes (often large objects). Duration: 30" to 5 minutes or more.
- *motive*: performed on objects with smaller timbre changes. Duration: less than 1 minute

A trajectory has a continuous pulse, its dynamics develop slow and gradually. Perform the displacements (& related timbre changes) in a trajectory *independently* from the dynamic changes. See the figure with an example of a trajectory on a wall with a bright sound in the middle.



Motives consist of one to 9 notes, rests included, and have a straightforward dynamic development (on top of the timbre change). Motives may be performed with two or more sticks or performers. The pulse of a motive has a simple relation (2:1, 1:2, 3:2, 1:3, 4:3, etc.) to the basic pulse (♩). Motives are performed together with trajectories as an 'ornament' of the basic pulse in the trajectories. Three examples of motives:

First musical staff: Three triplet eighth notes, followed by two repeat signs. Dynamics: *f*. A hairpin crescendo is shown below the staff.

Second musical staff: Two groups of eighth notes, followed by two repeat signs. Dynamics: *f*. A hairpin crescendo is shown below the staff.

Third musical staff: Eighth notes with accents, followed by eighth notes with accents, followed by two repeat signs. Dynamics: *pp* at the start and *f* at the end. A hairpin crescendo is shown below the staff.