THE MILL SONG

For Sarah Jeffery

CLOGS AND ELECTRONICS

WALK 1

Mecha-Andante (♩=70 ca.)

TURN 13

poco piú mosso
always mechanic

always in a straight line

Clogs

still count:
13' ca.

p
natural walking

L
R

trans fer | leg | fwd | RT | up | turn | pause | " | " | up | down

H
H

weight

Electronics

muting/hiding
speaker

4

Walk tempo **Turn tempo** x2 **Walk tempo**

Clg.

repeat turn motif

Elec.

electronic reactive resonator fades in

7

Turn tempo **Walk tempo** **Turn tempo**

Clg.

repeat turn motif *repeat turn motif*

Elec.

MACHINE JAM 1

repeat n times

Molto Meno Mosso

10

Walk tempo

speaker muting

Clg.

H H H

f

Elec.

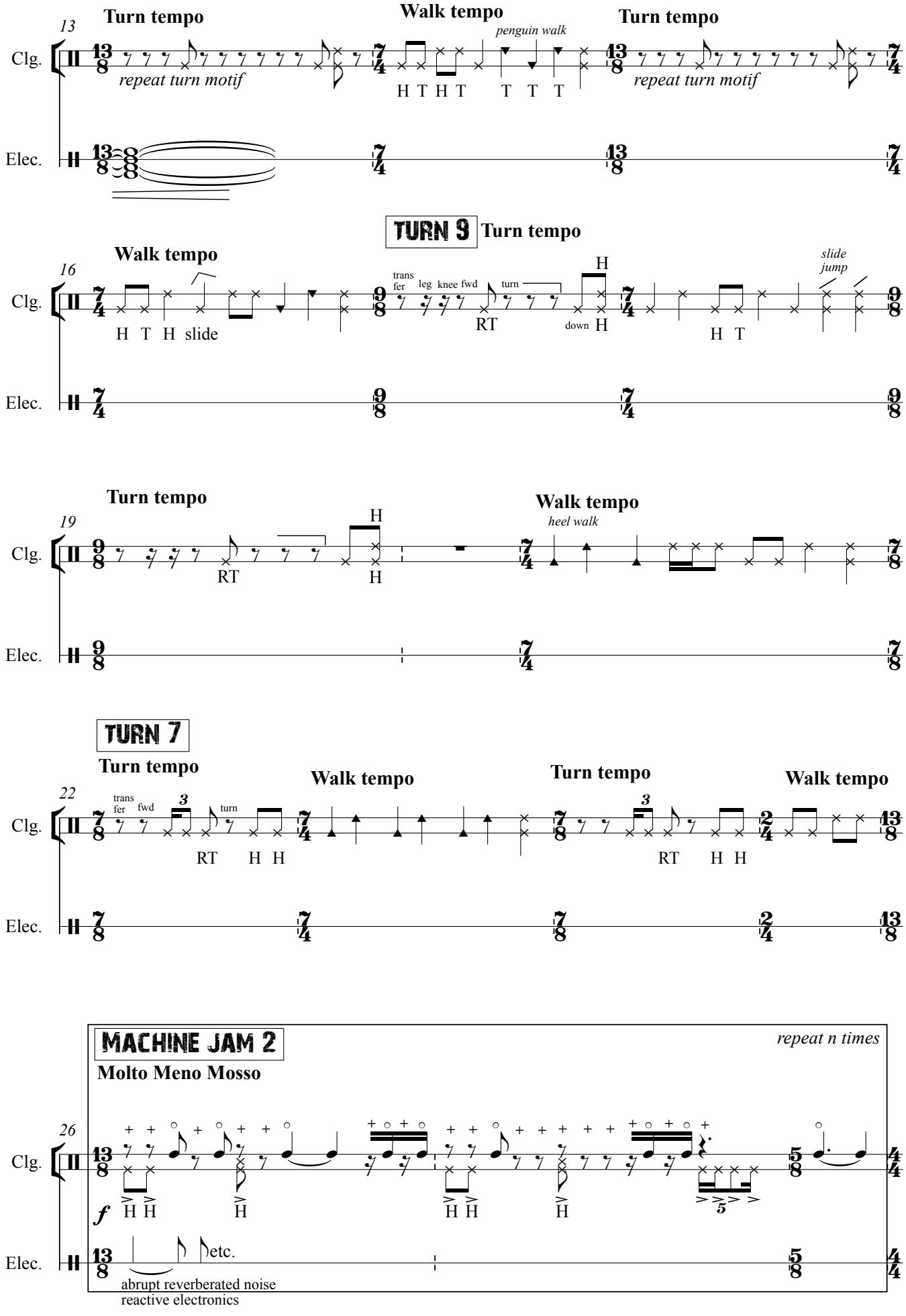
etc.

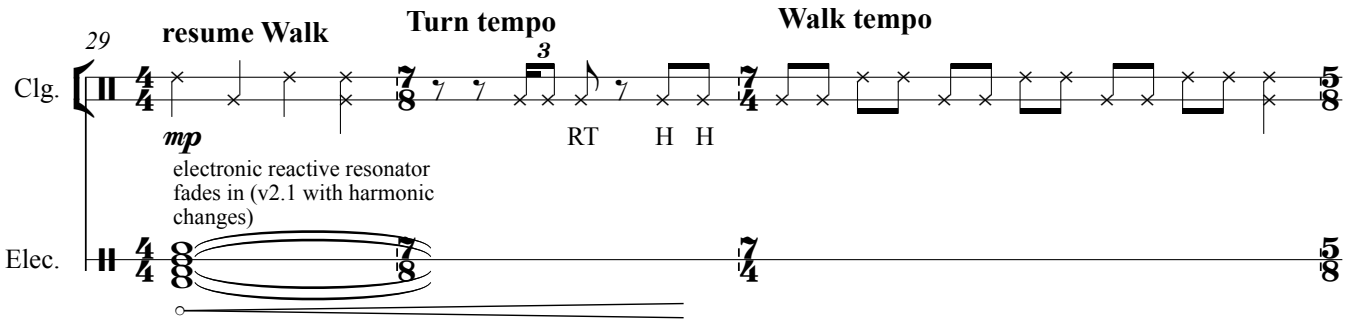
abrupt reverberated noise
reactive electronics

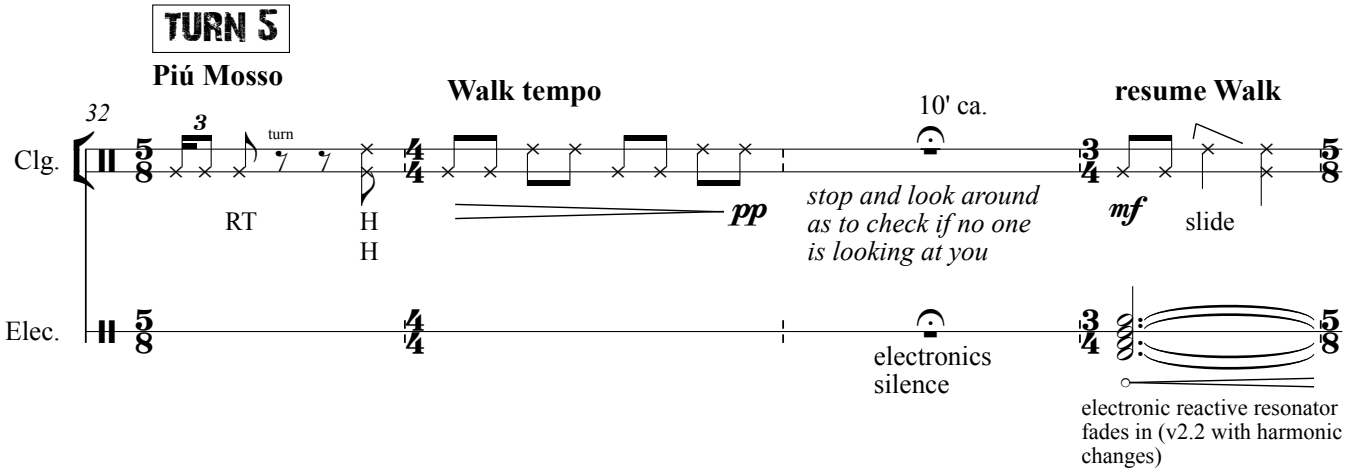
resume Walk

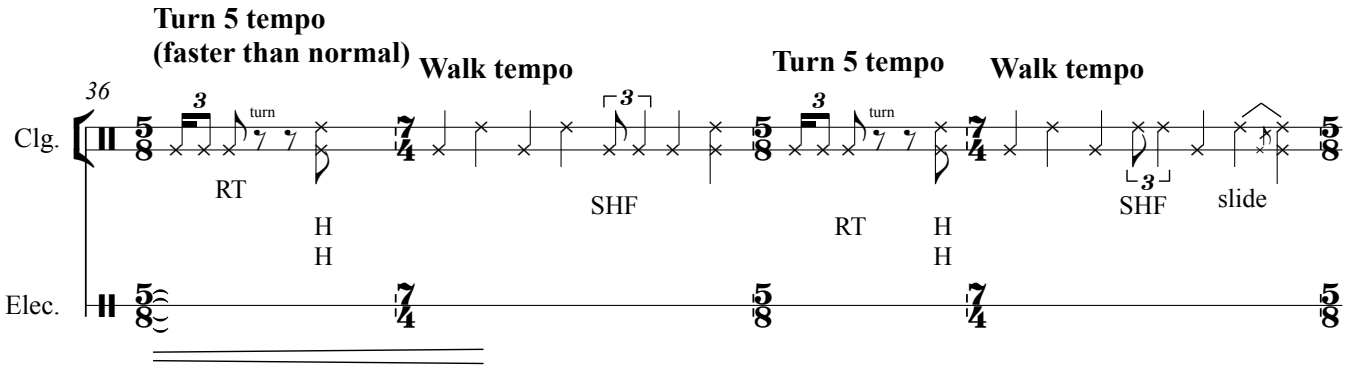
mp

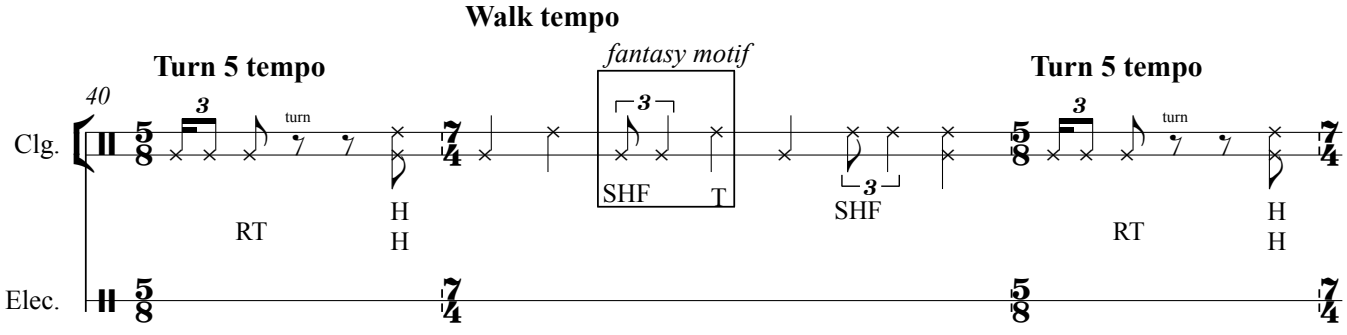
electronic reactive resonator fades in (v2 with harmonic changes)

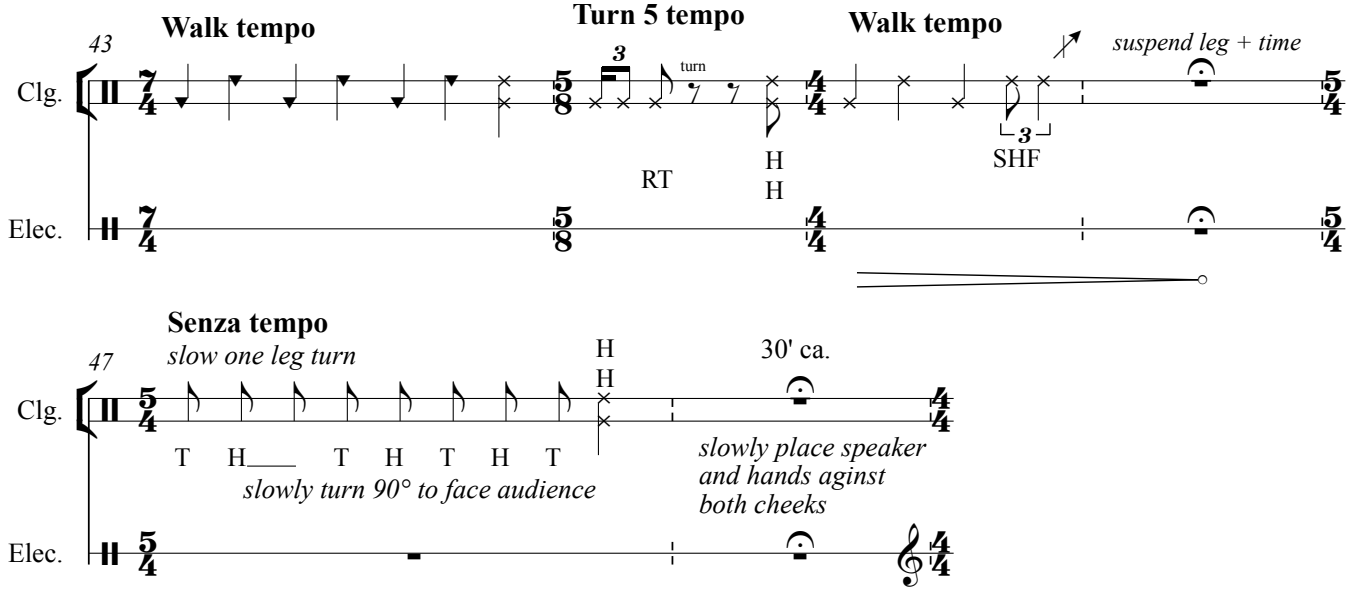

13
Turn tempo
Walk tempo
penguin walk
Turn tempo
Clg.
repeat turn motif
H T H T T T T
repeat turn motif
Elec.
TURN 9
Turn tempo
16
Walk tempo
slide
jump
trans
fer
leg knee fwd
turn
H
Clg.
H T H slide
RT
down H
H T
Elec.
Turn tempo
19
Walk tempo
heel walk
H
Clg.
RT
H
Elec.
TURN 7
Turn tempo
Walk tempo
Turn tempo
Walk tempo
22
trans
fer
fwd
3
turn
Clg.
RT H H
RT H H
Elec.
MACHINE JAM 2
repeat n times
Molto Meno Mosso
26
Clg.
f
H H H H H H
5
Elec.
etc.
abrupt reverberated noise
reactive electronics

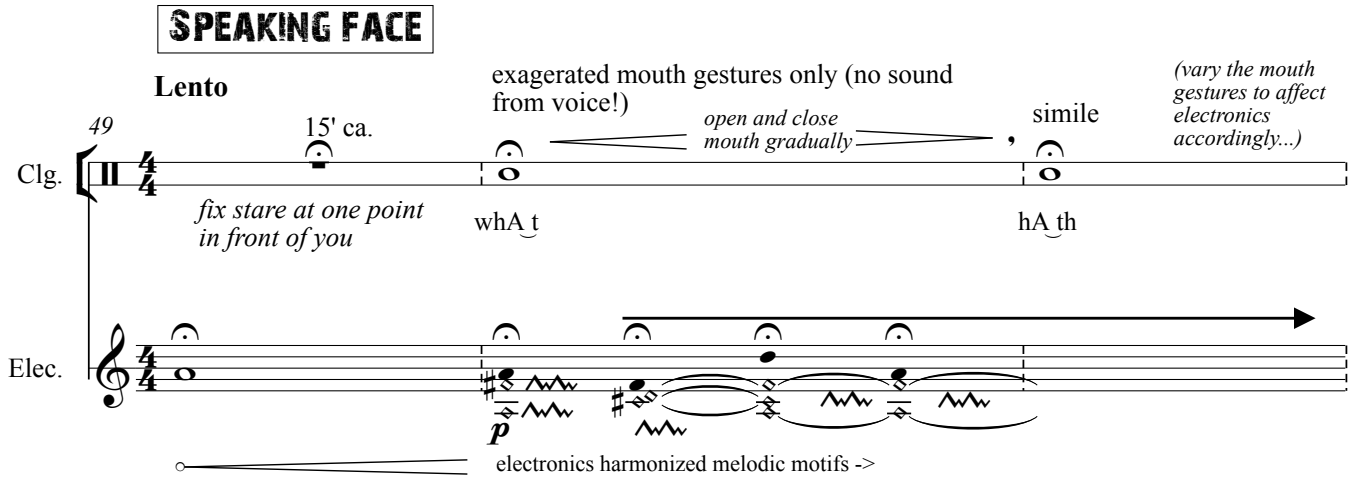

29
resume Walk
Turn tempo
Walk tempo
Clg.
mp
RT
H H
electronic reactive resonator fades in (v2.1 with harmonic changes)
Elec.

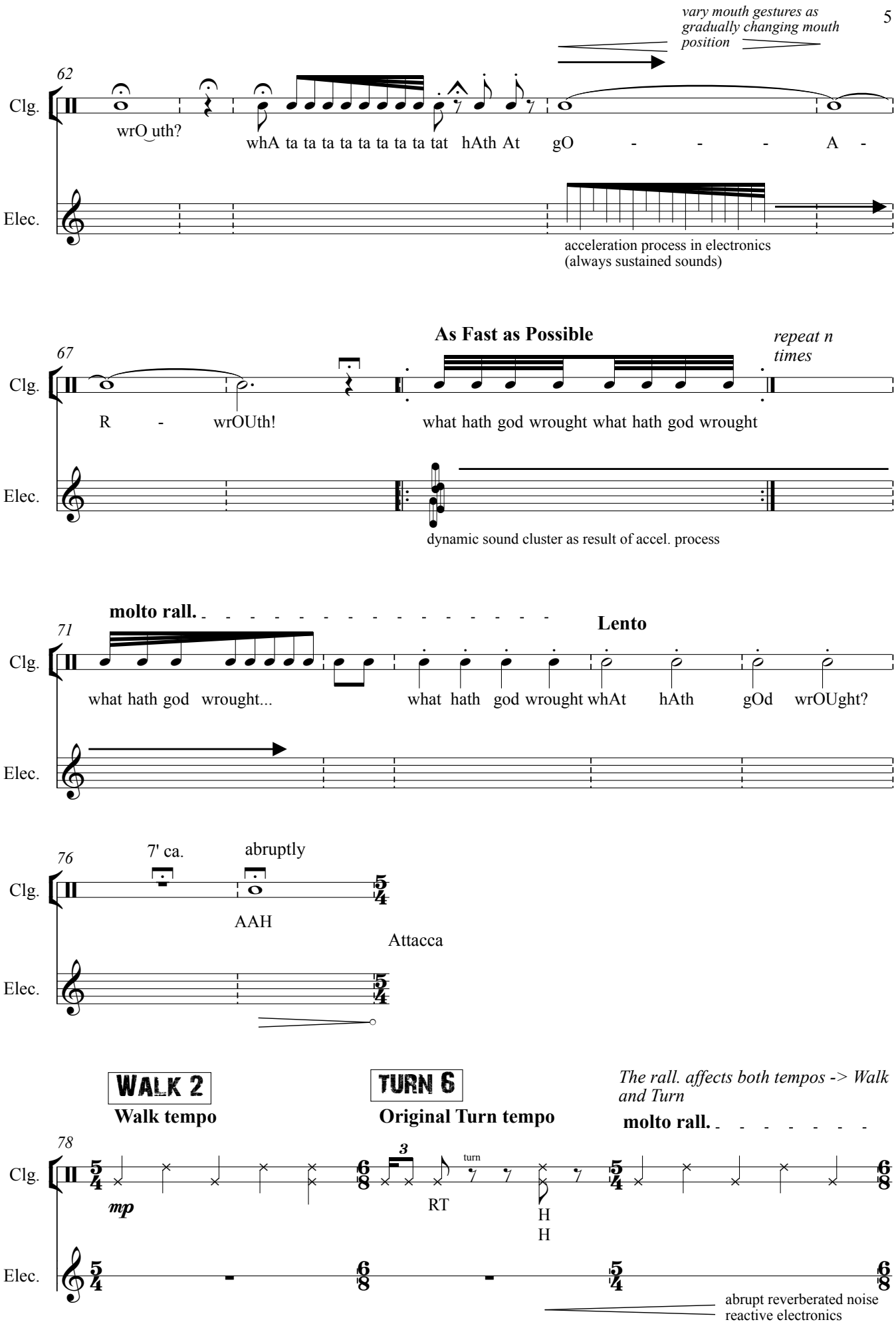

TURN 5
Piú Mosso
32
Walk tempo
10' ca.
resume Walk
Clg.
turn
RT
H
H
pp
stop and look around as to check if no one is looking at you
mf
slide
Elec.
electronics silence
electronic reactive resonator fades in (v2.2 with harmonic changes)

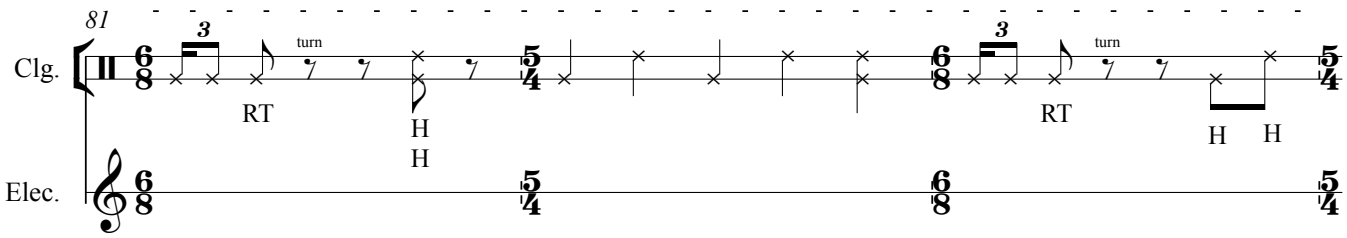

Turn 5 tempo
(faster than normal)
Walk tempo
Turn 5 tempo
Walk tempo
36
Clg.
turn
RT
H
H
SHF
RT
H
H
SHF
slide
Elec.

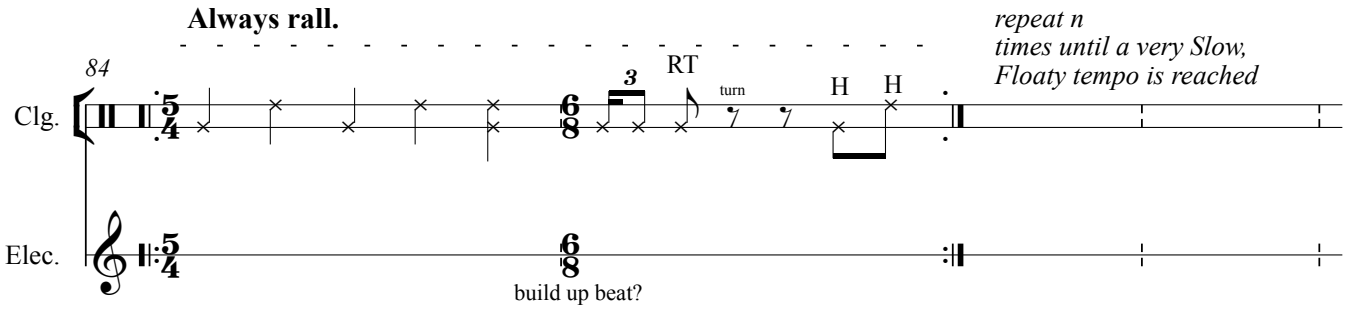

Walk tempo
Turn 5 tempo
fantasy motif
Turn 5 tempo
40
Clg.
turn
RT
H
H
SHF
T
SHF
RT
H
H
Elec.


43
Walk tempo
Turn 5 tempo
Walk tempo
suspend leg + time
Clg.
turn
RT
H
H
SHF
Elec.
47
Senza tempo
slow one leg turn
H
H
30' ca.
Clg.
T H___ T H T H T
slowly turn 90° to face audience
slowly place speaker
and hands aginst
both cheeks
Elec.


SPEAKING FACE
Lento
49
15' ca.
exagerated mouth gestures only (no sound
from voice!)
open and close
mouth gradually
simile
(vary the mouth
gestures to affect
electronics
accordingly...)
Clg.
fix stare at one point
in front of you
whA t
hA th
Elec.
p
electronics harmonized melodic motifs ->
accel.
Poco Più Mosso
52
Clg.
gO d
wrO uth?
whA t
hA th
gO d
wrO uth?
Elec.
always
sustained
(phase variations occur)
Piú Mosso Molto Rubato
58
Clg.
whA
wa wa wa wa wa___
hath god
Elec.
Harmonic impro development
in electronics


vary mouth gestures as gradually changing mouth position
62
Clg.
wrO uth?
whA ta ta ta ta ta ta ta ta tat hAth At gO - - - A -
Elec.
acceleration process in electronics (always sustained sounds)
As Fast as Possible
repeat n times
67
Clg.
R - wrOUth! what hath god wrought what hath god wrought
Elec.
dynamic sound cluster as result of accel. process
molto rall.
Lento
71
Clg.
what hath god wrought... what hath god wrought whAt hAth gOd wrOUght?
Elec.
7' ca.
abruptly
76
Clg.
AAH
Attacca
Elec.
WALK 2
Walk tempo
TURN 6
Original Turn tempo
The rall. affects both tempos -> Walk and Turn
molto rall.
78
Clg.
mp
3
turn
RT
H
H
Elec.
abrupt reverberated noise reactive electronics





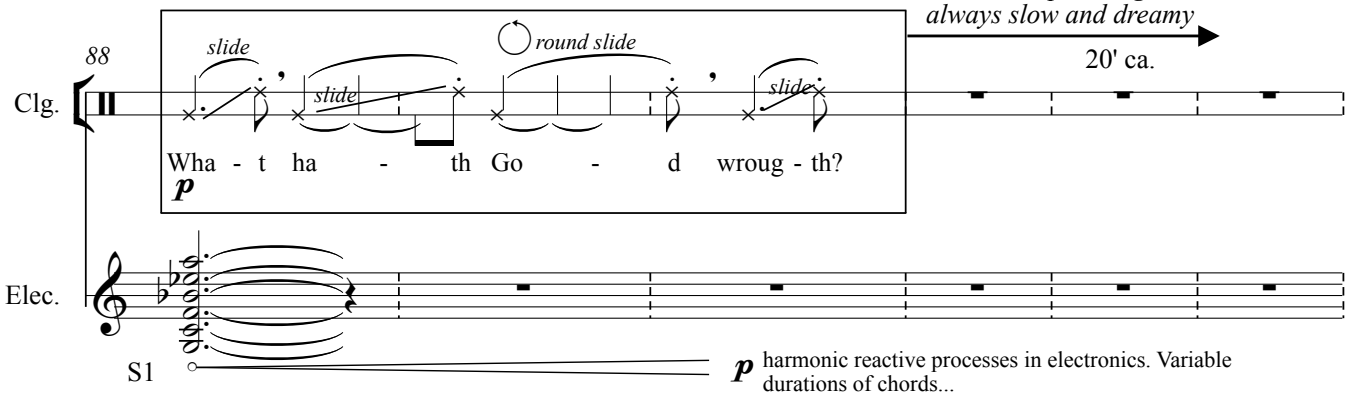
THE MILL SONG

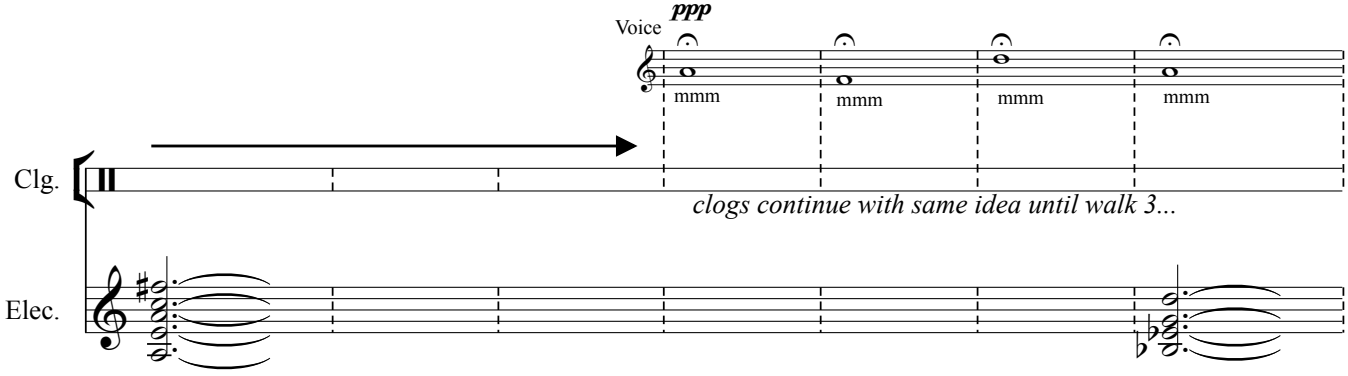
Molto Lento (like walking on thick snow)

Clogging phrases as if trying to translate words into sounds
(words don't sound, they are only a reference)

continue imrpovising with the similar phrasing idea, always slow and dreamy

20' ca.

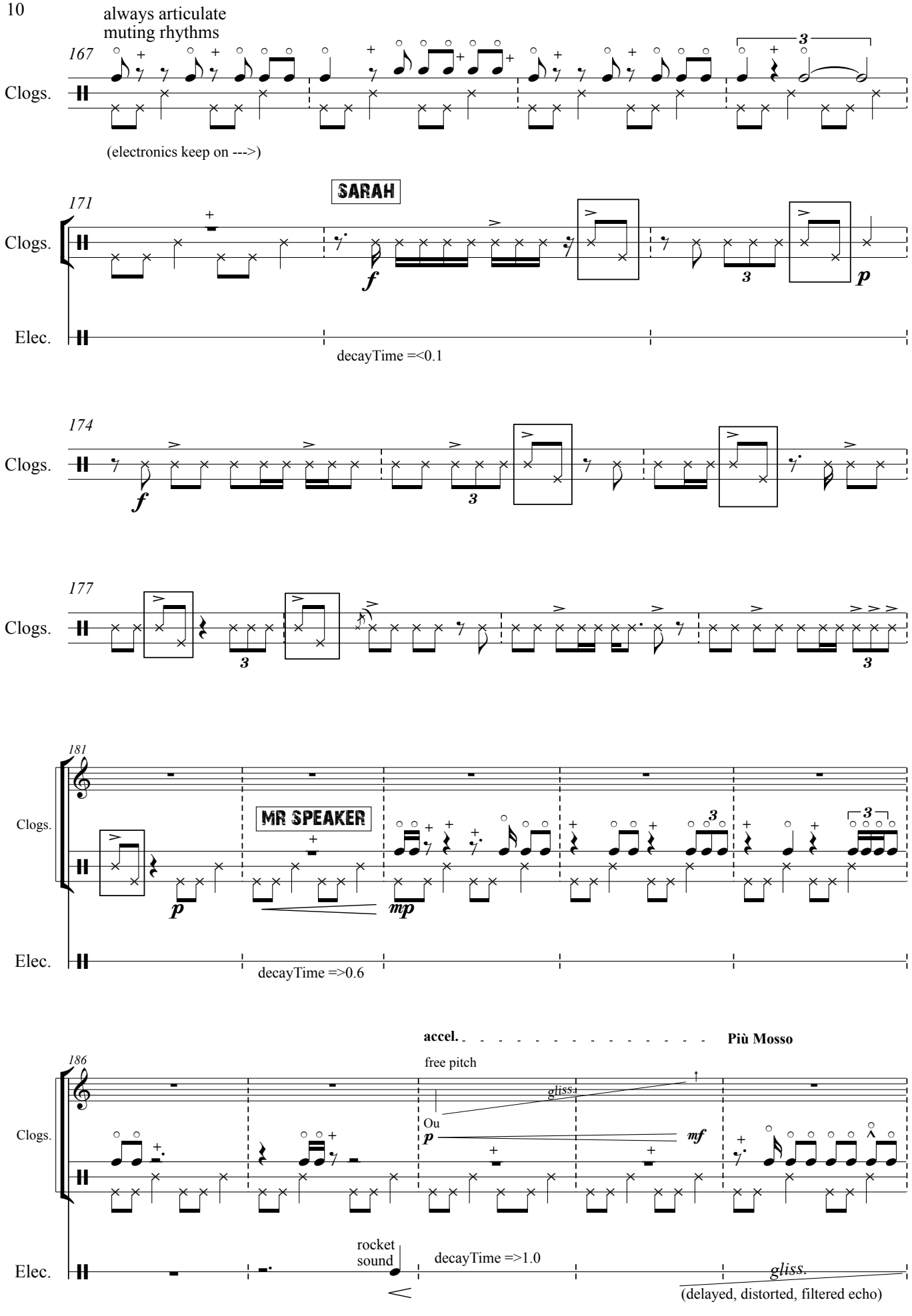


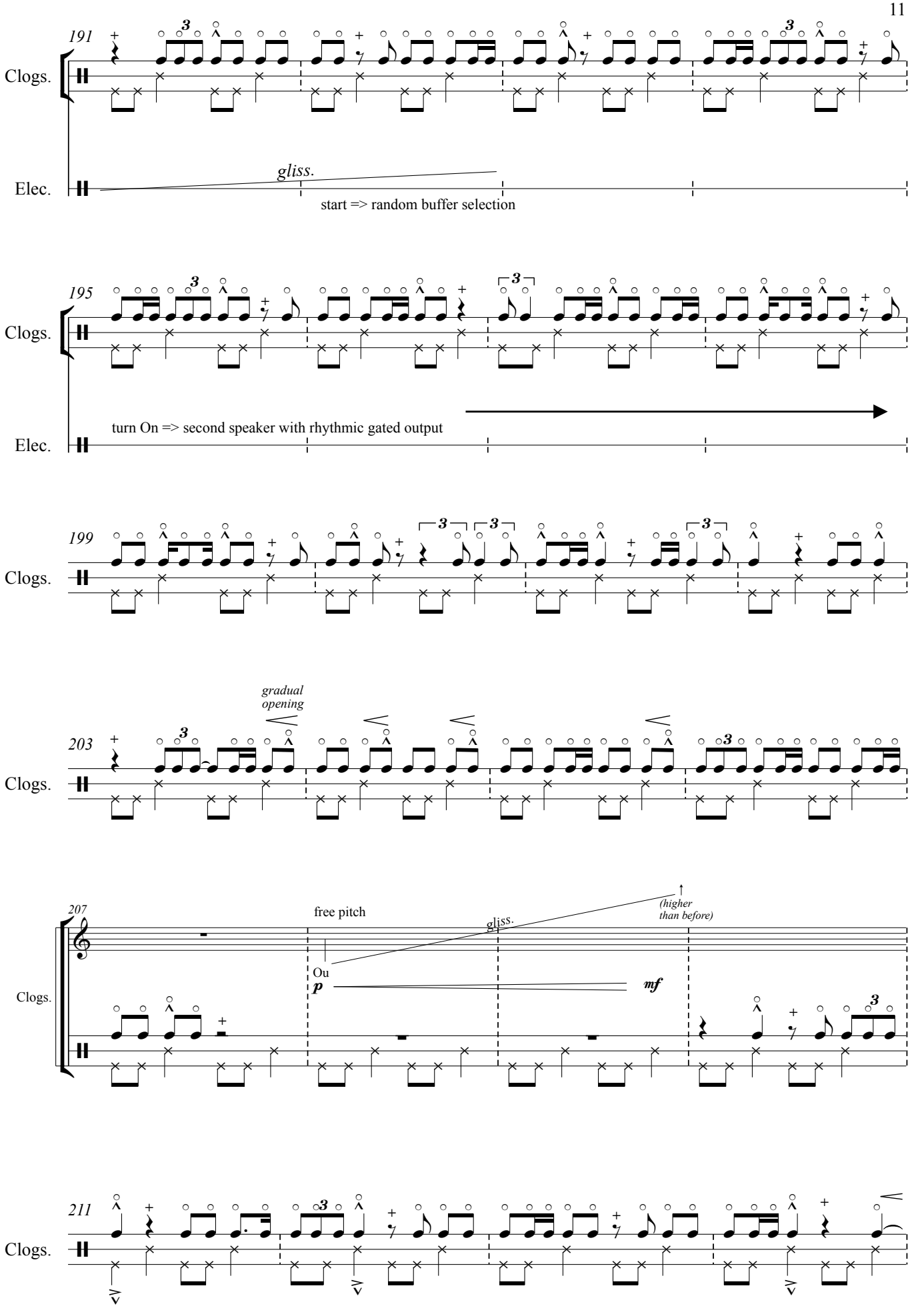


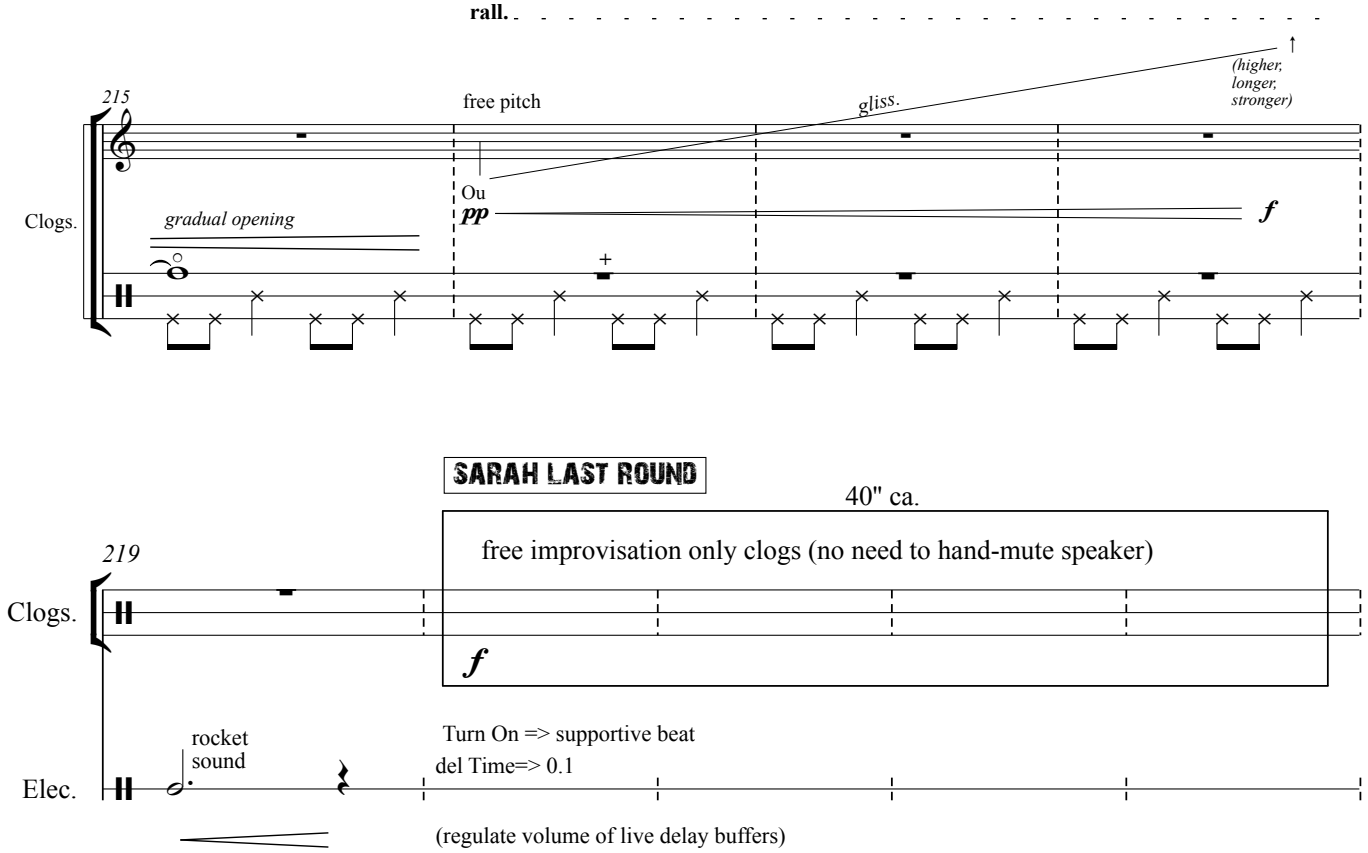

101
poco a poco cresc.
p dolce
Clogs
mmm
mmm
mmm
mmm
m - wha
Elec.
107
pp docle
m - ha
m - o
m - wrou
Fli -
S2
repeated sequence of chords played in
parallel motion with phase changes
mp
112
p docle
mp
ip
the
script...
Who
can
count
the
dust?
S3 added layer of accordion-like synth
mf
119
p dolce
What
hath
God
mf

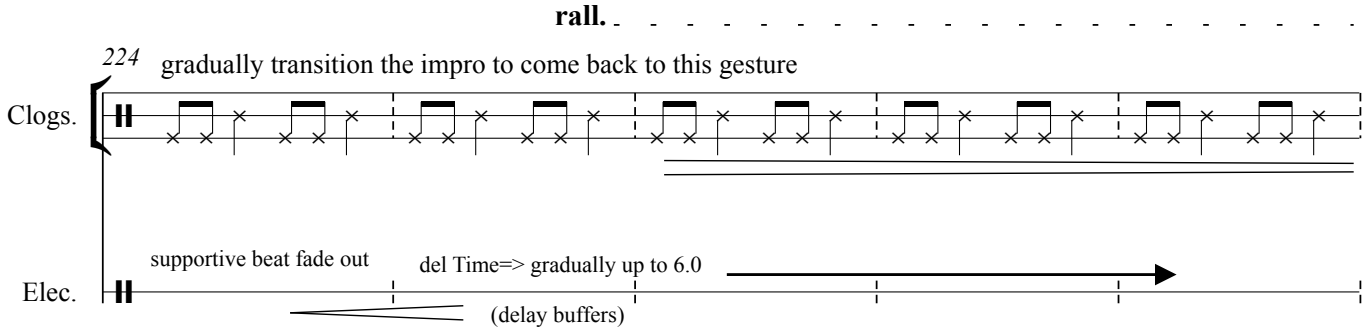

Still Slow but poco a poco accel.
123
Clogs
wrought?
mmm
mmm
mmm
mmm
Voice rhythms are free
turn
RT
H
H
Elec.
mf
electronic reactive
resonator fades in
accel.
until Walk Tempo is reached
126
Clogs
turn
mp
Elec.
mp
WALK 3
Poco Più Mosso
130
Clogs
turn
Elec.
TURN 4
135
Clogs
turn
Elec.
ONLY TURN
poco accel.
rumble
141
Clogs
turn
x4
mpfpp
Elec.

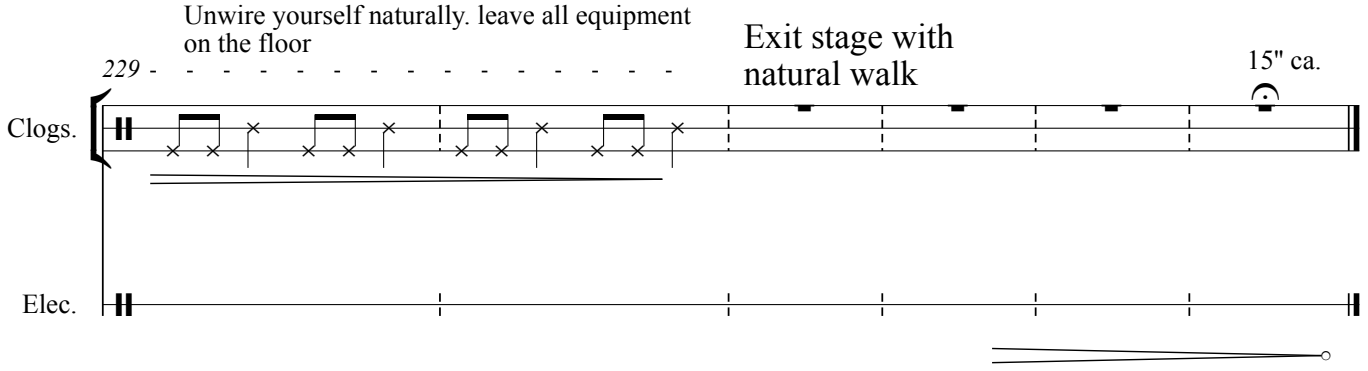

THE BATTLE
♩=97
147
spoken text (free rhythm)
p
LISTEN
LISTEN
Clogs
H T H T
pp
simile
mp
Elec.
RecBuf overlapping
with decayTime =<0.6
f
152
WHAAAAAAAAAAAT
Clogs
(speaker
hand mute)
Elec.
WHAA WHAA WHAA WHAA WHAA WHAA
157
HAAAATH
GOOOOOO
Clogs.
Elec.
HAA HAA HAA HAA HAA HAA HAA
162
OOOOOOOOD
WROUGHT
Clogs.
Elec.
GOO GOO GOO GOO GOO GOO GOO
WRO WRO WRO WRO WRO WRO WRO


always articulate
muting rhythms
167
Clogs.
(electronics keep on --->)
SARAH
171
Clogs.
Elec.
decayTime =<0.1
174
Clogs.
177
Clogs.
181
Clogs.
MR SPEAKER
Elec.
decayTime =>0.6
accel.
Più Mosso
186
free pitch
Clogs.
gliss.
Ou
Elec.
rocket sound
decayTime =>1.0
gliss.
(delayed, distorted, filtered echo)


191
Clogs.
Elec.
gliss.
start => random buffer selection
195
Clogs.
Elec.
turn On => second speaker with rhythmic gated output
199
Clogs.
203
gradual
opening
Clogs.
207
free pitch
gliss.
(higher
than before)
Ou
p
mf
Clogs.
211
Clogs.


rall.
215
free pitch
gliss.
(higher, longer, stronger)
Clogs.
gradual opening
Ou
pp
f
SARAH LAST ROUND
40" ca.
219
free improvisation only clogs (no need to hand-mute speaker)
Clogs.
f
rocket sound
Turn On => supportive beat
del Time=> 0.1
Elec.
(regulate volume of live delay buffers)


rall.
224
gradually transition the impro to come back to this gesture
Clogs.
supportive beat fade out
del Time=> gradually up to 6.0
Elec.
(delay buffers)


Unwire yourself naturally. leave all equipment on the floor
Exit stage with natural walk
229
15" ca.
Clogs.
Elec.