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Two compositions for partial submission for the
Post Graduate Diploma in Computer Music.
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side A
Cascade from a Quiet Moon

This work is for two channel tape and two percussion players; the score for the tape and instrumental parts is also presented. This work was composed using the EventMaker software, a real-time interactive algorithmic composition system for the control of MIDI instruments written by David Worrall and myself.

The tape part comprises the same palette of percussion sounds as those scored for in the instrumental part. This palette of sounds is divided into ten groups focusing on particular timbral qualities of the various instruments. The timbral groups consist of instruments made of wood, metal, or drums; instruments whose sound quality is dry or resonant; whose pitch is either high, medium or low; and whose decay is short or long. One instrument may appear in more than one timbral group. The work is divided into sixteen long phrases that are proportioned using the Golden Section ratio. Each phrase moves through a particular series of timbral groups focusing on one group at a time. The first six phrases are based on the series of the groups dry, short, high, metal, resonant, low; the second six phrases on the groups drums, short, medium, wood, resonant, low; and the final four phrases on the groups long, metal, resonant, low.

The primary focus of this work is to blend the sounds from the tape and those of the percussion players to create the sense of gradually evolving textures. These textures are based on the parameters of timbre and note density, with each phrase of the work moving towards a sparse texture comprising instruments of low pitch.

Duration - 15 minutes
Recorded using Dolby C noise reduction. Twenty seconds of 0 dB test tone and 15 seconds of silence precede the work.

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side B

Life Dreaming (b)

This is a binaural recording of a live performance of Life Dreaming (b). The original version of Life Dreaming, performed by members of *floating exceptions* in August and September 1988, is a work for real-time computer music and computer animation performed in a geodesic dome containing a sixteen channel sound system. Life Dreaming (b) is my realisation of the original work; it is for sound only and can be performed by one person.

This work was also composed using the EventMaker software. Making particular use of the softwares real-time interactive capabilities, the work is improvisatory in nature. Its structure is defined by changes in the grouping and spatial positioning of the timbres, the parameters of spatial location and shifting tempos play a dominant role in the composition. The pitch material of the work is based on pitch sequences of particular sonorities, each constructed by the arrangement of three interval classes. The timbres used are those produced by the synthesis technique of frequency modulation. Although this is a two channel recording a sense of the acoustic space of the dome and the sounds moving within that space is achieved.

Duration - 14 minutes
Recorded using Dolby C noise reduction.