Marc Sabat

to Damascus

for piano and electronic sounds

PLAINSOUND MUSIC EDITION
to Damascus (2007)
wave piano scenery player, second part
for piano and electronic sounds

for Stefan Bartling
commissioned by the SWR for the Donaueschinger Musiktage 2007
premiered by Stephen Clarke

NOTES

“wave piano scenery player” is an 18 hour sculpture / performance which was installed during the 2007 Donaueschinger Musiktage. The scenery consists of several artifacts brought into a single structure: large black paintings on paper sheets which divide a grand piano in two parts (sounding body, keyboard); three pieces of music combining the 88 keys of the piano with microtonally tuned sinewaves; a subwoofer and loudspeaker to reproduce the electronic tones; a pianist and computer, both acting as performers.

The time-based form is divided into three parts, presenting variations of the same sound material at three different levels of scale. The first part, “WAKE for JIM” (5 minutes) is performed by computer-controlled piano at the limit of its mechanical possibility. The second part, “to Damascus” (25 minutes) is performed by a live pianist, and combines the acoustic piano with electronic sinewaves. In the third part, “wave scenery” (17 hours 30 minutes), both pianist and computer control the piano, which in turn is triggering and gating microtonal electronic sounds.

The first two parts of the piece were presented on 19 October in a concert setting, with a seated audience. Pianist Stephen Clarke entered in the usual manner, and then disappeared behind the sculpture to perform. On the subsequent days, 20 and 21 October, the third part of the piece was presented as an installation, allowing the public to come and go freely, and to observe the structure and its individual elements from all sides.

“to Damascus” may also be performed as a concert piece for MIDI-output piano and live electronics (MaxMSP). The notation consists of a timeline with icti which may be interpreted freely by the performer. The disposition of notes between the two hands is indicated by stem direction, and slurred notes are to be overlapped as much as possible. Dynamics are relative: white noteheads generally louder, and in dyads notated with black noteheads the larger louder than the smaller. An articulation which combines lyricism with be-bop jazz is perhaps ideal.

Berlin, November 2008
wave piano scenery player

FIRST PART: “WAKE for JIM”
computer-controlled piano solo from 0'00" to 4'57.891"

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(automatic piano plays a sequence of dyads whose sum and difference tones produce a microtonal glissando, first rising and then falling in pitch)

2 3 4

(automatic piano reaches ‘highest point’ of its curve at approximately 2'28.946"

attacca
wave piano scenery player
second part: “to Damascus”

pianist takes over from computer

overlap slurred notes in each hand,
stems up = r.h. stems down = l.h.

white noteheads (single notes) generally louder, black noteheads (dyads) to be varied freely
smaller black notehead always relatively softer than larger one within the respective dyad

Tempo is relative: each ictus represents between 1 second (at fast tempo) and 2 seconds (at slow tempo)
Changes may be made suddenly (between phrases) or gradually, always maintaining the relationship between local events

use sustain PEDAL only where indicated

(sustain all notes except flagged sixteenths!
black notes indicate overlapping pairs of pitches
which may be slightly broken, smaller notehead
to be played softer than larger notehead in each pair)
(sustain all 3)

grace-notes preceding a fermata: repetition to be played softly, almost imperceptibly, with the same finger, in spite of stem direction)
(sustain D & E)

(microtonal accidentals indicate pitches within 9¢ of Equal Temperament - play the tempered pitch given by the conventional sharp, natural, or flat sign)

(r.h.)

(break in direction of the arrows)

(l.h.)

(sustain all)
(sustain 2)

(l.h.)

(sustain 2)

(break dyads in direction indicated by arrows)

(overlap)

(r.h.)

(sustain B throughout)
sustain 2 notes in each hand always
(overlap!)