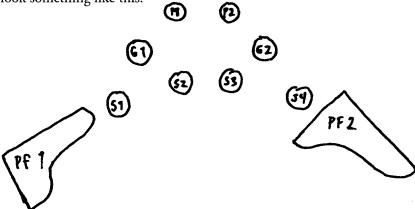
## Pitch Gradient with Noise in F#

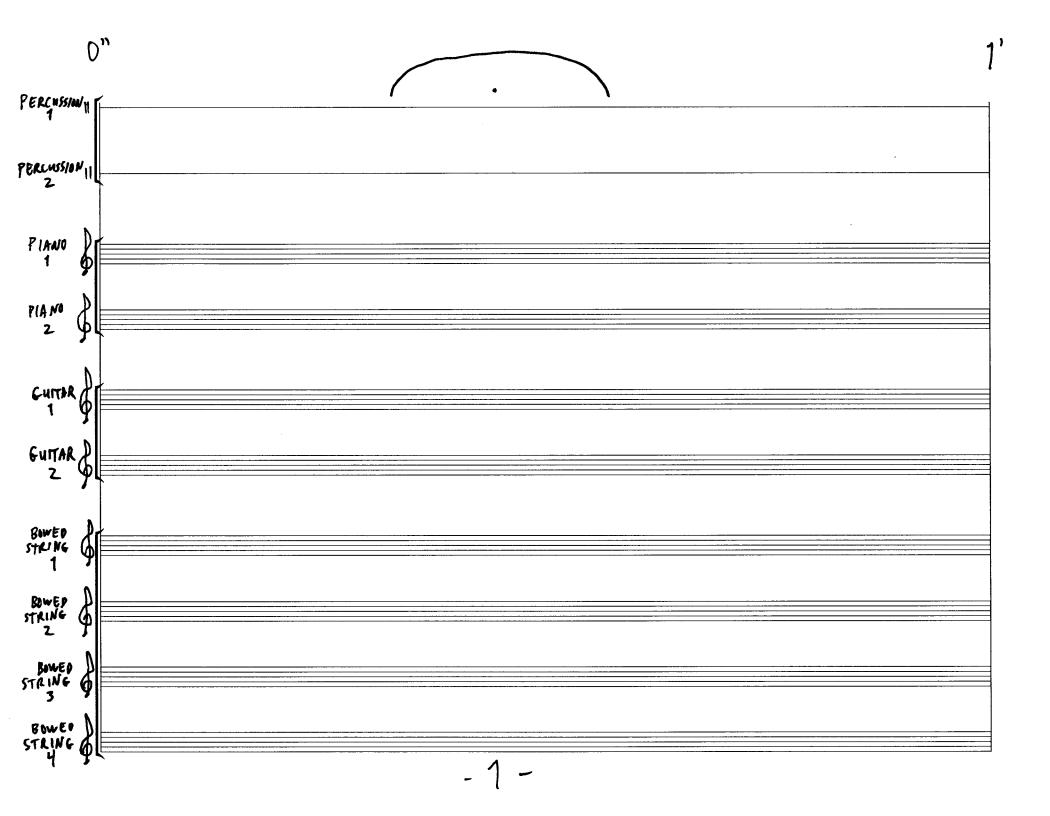
for 2 percussion, 2 grand pianos, 2 guitars, and 4 bowed string instruments

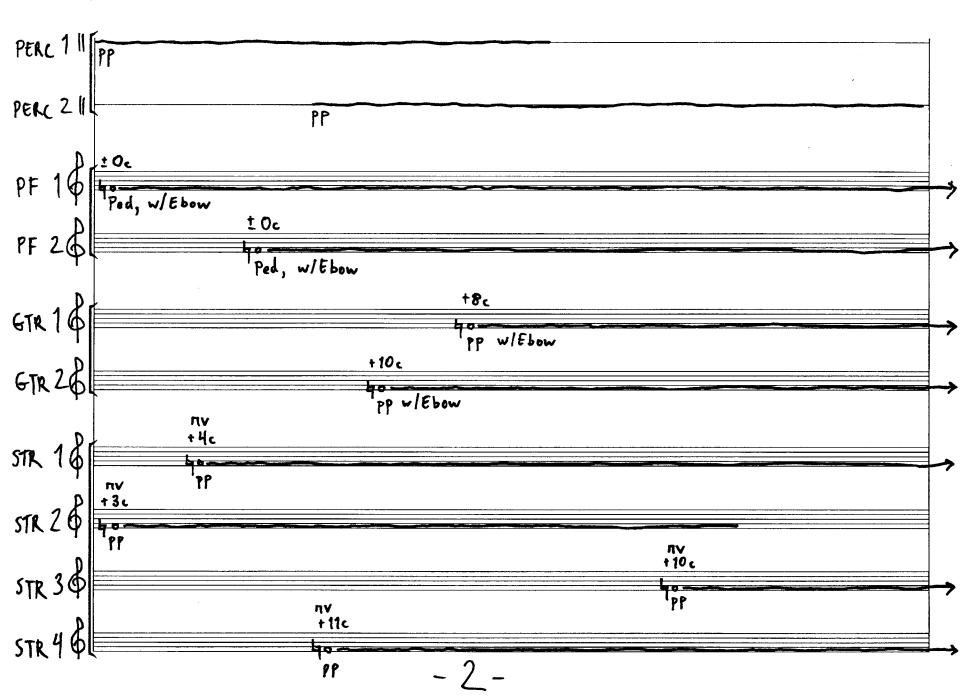
Jordan Dykstra, 2016

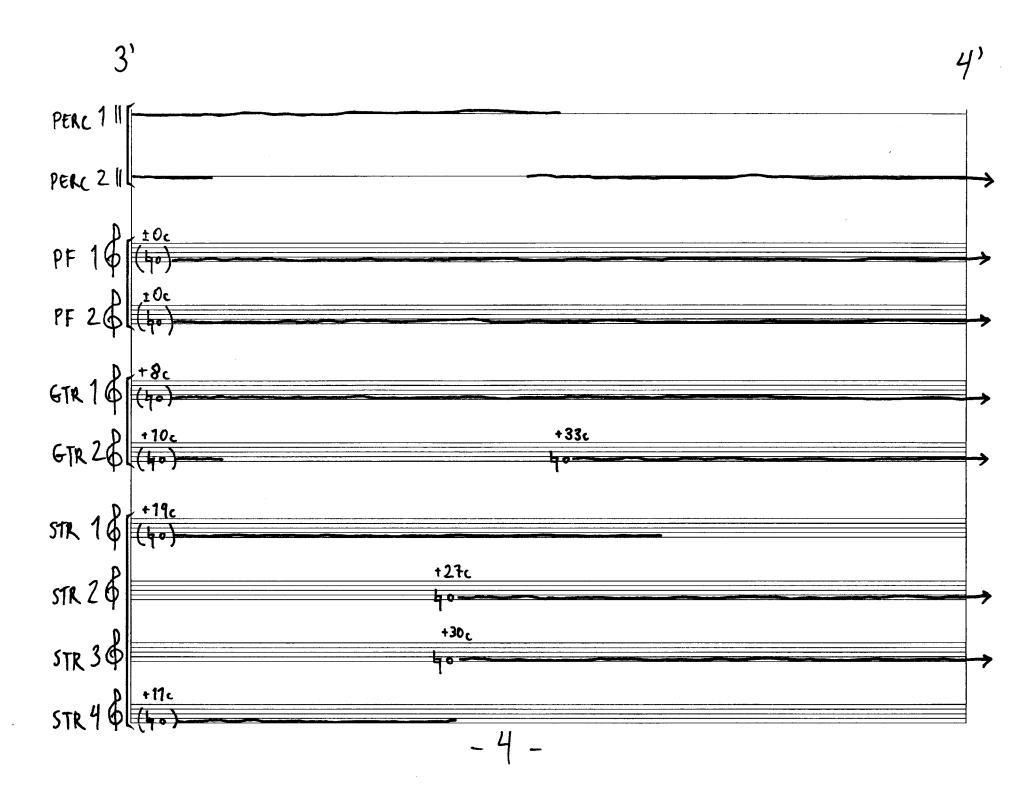
## Pitch Gradient with Noise in F# PERFORMANCE NOTES

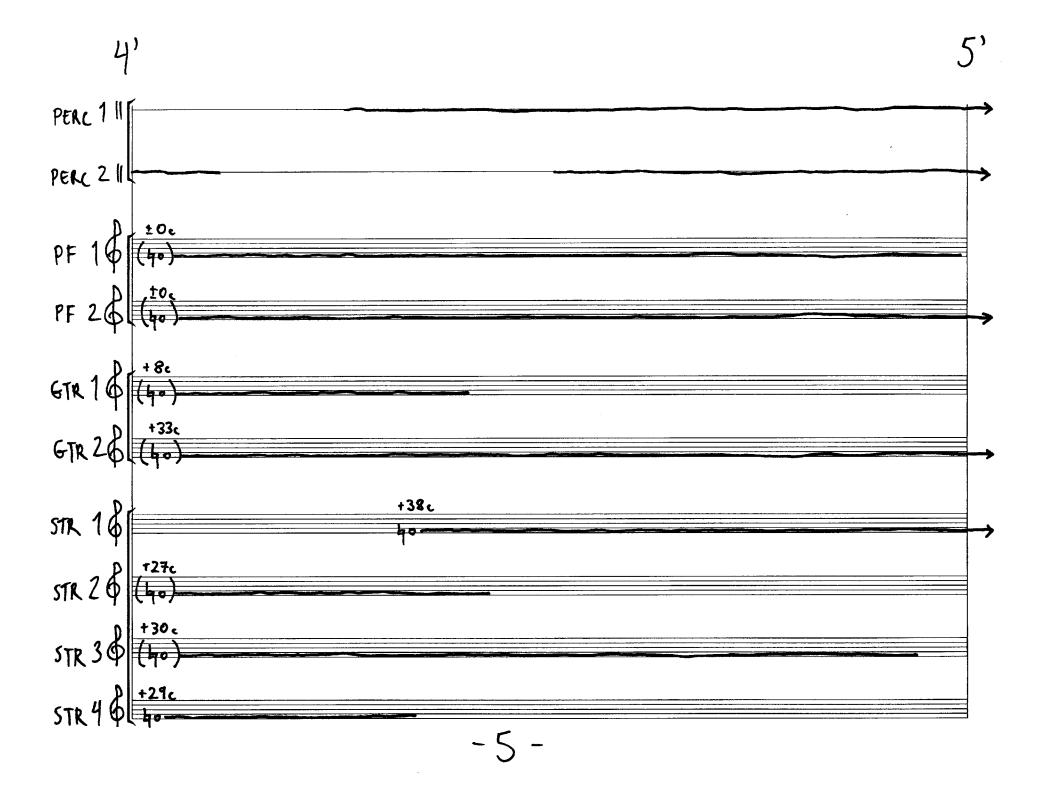
- I. Score in C.
- II. Pitches should be thought of as pitch classes and thus may be voiced in any octave. String players may also use harmonics, sul ponticello, and/or sul tasto.
- III. Instead of a pitch, any player may choose to produce a quiet, sustained noise (on their instrument). Eg. bowing the wooden body or tailpiece of their instrument, sliding their finger up/down the string, etc.
- IV. Single or multiple players to a part is fine.
- V. Very quiet throughout, with minimal entrances/exits, and without vibrato.
- VI. Guitar and piano players should always use an Ebow. Piano players: using a wedge for the sustain pedal will be useful; when the sustained note is finished lift the Ebow from the string, allowing the tone to fade naturally.
- VII.String players will need to use a tuner with a contact microphone to find the cent deviations from equal temperament.
- VIII.Percussionists should find non-pitched "instruments" capable of being sustained, possibly through bowing, and that provide noise (or unstable pitch). Eg. bowed woodblock, stones continuously rubbed together, a soft brush on a drum head, lightly bowed metal objects, steady stream of rice or sand on a cymbal, etc.
- IX. The performance layout should look something like this:

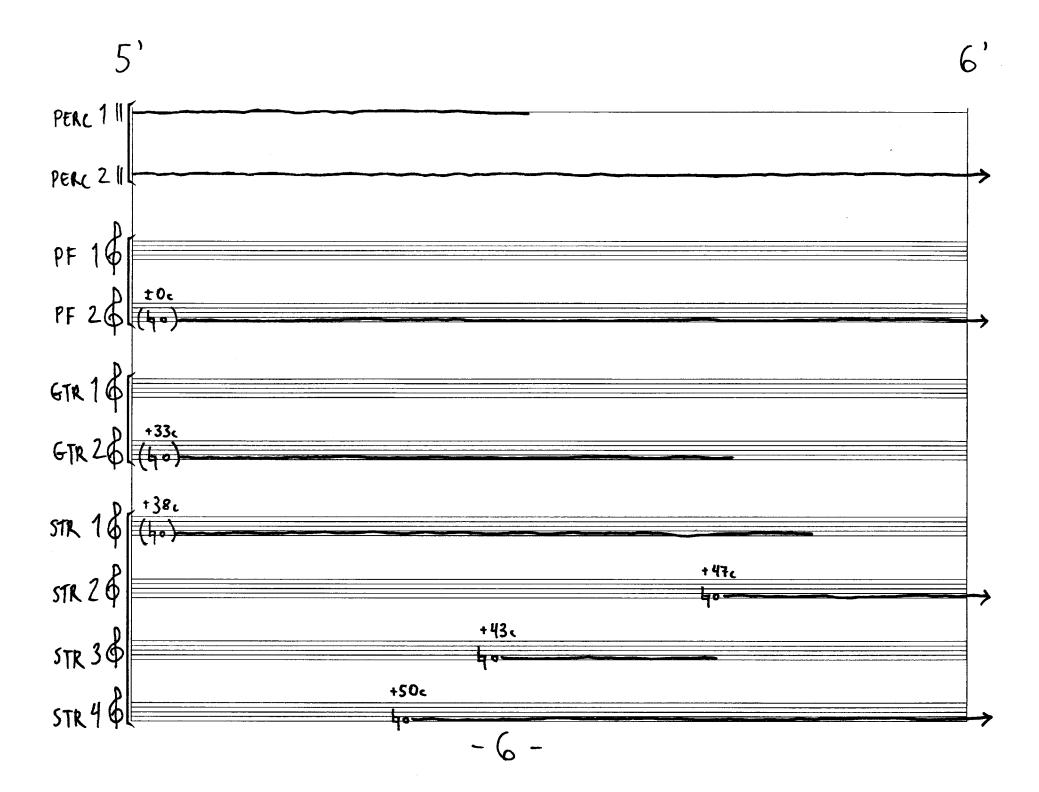


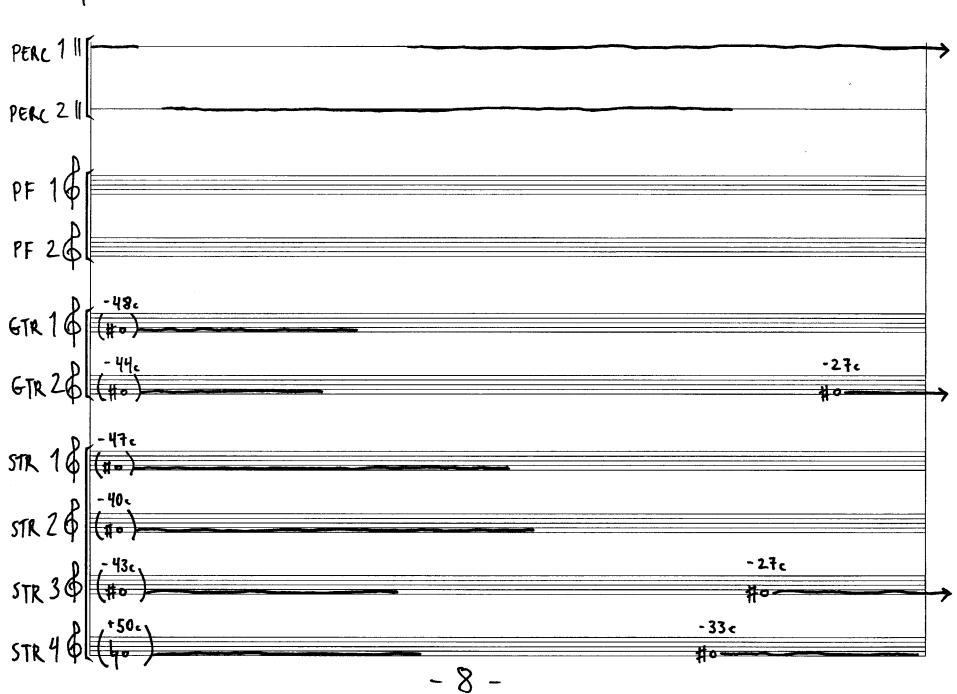


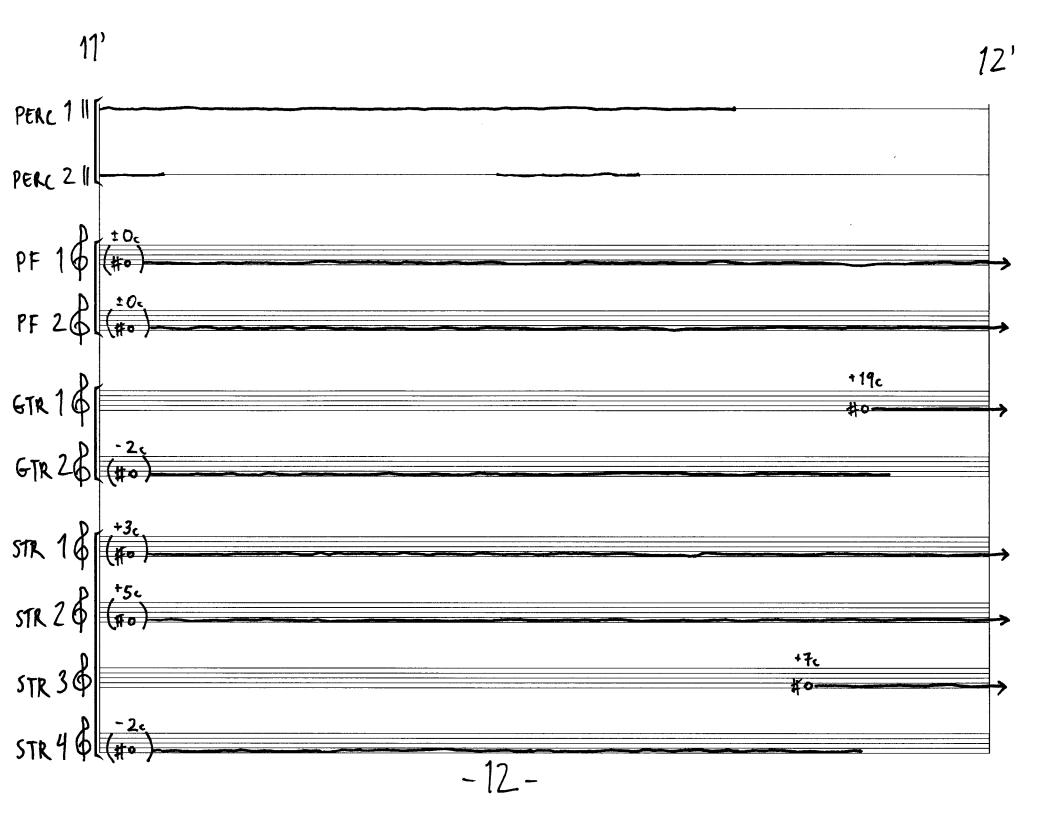


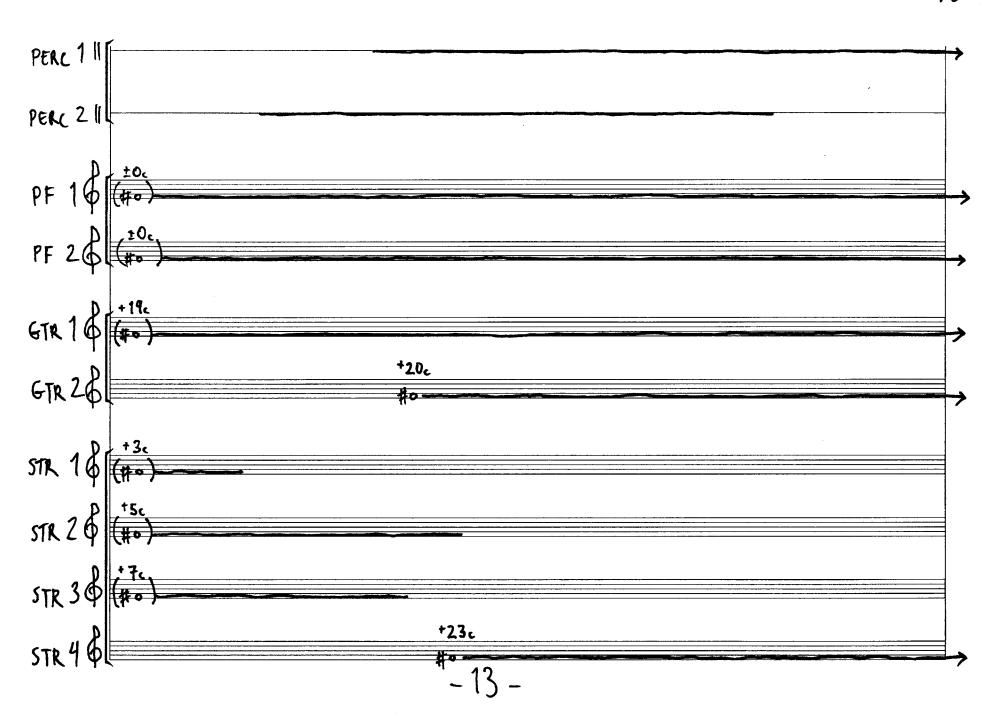


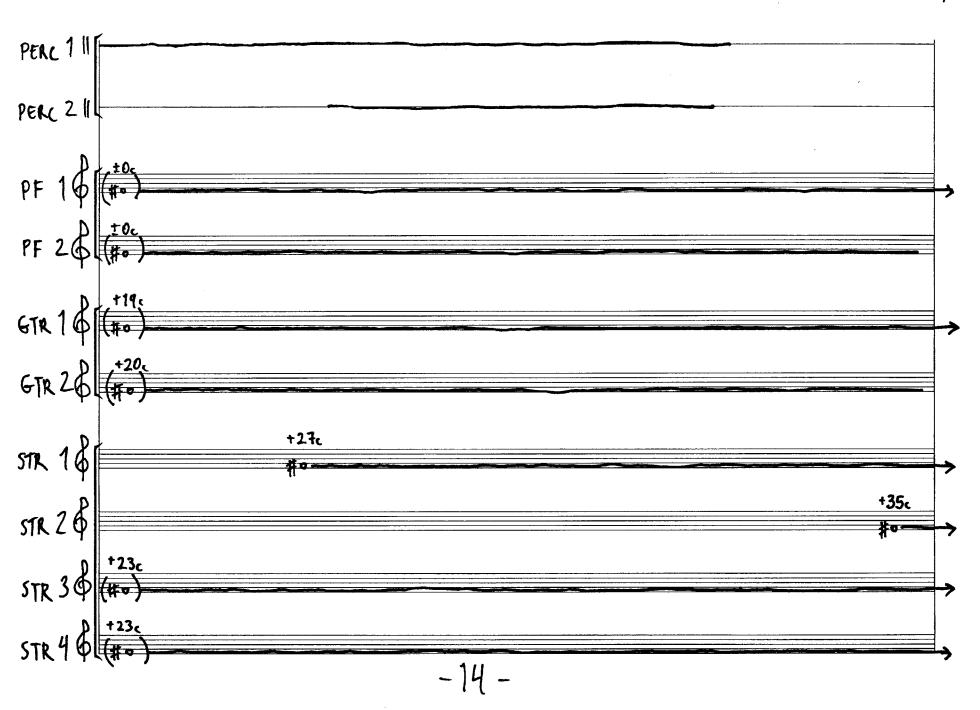












- 15 -

