

P I E C E S

A L E X R I N G G R A Y

T A B L E O F C O N T E N T S
P I E C E S
A L E X R I N G G R A Y

1 No. 1 - Listening Piece
2 No. 2 - Marble City
3 No. 3 - Ringing Tone Installation
4 No. 4 - Cut Piece
5 No. 5 - Macro-Slide Piece
6 No. 6 - Micro-Slide Piece
8 No. 7 - Words Are Forever
9 No. 8 - The Big Bang Installation
10 No. 9 - A Head That Hears Everything
11 No. 10 - Scream Piece
12 No. 11 - The Composer is Sleeping
13 No. 12 - Setup Piece
14 No. 13 - Barista Piece

N o . 1

L I S T E N I N G P I E C E

Sit in silence, record

Play back recording

Sit in silence

N o . 2

M A R B L E C I T Y

Drop marbles onto marble tile

Tiles should be processed

0:00	Sparse, Alternating
2:30	Accelerating, No pattern
5:00	Rapid
8:00	Extremely Sparse
12:00	All remaining marbles at once
End	Wait until all sound has stopped

N o . 3

R I N G I N G T O N E
I N S T A L L A T I O N

Don't move

Just listen carefully

Where do you think it's coming from?

N o . 4
C U T P I E C E

Invite the audience to cut the strings off of instruments

Freeze the sound of each string as it is cut

End when there are no strings remaining and there is
nothing left to be found in the drone

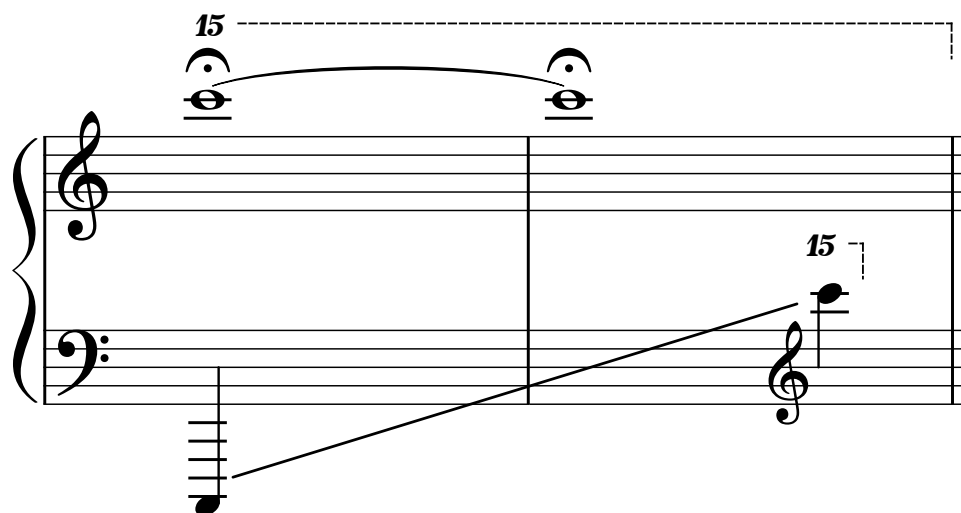
No. 5

MACRO-SLIDE PIECE

For any instrument(s) with continuously variable pitch

Create drone of a high pitch on your instrument. Very slowly glissando from the lowest octave of that pitch to the highest.

For Example:



No. 6

M I C R O - S L I D E P I E C E

+200	_____	+Whole Step
+100	+150 _____ +3/4 Step	+1/2 Step
0	+50 _____ +1/4 Step	Unison
-100	-50 _____ -1/4 Step	-1/2 Step
-200	-150 _____ -3/4 Step	-Whole Step

This piece explores the harsh dissonance of micro-tones and attempts to re-calibrate the listener's ear to hear traditionally "dissonant" intervals (major and minor 2nds) as consonant. Above is the key to reading the staff. The center line represents your starting pitch, which is the player's choice. The space above that is a quarter-step (+50 cents), the line up in a half-step (+100 cents), and so on. It is the same system descending down from the middle line. The piece only ranges 1 whole step in each direction.

At the beginning, the player should create a drone. After letting the drone ring for a moment, they should begin playing through the piece. There is no set tempo or duration of each pitch, but the player should take their time moving between each pitch.

The "form" is performed 3x total. The first is played at the same octave as the drone. The following section should be played an octave up, and the 3rd, an octave down from the drone. At the end, allow the drone to ring for a period.

Recommendations:

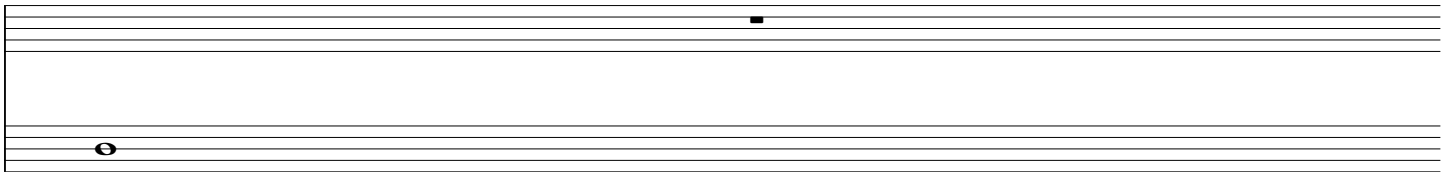
Fretted instruments: Use glass slide for glissandi

Strummed Instruments: Tremolo-pick or sustain using Ebow

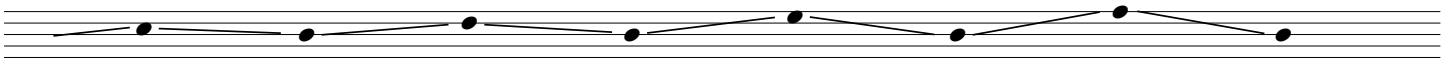
No. 6

M I C R O - S L I D E P I E C E

Extremely Slow, Free Time

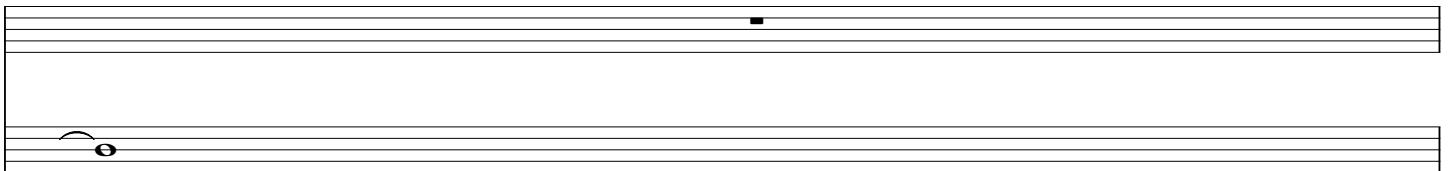


Drone; continues to end



Repeat form 8v a and 8v b;
drone does not change

3x total



N o . 7

W O R D S A R E F O R E V E R

Using an un-synced looper, record a series of phrases you regret saying

Allow loops to build into cacophony.

Ending 1

Cut off all sound at once or fade out

Ending 2

Leave loops repeating.

Exit stage.

Leave looper running until audience has left.

No. 8

THE BIG BANG
INSTALLATION

Softly sing one note, turn off mic

Process through a chain of several reverbs and delays set to their
maximum length feeding back into one another

N o . 9

A H E A D T H A T
H E A R S E V E R T H I N G

“God, in the beginning, made a head that hears everything”
-Nam Nguyen

Place several omnidirectional microphones throughout the room

Give audience member a wireless mic

All microphones will feed to a pair of headphones in the center of the room

The listener is the head

N o . 1 0

S C R E A M P I E C E

Scream until stopped

N o . 11

T H E C O M P O S E R
I S S L E E P I N G

Create an ongoing drone

Sleep

N o . 1 2
S E T U P P I E C E

Setup a significant amount of gear

Tear it down

N o . 1 3

B A R I S T A P I E C E

Setup as many variations of amplified coffee makers as possible

Brew