

I AM YOUR DENSITY

FOR AT LEAST FIVE PERFORMERS

by Rodrigo Constanzo

Section 1:

Choose a loud, busy, sustainable sound on your instrument(s). Follow the score collectively. If the overall density is insufficient, play. If it is too much, do not play. You may not alter your dynamic. The rate at which you read through the score is also decided collectively. When you hear changes happening, follow them.

Section 2:

Choose a quiet, but audible, sustainable sound on your instrument(s). Everyone begin playing with their eyes closed. Once a sufficient amount of time has passed, any player may stop playing. This signifies the beginning of the game. The goal of the game is to find a partner with which to trade silence with. That is, when you stop playing, your partner will begin. If the person you have chosen is not trading with you, it is likely they are trying to trade with someone else. If there are an odd number of people, one player must play constantly. Once all partnerships are established you may open your eyes. Any player may motion to begin the next section.

Section 3:

Same directions as section one except that you must choose a different sustainable sound for each block.

Section 4:

Choose one of the two lines . The top line is loud the bottom line, a quiet one.

Interlude:

Remain silent for ten seconds before continuing onto section five.

Section 5a:

Same directions as section four except there is a pre-designated soloist. Each line may be read through at a different tempo. Repeat each line until motioned to move on by the soloist.

Section 5b:

Follow the score with a unified tempo again. The soloist does not play during this section. Before moving on, a tempo for section six must be established. Accomplish this by bobbing your heads until a tempo is found. The soloist then counts off the next section by mouthing "one, two, three, four".

Section 6a:

Before beginning the piece, split the group into five equal parts. Assign a line to each one. Follow the notated score. Normal notes mean that you must pick a new, loud, sustainable sound. Repeat your sustainable sound for the 'X' notes. The notes with slashes through them mean to alternate between two new sustainable sounds.

Section 6b:

Improvise collectively to create a group rhythm, by changing your sustainable sound as appropriate. You may also stop playing for short periods of time to accentuate the rhythm, but the overall group density should not fall below everyone minus one player. Anyone may mouth a count off to end this section.

Section 6c:

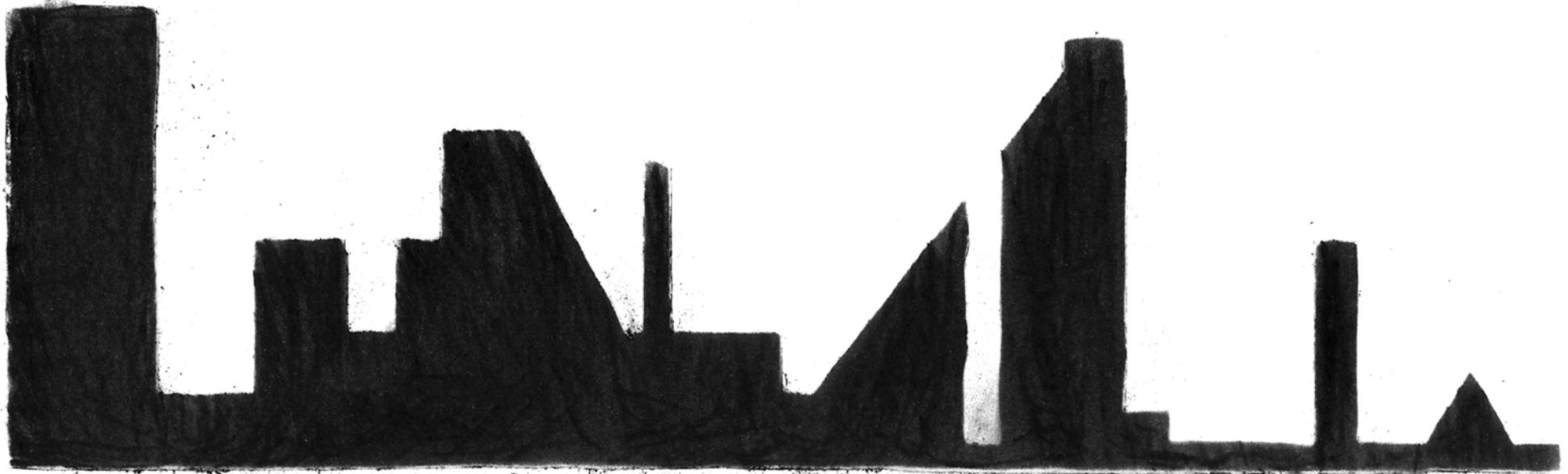
Follow the notated score, with the same rules as section 6a.

Hand Cues:

Making a fist means to shuffle the current players. If you are not playing, you must begin playing. If you are playing, you may need to drop out to maintain the appropriate density.

Holding up an open palm freezes everything that is happening, until the palm comes back down.

1

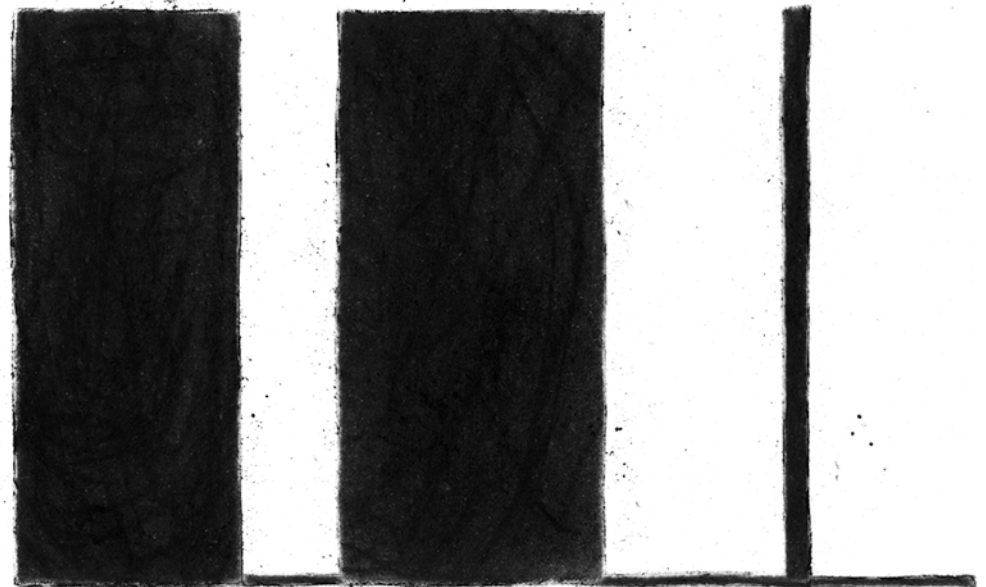


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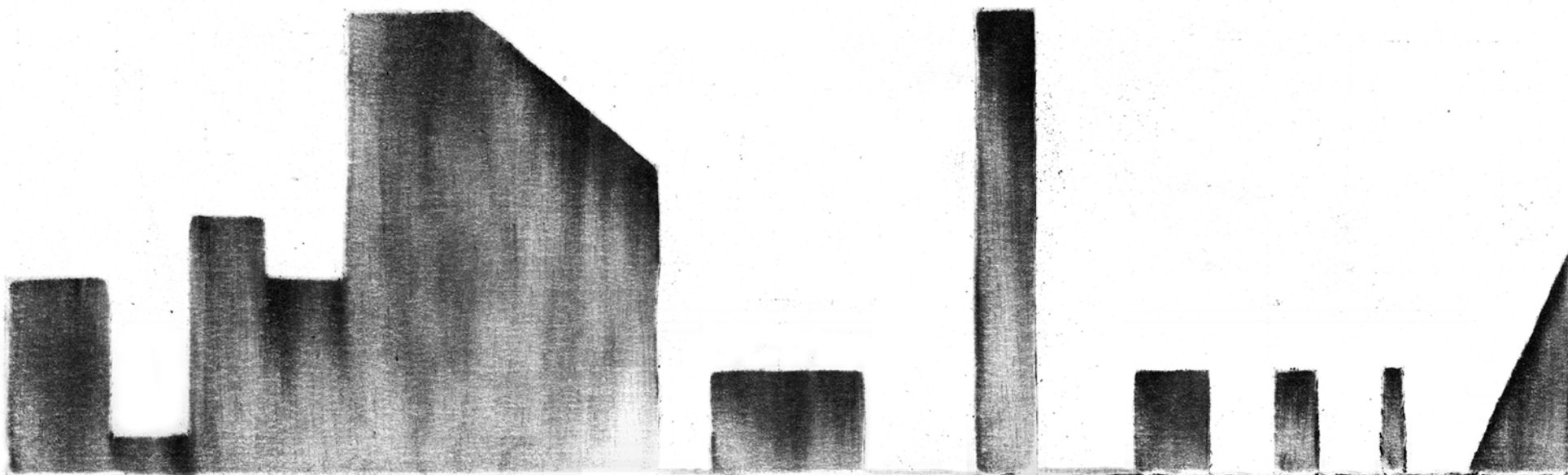
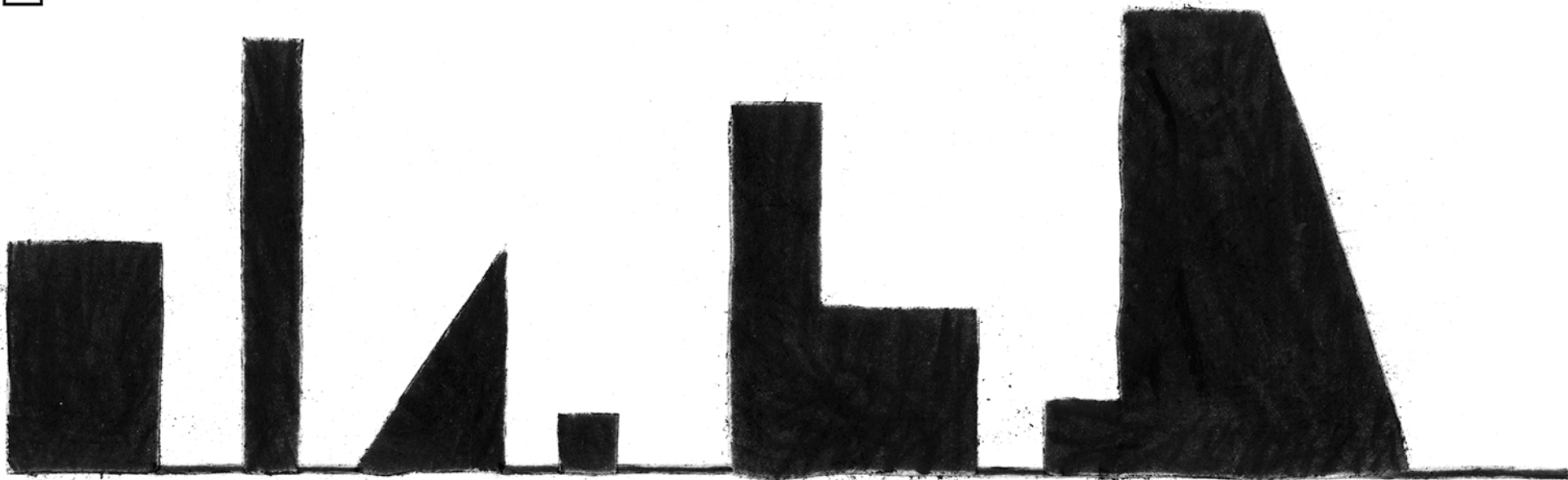
Density Partner Game:

Choose a quiet, but audible, sustainable sound on your instrument(s). Everyone begin playing with their eyes closed. Once a sufficient amount of time has passed, any player may stop playing. This signifies the beginning of the game. The goal of the game is to find a partner with which to trade silence with. That is, when you stop playing, your partner will begin. If the person you have chosen is not trading with you, it is likely they are trying to trade with someone else. If there are an odd number of people, one player must play constantly. Once all partnerships are established you may open your eyes. Any player may motion to begin the next section.

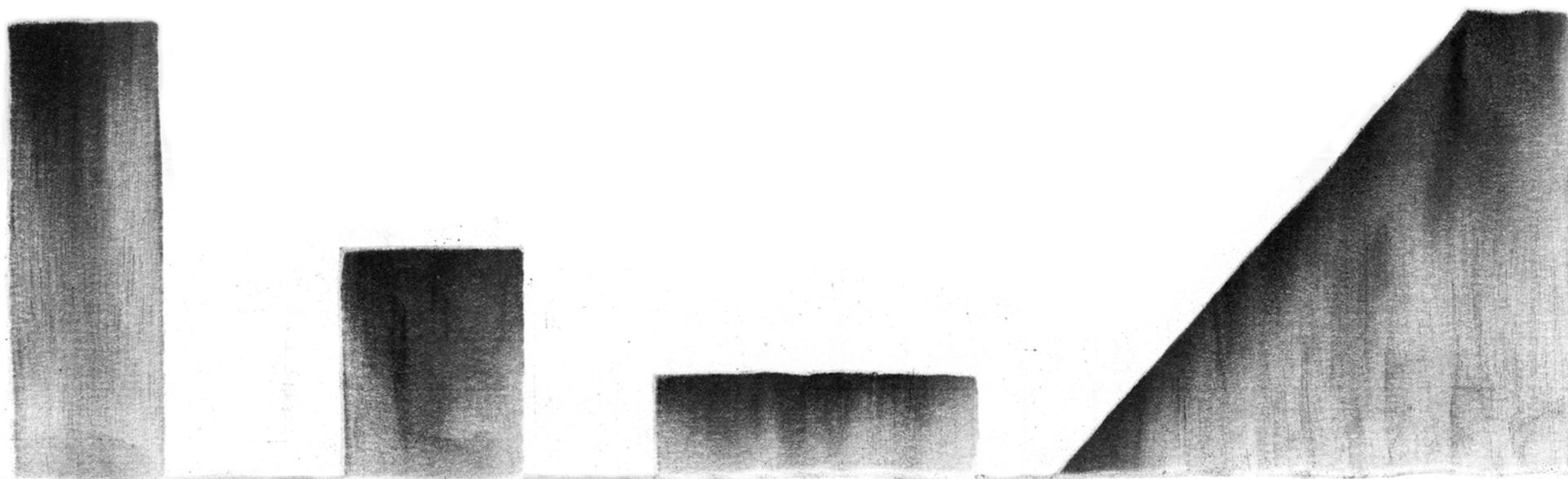
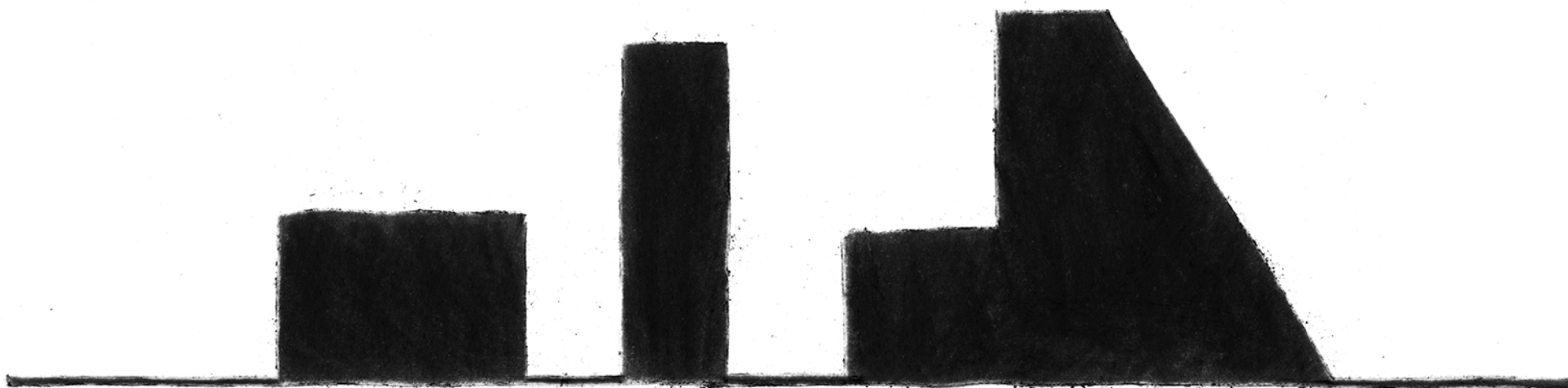
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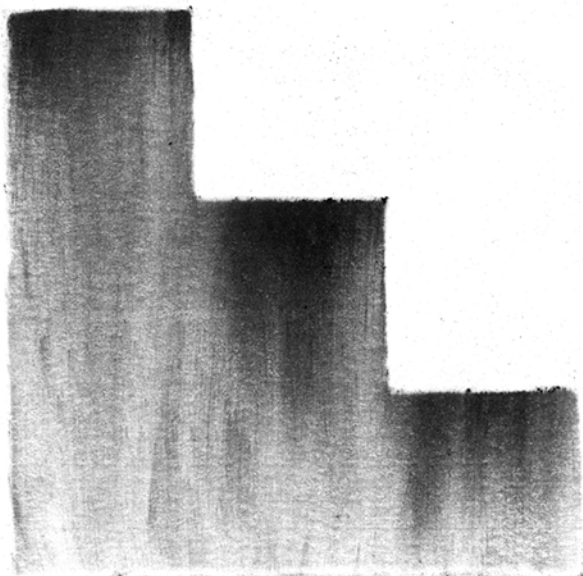
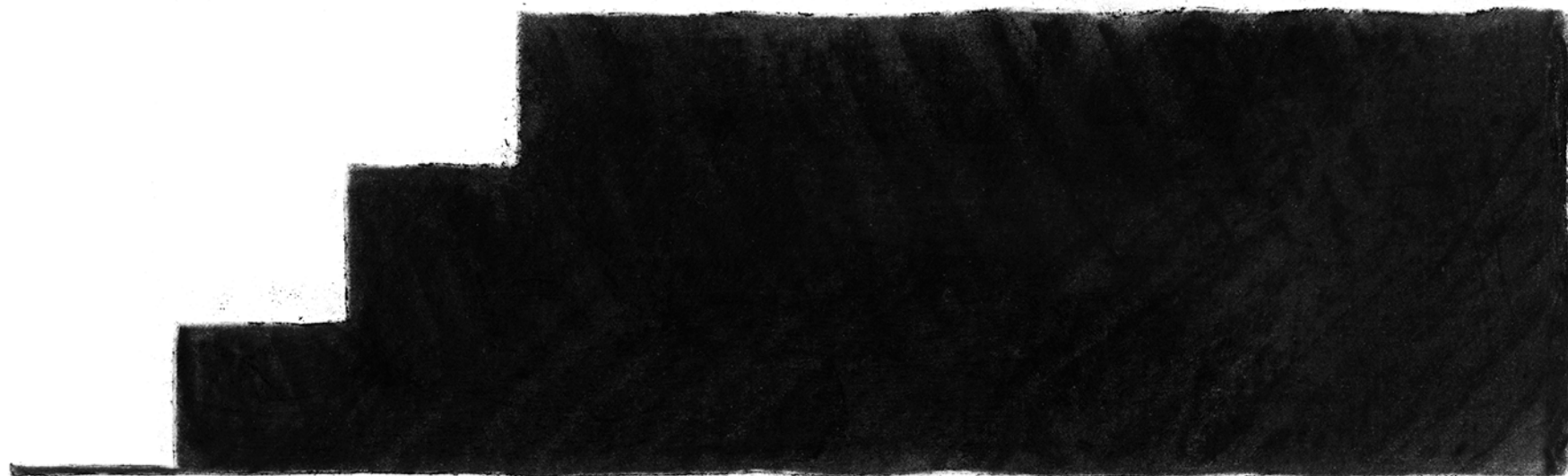
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5a



5b



6a

Section 6a is a musical score for five staves in 4/4 time. The notation includes whole notes, half notes, quarter notes, and eighth notes, with some notes beamed together. There are several measures of rest throughout the piece, particularly in the first and fourth staves.

6b

Collective Improvisation:

Improvise collectively to create a group rhythm, by changing your sustainable sound as appropriate. You may also stop playing for short periods of time to accentuate the rhythm, but the overall group density should not fall below everyone minus one player. Anyone may mouth a count off to end this section.

6c

Section 6c is a musical score for five staves in 4/4 time. The notation includes whole notes, half notes, quarter notes, and eighth notes, with some notes beamed together. There are several measures of rest throughout the piece, particularly in the first and fourth staves.