

# I'm Quitting Architecture to Become an Art Appraiser

for guitar, effects, and looper

Rodrigo Constanzo

## INSTRUCTIONS

Get a dictionary.....a big one.

Open to the section of the dictionary that contains the first letter of your name, unless it is a tuesday, then go to the section containing the first letter of your last name. If your first and last name begin with the same letter then go to the last letter of your first name, that is unless you like strawberries, then you will have to go to the last letter of your last name.

If your age is an even number then turn forward your weight in pages. If your age is an odd number then turn back.

Turn the number of the month pages in the opposite direction of your weight.

Turn the number of the day pages in the opposite direction of the month.

Flip an approximation of the temperature in the direction you so desire.

Go down the page facing North (or West) from your (or the dictionary's) current position until you reach the word that is your age down, unless you do not like strawberries, then choose the page facing South (or East) and go up your age.

Create a loop/texture that evokes the selected word.

Play guitar part.

## PERFORMANCE NOTES

The guitar is tuned: C G d a e' g'

Accidentals effect only the notes they precede.

Sections in parenthesis are optional.

Sections in dashes may be played instead of their counterparts

Black squares represent wormholes.

Finish when you are done.

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First system of musical notation. The piano part (left) features a treble clef with a 3-measure triplet and a 7:4 interval. The guitar part (right) includes a 3-measure triplet and a 7:4 interval. Dynamic markings include *p*, *msfz*, *p*, and *mf*. A *ff* marking is present in the guitar part. A small inset shows a guitar part with dynamics *f* and *p*.

Second system of musical notation. The piano part (left) features a 7:4 interval and a 5:4 interval. The guitar part (right) includes a 7:4 interval. Dynamic markings include *pp* and *f*. A small inset shows a guitar part.

Third system of musical notation. The piano part (left) features a *p* dynamic marking. The guitar part (right) includes a *(sfz)* dynamic marking. A semicolon is placed at the end of the system.

Fourth system of musical notation. The piano part (left) features a 15:16 interval. The guitar part (right) includes a 5-measure interval. A semicolon is placed at the end of the system. A small inset shows a guitar part with a 5-measure interval.

Musical score system 1, featuring a 7:4 time signature and a *pp* dynamic marking. The system includes a grand staff with treble and bass clefs, a piano part with a *pp* dynamic, and a large handwritten signature in a circle on the right.

Musical score system 2, featuring a *p cresc.* dynamic marking. The system includes a grand staff with treble and bass clefs and a piano part with a *p cresc.* dynamic. The piano part contains sixteenth-note patterns with a '6' marking below.

Musical score system 3, featuring dynamics of *ff*, *mf*, and *f*. The system includes a grand staff with treble and bass clefs and a piano part with sixteenth-note patterns and a '6' marking below.

Musical score system 4, featuring dynamics of *mf*, *f*, *mf*, and *ff*. The system includes a grand staff with treble and bass clefs and a piano part with sixteenth-note patterns and a '6' marking below.