

Proximity

Jonathan Haek

For any number of pitched instruments with the aid of metronome lights or other silent, visual beats.

Each player sets his or her own metronome to indicate a tempo no greater than 20 beats per minute away from another player. No two players should have the same setting, and no sound should be heard from the metronome.

Music: Slurred pairs of notes always a minor second apart, ascending or descending. The first note is always to be accented, while the second is always staccato.

Beginning: All players start with the following pair. The first note is to always land on a beat of the metronome. At first not all beats of the metronome should be played, but eventually every player should play the following pair on every beat of his or her metronome.



Middle: At this point players can begin to diverge from the above figure. Important: The dynamic should be relative to the difference in register between players (see figure below). If the difference in register of the notes you are playing vs. the notes another player is playing becomes wider, your dynamic should be louder. Similarly, if the dynamic of the group becomes louder, the difference in register between players should be wider. As a consequence, if you are playing minor seconds in a register that no one else is in, play more aggressively and loud. After a while the players should begin to diverge from the metronome. Improvise pairs at will!

End: Eventually players should return to following the metronome, then begin to converge the range between voices up to the following pair. Notice this means the dynamic should get softer. To end the piece each player should be playing the following pair on every beat of his or her metronome, gradually adding silence until the end is reached.



