

MUSIC FOR STANDARD OSCILLATOR ENSEMBLE (2019)

For 10 sine wave oscillators, a minimum of 2 and a maximum of 10 performers

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SECTION I

- 10 oscillators at random frequencies (volumes are off).
- A random performer fade in a random oscillator in a random ramp time.
- The other performers starts to fade in other oscillators in random order with random fade in time.
- Performers may stop their actions and listen when the sound interactions are especially interesting.
- Performers fade out the oscillators in random order with random time till there is one sine tone left.
- The last sine tone is faded out.
- Silence. End of section I.
- Despite random factors, section I should last about 5 minutes.

SECTION II

- Prepare the 10 oscillators at random frequency, keeping some in the low range between 20 and 60 hertz
- Performers will fade in the oscillators one after the others, all with random fade in time, starting with the low range oscillators
- When all oscillators are playing, the performers will gradually sweep towards 440 Hz in a even glissando.
- The process of bringing all the oscillators to 440 Hz should take at least 4-5 minutes.
- When all at 440 Hz, performers will fade out the oscillators in random order until there is only two oscillators left.
- Performers will try to tune those two oscillators perfectly to the same pitch.
- When done, performers (and public) will listen to that pitch for a random number of seconds.
- Performers will fade out the two oscillators in random order in random fade out time
- Silence. End of the piece.
- Despite random factors, section I should last between 10 and 20 minutes.