

## Ambience / disruptions - Adam Basanta 2016/2018

duet for trombone and French horn, 2 body suits, (optional: two additional performance-directors with iPads)

### Instructions

Performers sound producing actions are partially controlled through continuous analog indicators on the leg modules.

Additionally, the belt module *may* provides movement instructions (triggered by two additional off stage performers) - or performers can move on their own in the space.

As performers move through the space, they interact with 3 pre-determined spatial scores: regions of the room which correspond to a particular interval or or interval combination. These spatial scores must be memorized.

Musical attributes which are not specified by the suit (dynamics, timbre etc) are to be improvised, although a general ambient character should be maintained.

At three distinct instances, the back module will provide an iconic cue followed by a “count-in” bar of 4/4 in a random tempo. Following the count-in bar, a pre-composed phrase is played by the performers in unison. Following the unison phrase, performers move to the next spatial score.

### **Trombone**

Left Leg: analog indicator for *slide position* (position 1 to 6).

Right Leg: analog indicator for *mute position* (open to closed).

Belt module: **optional** analog indicator for *movement* in particular direction

Back module: Unison cue and tempo.

### **French horn**

Left Leg: analog indication for valve position (low to high).

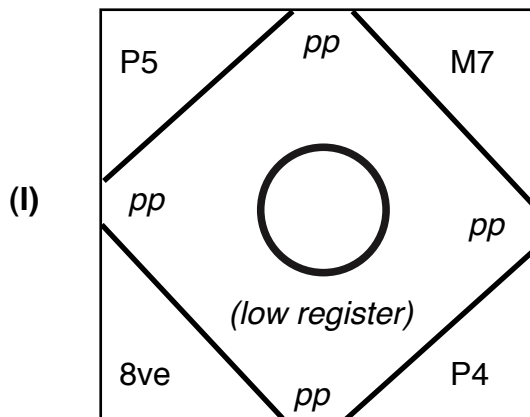
Right Leg: analog indicator for position of arm in bell.

Belt module: **optional** analog indicator for *movement* in particular direction

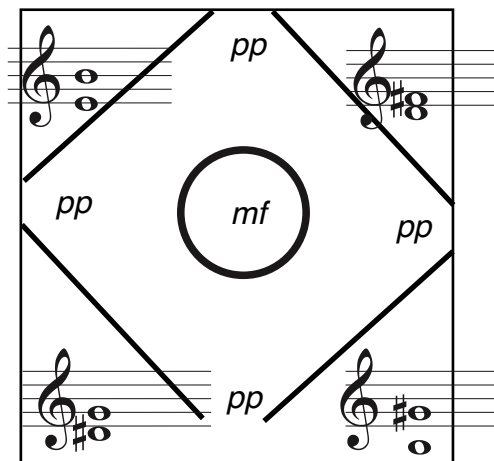
Back module: Unison cue and tempo.

## Spatial Scores

### Trombone

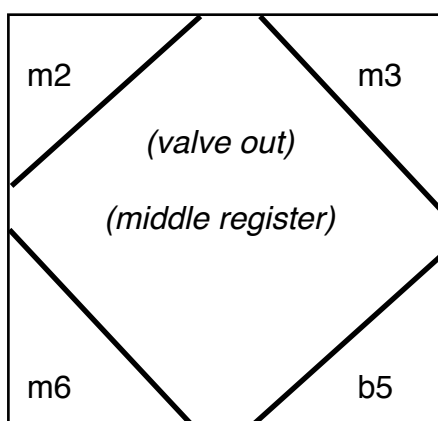


### French horn



### (I) Unison

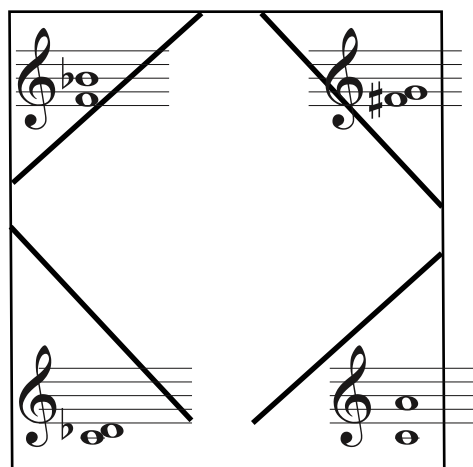
### (II)



*mf* → *f*  
(at end of section)



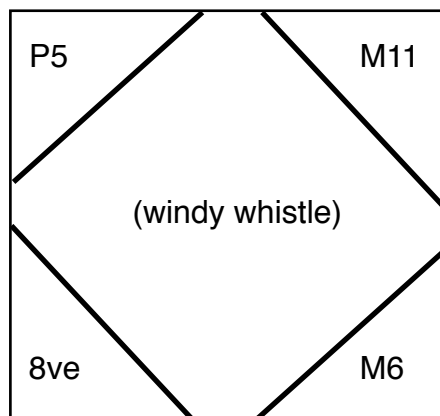
half way through section,  
introduce "breath" gestures,  
increase pace and density



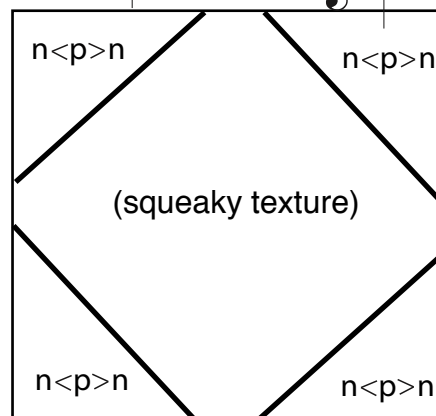
### (II) Unison

play one note, then another (re-order freely)

(III)



*pp* <---> *mp*



(III) Unison

