

E-Motions

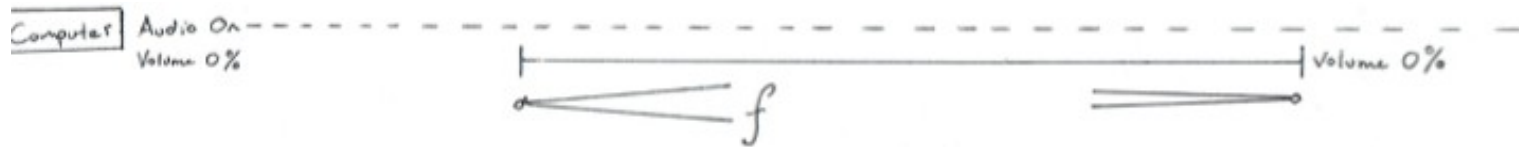
for guitar, computer, and dance

Anthony Caulkins

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Performance Notes:

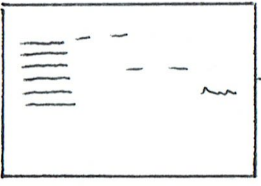
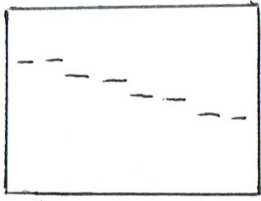
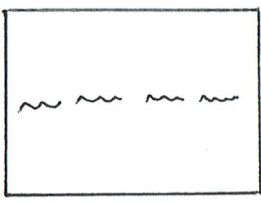
- The idea behind this piece is to create a feedback loop among all four players, using the vocabulary of gestures described in the score.
- Each performer is free to interpret the notation as they see appropriate, while constantly being influenced by the other performers (including the computer)
- In sections B and C, stick primarily to the new set of gestures introduced, but feel free to refer back to previous sections and gestures.
- The bottom portion of the score contains basic volume levels for the computer operator to follow.



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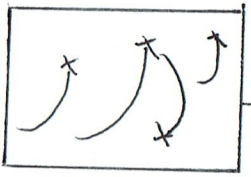
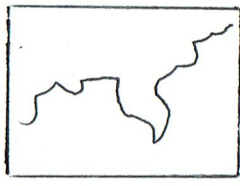
(A)
Repeated Notes/chords
with inflections

c. 2:00



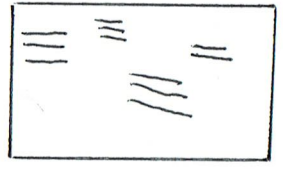
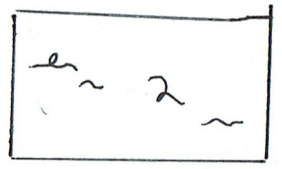
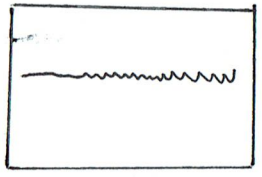
(A) + (B)
Fast Runs
Arpeggiated Chords

c. 4:00



(A) + (B) + (C)
Sustained Chords
Short Lyrical melodies

c. 6:00



p - mf

mf - ff

ff

