

Pietro Bardini - Music Comp. 3

Poem to Sounds: In this short piece I have translated Weöres Sándor's poem: Tánctal to sounds using a straightforward approach: I have matched the original sound of words with similar sounding instruments. I have tried to keep the instrumentation homogenous in timbre so to achieve a more uniformed result. The sounds start off clean to get progressively eroded using reverb, grain delay with short delay time, and other granular effects. This simulates the continuous change of perspective that we have in the original poem.

Permutation: a similar approach was applied for this composition. Weöres Sándor's poem: tema es varaciok was translated in sounds by assigning a fixed rhythmical sound to static words (Ma szép; van, csupa; és; még; is). While converting the rest 12 mutating words to the 12 tones of the octave. The result is an atonal composition, which changes meaning at every variation, while keeping some kind of balance thanks to the rhythmical pattern.

MicroMontage/Play in between: In this instance I have used micro montage technique to create a texture of breaths recordings which goes in contrast with a tonal sound. The main idea behind this piece was to create a composition where the player does not breathe in between phrases but it plays in between breathings, since the role are inverted only a few tonal notes are played. I have attached the graphical score to clarify the structure of the piece.

Pietro's Rite of Spring: in order to get away from the original piece I have assigned all the tracks except one to atonal components so to create an evolving texture. From the original composition it remains audible the main harmony, which eludes the staccato chords by using a very long release.

I have used more instances of Ableton's simpler to create the background texture, one voice gets away from the main tempo and plays out of place since it's a 40 sec field recording which gets triggered for its whole length every time a midi note is played.

From the 10 min. MIDI score I have selected a portion where I could better highlight the harmonic background while having movements in the other parts.