

Michael CUTTING

I AM A STRANGE LOOP III

for Inside-Out Piano, Percussion
& 3 cassette players

Score

Performance Notes

I AM A STRANGE LOOP III is a highly theatrical work, with the visual element an important aspect of the piece. As such, all the actions should be performed with this in mind, e.g. dragging sandpaper very slowly from one end of the table to the other. The overall affect of the piece is that the music and action gradually emerges from the cassette players, so mechanical/ strict performance is desired to emulate this. The desired overall sound is for a low-fi, noisy, analogue type of music, inspired by the sounds of operating an old cheaper cassette player.

Instrumentation

Performer 1 – 3 Portable Cassette Players + 10 Pre-recorded Cassettes (to be supplied with part)

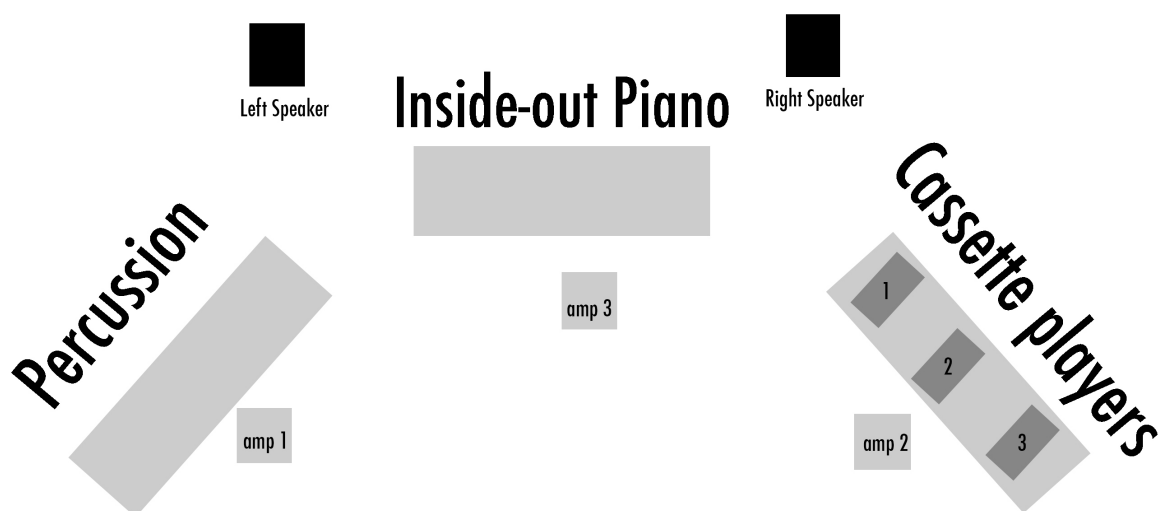
Performer 2 – Stiff Brush, Sandpaper, Tin Can, 3 Woodblocks (small, medium, large), Bicycle (to be supplied)

Performer 3 – Inside-out Piano + E-bow (preferably 2, for both settings)

Amplification

For sake of balance, ideally the whole setup should be amplified. The 3 cassette players should each have direct feeds to separate amplifiers. There should be one microphone each for the piano, the percussion setup, and for the sounds of the cassette players. These should either feed into a stereo speaker setup, or 3 separate speakers.

Performance Layout



I AM A STRANGE LOOP III

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c.a.1'00"
15"
10"
4"

Tape Players 1 2 3
 sandpaper stiff brush
 Inside-out Piano
 e-bow (low setting) play freely
 high setting *mp*

Red.

A ♩ = 60
 T. P. (top of cresc.) (♯)(♯)
 sandpaper stiff brush *mf* *sf* slam on table, then drag surface
 Pno. *pp* scrape string *ff* *p* nails on keys (no pitch)

wait until tape 3 starts breaking up c.a.5" B
 T. P. (♯)(♯)(7)(7) (♯)(♯)(7)(♯)(♯)(♯)(7)(7)
 sandpaper stiff brush c.a.5" edge surface *sf*
 Pno. c.a.5" e-bow (high) *mp* (muted) *pp*⁵
Red. *mf* *mp* *p* *ff* *p*

* drag sandpaper from left to right of table, and then down the edge at the end

17 (♯) (♯) (♯) (♯) (7)(7) (♯) (♯) (♯) **C** ♩=120 x5 (♯) (♯) *

T. P. (replace tape 1 with tape 2)

sandpaper stiff brush → edge *fp* edge circular motion woodblock tin can sandpaper stiff brush *f*

Pno. *pp* 5 *p* with plectrum G.P. 10" (stop with tape) *f* 5 8^{va} *ff* 8^{vb}

T.P.

sandpaper stiff brush *mp* *sfp* *sfp* woodblock tin can *mf*

Pno. *f* pizz *f* pizz muted *p* 3 *mf* 8^{vb} 8^{vb}

woodblock tin can *mf* *f* *mf marcato* *mf* 5 5 5

Pno. *mp* *f* 5 5 5 8^{va} 8^{vb} *Ped.*

* eject cassette, place to right of player, inset new tape from pile on left of player. Repeat process 5 times, independant of tempo of other performers.

31

T.P.

5/4 4/4

sandpaper

woodblock tin can

p < *mp* > *p* < *mp* >

5 5 5

Pno.

p < *mp* >

f *f* *f* *f* *mf*

(8)...1

8^{va}

8^{ub}

37

prepare new tapes in players 1 & 2 (after repeating previous material 5 times)

T.P.

woodblock tin can

5 5

pp < *ff* > *pp*

Pno.

f *f* *f* *f* *f* *f*

(8).....1

41

D x3

T.P.

woodblock tin can

Bicycle Wheel

gliss along spokes

(bicycle frame)

ff *p* < *ff* > *f* *mf*

3 3

Pno.

fff *scrape* *sim.*

(8).....1

x3

8^{ub}

Ped.

T.P.

Tin Can

woodblocks

f 5 p f p f

Pno.

gliss. 8^{va} 3

F

T.P.

W.B.

Bicycle

quasi ad lib.

continue*

mf < f mp < f mp f mp f 5 5 6

Pno.

gliss. 8^{va} 3

mf p mf p mf p mp p

T.P.

Bicycle

Pno.

gliss. 8^{va} 3

sim. p

Red. Red.

*keep continual rhythmic motion, with fluctuations and some accents

73

G.P. 30"

G

T.P.

Bicycle

Pno.

turn bicycle pedal (medium speed)

G.P. 30" until end

pp

p

(muted)

15^{ma}

3

3

G.P. 30"

78

T.P.

Bicycle

Pno.

move metal ruler into spokes

(oooo)

3/4

4/4

15^{ma}

p > *pp*

3

p > *pp*

p

(#)

84

T.P.

Bicycle

Pno.

(oooo)

p

15^{ma}

6

pp > *p*

15^{ma}

90

T.P.

Bicycle

(oooo)

p

p

knock on frame

p 3

p 3

p 3

Pno.

96

T.P.

Bicycle

(oooo)

p

Stop wheel!

Pno.