
BEGETTING

Instrumentation

Flute

Cor Anglais

Horn in F

Timpani

Rototoms

Vibraphone

Harp

Celeste

Violin I

Violin II

Viola

Violoncello

Double Bass

Score in C

Programme Notes

3

It is commonly understood that there is a hierarchy of creation when it comes to music and dance; dance is generally a consequence of the physiological impulses that an existing piece of music encourages. In other words, music comes first. Dance can of course exist autonomously from musical influence and be effective in so doing. However, it would be rare that such an event wouldn't feel consciously aware of its absent partner. Music on the other hand, even if composed for the purposes of choreography, rarely suffers in the same way. The hierarchy is embedded into our psyche.

This piece tests whether this need always be the case. Using a combination of analytical and compositional techniques, the composer formulated a new musical work from the visual choreography attached to a pre-existing piece of music. This was done to prove that dance need not always be the secondary product to music but can, in fact, form the foundation for new compositions, establishing a new archetype for audio-visual reciprocity.

The implications of this piece are infinite. A piece of choreography could be created to this music and then a new piece of music could be produced from that choreography. The cycle is potentially endless and infinitely open to interpretation.

Methods Used

First, a dance was selected. The one settled upon was Robert Bondara's choreography for the Radiohead song "Reckoner", made in collaboration with the Polish National Ballet [available on YouTube at time of composition under the title "Take Me With You"- <https://www.youtube.com/watch?v=UT7ilqcoTWI>].

The dance duet was then broken down into its component elements. First, the body parts that the dancers predominantly lead with was considered, namely:

- Head
- Arms
- Torso
- Legs

These categories were further divided into Laban's "Eight Efforts", a method created for the purpose of analysing movement. These eight efforts are described by the table below:

	<i>Direction</i>	<i>Speed</i>	<i>Weight</i>	<i>Flow</i>
Punch	Direct	Quick	Heavy	Bound
Slash	Indirect	Quick	Heavy	Free
Dab	Direct	Quick	Light	Bound
Flick	Indirect	Quick	Light	Free
Press	Direct	Sustained	Heavy	Bound
Wring	Indirect	Sustained	Heavy	Bound
Glide	Direct	Sustained	Light	Free
Float	Indirect	Sustained	Light	Free

Source: Todd Espeland, The Drama Teacher, 2015; used by permission from Theatrefolk Inc

Programme Notes Cont.

4

Sometimes a move wouldn't accurately fit into any one of these efforts. These movements would be categorised as whatever effort they were closest to OR, if it was felt they encompassed more than one effort, both were noted down.

Once this task was complete, the composer began to compose motifs for each different effort in each body category. The motifs, whilst not aesthetically restricted by the emotion suggested by the efforts themselves, were composed to at least partially reflect the effort category to which they were assigned.

These are the motifs alongside their respective effort descriptors:

Head

Punch (Generally Loud)

Slash! f

Dab

Flick!

Press

Wring

Glide

Float

Programme Notes Cont.

5

Arms

Musical score for "Arms" featuring eight staves:

- Pu.**: Treble clef, 3/4 time. Notes: eighth note, sixteenth note, eighth note, sixteenth note, eighth note, eighth note, eighth note, eighth note.
- S.**: Treble clef, 3/4 time. Notes: eighth note, eighth note.
- D.**: Treble clef, 3/4 time. Notes: eighth note, eighth note.
- Fli.**: Treble clef, 3/4 time. Notes: eighth note, sixteenth note, eighth note, sixteenth note, eighth note.
- Pr.**: Treble clef, 3/4 time. Notes: eighth note, eighth note.
- W.**: Treble clef, 3/4 time. Notes: eighth note, eighth note.
- G.**: Treble clef, 3/4 time. Notes: eighth note, eighth note.
- Flo.**: Treble clef, 3/4 time. Notes: eighth note, eighth note.

Measure 3 ends with a vertical bar line, followed by a repeat sign and a new measure. Measures 4 through 8 are blank.

Programme Notes Cont.

6

Torso

5

Pu. (Piano) has a treble clef, a key signature of one sharp, and a common time signature. It plays a sixteenth-note pattern followed by a rest. The dynamic is indicated as *(Quite Quiet)*.

S. (Soprano) has a treble clef, a key signature of one sharp, and a common time signature. It plays a eighth-note pattern followed by a rest. The dynamic is indicated as *(Quite Quiet)*.

D. (Double Bass) has a bass clef, a key signature of one sharp, and a common time signature. It plays a sustained note followed by a rest.

Fli. (Flute) has a treble clef, a key signature of one sharp, and a common time signature. It plays a sixteenth-note pattern followed by a rest. The dynamic is indicated as *(Quite Quiet)*.

Pr. (Percussion) has a treble clef, a key signature of one sharp, and a common time signature. It plays a sustained note followed by a rest.

W. (Woodwind) has a treble clef, a key signature of one sharp, and a common time signature. It plays a sustained note followed by a rest.

G. (Guitar) has a treble clef, a key signature of one sharp, and a common time signature. It plays a sustained note followed by a sixteenth-note pattern. The dynamic is indicated as *(Louder)*.

Flo. (Bassoon) has a bass clef, a key signature of one sharp, and a common time signature. It plays a sustained note followed by a sixteenth-note pattern. The dynamic is indicated as *(Louder)*.

Legs

Programme Notes Cont.

The composer tried to remain non-prescriptive about dynamics. However, suggestions were provided in brackets, where thought necessary, about the general volume imagined for a certain note or section of notes.

Once these motifs were created, the video of the dance was imported into Sibelius notation software and the process of composition began. Direct synchronicity with the video was beneficial for the music's formulation. The motifs were used at their respective points and leit-motivic compositional techniques of manipulation, such as truncation, diminution, augmentation, fragmentation etc. were applied to add interest and weight to the music. The composer felt free to add in material other than the motifs, perceiving the motifs as the groundwork on which a more elaborate piece could be built. This was done to mitigate for the possible repetitiveness that could arise from a piece constructed purely out of 32 motivic units. They still are the defining feature of the music. They are simply supported by other sonic ideas.

Performance Instructions

Horn in F:

- "Stopped Horn" technique indicated by following symbol marked above respective note(s). +
A return to "Open Horn" will then be indicated by the following symbol ○
- *flt.* - this instruction indicates the use of the "Flutter Tongue" technique (also in Flute & Clarinet)

Harp:

- *bar 71* - "Half Pedal Rattle" technique indicated by following symbol marking two notes' connecting stem ≠

This technique requires the performer to hold pedal halfway between two notches to allow the string to vibrate against the tuning gear.

Vibraphone:

- Use Hard Cord Mallets unless instruction "Bowed" is used, in which case play the respective note(s) with a bow (I recommend a cello bow)

Strings:

- "Bartok Pizz." technique indicated by following symbol marked above respective note(s) ○
- *Col legno battuto* - strike the string with the wood of the bow

Conductor:

- This piece should not be considered incomplete without its original visuals. Whilst composed to match precise beats and sync points, this music holds its own autonomy and can be handled in whichever manner the conductor should choose. In fact, the conductor should be dissuaded from watching the choreography which influenced this piece to encourage a new narrative to arise from engagement with the music itself. That being said a time stamp is provided at the head of the score to indicate where the video and music began as one.

=92 [12.2nd]
A
1.1.07
Hit 01

Flute *pp* *mp*

Cor Anglais *p* *pp*

Horn in F *pp*

Timpani

Roto-toms

Vibraphone *mf* Bowed + Mallets

Harp D \sharp , C \sharp , B \natural / E \flat , F \flat , G \flat , A \natural *pp* D \sharp D \sharp

Celesta *mf* *p*

Violin I

Violin II

Viola *sul pont.* *ppp*

Violoncello *pp*

Bass

accel. . . = 120

5

Fl. 9 *pp* f

C. A. *pp* f

Hn. *sf pp*

Tim. *p pp f pp <*

Roto-t. *pp f pp >*

Vib. *f mp* Mallets

Hp. B \natural /A \sharp D \sharp /A \sharp C \sharp , B \sharp /F \sharp , G \sharp D \sharp , C \sharp , B \sharp / E \sharp , F \sharp , G \sharp , A \sharp *f mp*

Cel.

Vln. I *pizz. pp*

Vln. II *pizz. pp f*

Vla. *arco ppp f*

Vc. *pizz. pp f mf*

Bs. *pizz. arco f mf*

Fl. 17 *mf* <*fp*> *pp* *mf*

C. A. *mf* *pp* <*fp*> *mp* *f*

Hn. *mp* *mf* *p* *f*

Tim. *f* *pp* <*f*>

Roto-t. *pp* *f*

Vib. *f* *mp* *p* <*f*> *p* *f*

Hp. *f* *mp* *p* *f*
Dz, Cz, Bz / Ez, F#, Gz, Az

Cel. *p* *mf*

Vln. I arco *p* <*f*> *pp* arco *mp* *f*

Vln. II pizz. arco *p* *mf* arco *pp* *mp* *f*

Vla. pizz. arco *p* *mf* *pp*

Vc.

Bs. <*p*> *f*

31 To Picc.

Fl. C. A. Hn. Tim. Roto-t. Vib. Hp. Cel. Vln. I Vln. II Vla. Vc. Bs.

Piccolo
C. A.
Hn.
Timp.
Roto-t.
Vib.
Hp.
Cel.
Vln. I
Vln. II
Vla.
Vc.
Bs.

pp *f* *mf* *p* *To Fl.* *rit.*

mf *p*

ff

ff

Bowed

f *mp* *Bowed + Mallets*

mf *p*

mf *p*

pp *fp* *fp* *fp* *sim.* *pp*

pp *fp* *fp* *fp* *sim.* *pp*

mf

mf

f *p*

D

44

A tempo

Flute flt.

Picc. *mp*

C. A. *f ff> mp*

Hn. *f* *pp*

Tim. *pp* *mp* *mp*

Roto-t.

Vib. *pp* *mp* *subito f>p* *Bowed + Mallets*

Hp. *Ds/Ez* *mp pp* *Ds, C#, Bz / Ez, F#, Gz, Az* *p* *f* *p* *Cz*

Cel. *mp pp* *p* *3* *f* *p*

Vln. I *mp* *p* *f* *Col legno battuto* *pp* *nat.*

Vln. II *ff> mp* *p* *f* *pp* *mf*

Vla. *mp* *f* *pp*

Vc. *mp* *f* *pp*

Bs. *A tempo* *pp* *subito p* *mf*

8

52 (tr) To Picc. Piccolo *tr* *tr* *tr*

Fl. C. A. Hn. Tim. Roto-t. Vib. Mallets

Hp. Cel.

Vln. I Vln. II Vla. Vc. Bs.

Fl. *f*

C. A. *mf* *mp* *f*

Hn. *f* *ffz* *mp*

Tim. *fp* *fp* *fp* *p*—*f* *fp*—

Roto-t. *f*

Vib. *pp* *f*—*pp* *fp* *f*—*pp* *3* *f*

Hp. *pp*—*f*—*pp* *F#* *<f* C#, F# *mp*—

Cel. *mf*—*fp* *ff*—*ff* *mp*—*p*

Vln. I *f*—*f* *fp* *f*—*p*

Vln. II *f*—*f* *mp* *p*—*p*

Vla. *f*—*mp* *p*—*mf*

Vc. *arco* *f*—*f* *mp* *<f* *p*

Bs. *f*—*ffz* *f*—*mp* *arco* *mf*

F

12

Fl. *p* ff *p* fp

C. A. *p* *mf* f fp

Hn. *p*

Timp. *fp*

Roto-t.

Vib. *ff* *f* *ff*

Hp. *p* D \sharp , G \sharp *mp* *p* D \sharp , C \sharp , B \flat /E \natural , F \sharp , G \sharp , A \sharp *f*

Cel. *p* *mp* *p* *f*

(tr.) *mf* *p* *mf* *p*

Vln. I *p* *p* *fp* *f* pizz. *p* *mf*

Vln. II *p* *p* *fp* *f* pizz. arco *mf*

Vla. *mp* *mf* *subito f > p* *fz* *<f < <*

Vc. *mf* *p* *mf* *fz* *pizz.* arco *mf* *f*

Bs. *mf*

G

Fl. *fp* *f* *f* *p* *mp*

C. A. *fp* *sfz* *sfz* *mf* *f* *p* *f*

Hn. *mf* *p* *pp* *mute*

Tim. *mp*

Roto-t. *mp*

Vib. *f*

Hp. B \flat *f* D \sharp /G \sharp *p*

Cel. *f* *sfz* *sfz* *f* *mp* *pp* *f*

Vln. I *f* *mf* *p* *pp* *f* *p*

Vln. II *f* *mf* *pp* *p*

Vla. *mf* *<fp* *mp* *f* *mf* *f* *mp* *p*

Vc. *mf* *<fp* *mp* *f* *mf* *f* *mp* *p* *mp*

Bs. *arco* *mp* *f* *mp* *pp*

Fl. f ff p

C. A. f ff p

Hn. fz p mf

Timp. pp f mp

Roto-t.

Vib. fp fp

Hp. f B5 p mf p fp fp mp f

Cel. f fp fp f pp

Vln. I mp f mp pp fp fp pp

Vln. II Col Legno Battuto fp mp nat. pp

Vla. Col Legno Battuto fp mp nat. mp subito p

Vc. subito mp mp f fp

Bs. p mf p

91 rit. - - - -

H A tempo

This musical score page contains six staves of music for orchestra and piano. The staves are: Flute (Fl.), Clarinet (C. A.), Bassoon (Hn.), Timpani (Timp.), Roto-tom (Roto-t.), Vibraphone (Vib.), Double Bass (Bassoon, Bs.), Cello (Cel.), Violin I (Vln. I), Violin II (Vln. II), Viola (Vla.), and Cello/Bassoon (Vcl.). The music is in common time (indicated by '4') and consists of six measures. Measures 15 and 16 show sustained notes and eighth-note patterns. Measure 17 begins with a dynamic of *f*. Measure 18 starts with a dynamic of *pp*, followed by *molto cresc.* and *f*. The score includes various performance instructions such as *rit.* (ritardando) and *nat.* (natural). Measure 18 ends with a dynamic of *mp*.

101

Fl.

C. A.

Hn.

Tim.

Roto-t.

Vib.

Hp. D/F# f—

Cel.

Vln. I

Vln. II

Vla.

Vc.

Bs.

Col Legno Battuto

pizz.

Col Legno Battuto

pizz.

p—f— f—

mp—f—

mp—f—

17 109

Fl. *mp* rit. A tempo I
C. A. *mp* f

Hn. flt. > p f < mp <

Tim. #

Roto-t.

Vib.

Hp. D \sharp , C \sharp , B \flat / E \flat , F \sharp , G \sharp , A \sharp

Cel.

Vln. I arco pp

Vln. II f p mp m p

Vla. f p

Vc. f fz mp f p p

Bs. f p mp

Fl. 117 *sforzando*

C. A. *mf* *f* *f* *fp* *fp* *fp* *fp* *mf*

Hn. *f*

Tim. -

Roto-t. -

Vib. -

Hp. *B \sharp /G \sharp , A \sharp* *v* *f* *p* *D \sharp , C \sharp , B \sharp /E \sharp , F \sharp , G \sharp , A \sharp*

Cel. *mf* *f* *p*

Vln. I *mp*

Vln. II *mf* *f*

Vla. *mf* *mp*

Vc. *mp* *mp*

Bs. -

123

Fl. *f*

C. A. *fp* — *fp* — *fp* — *fp* — *subito mp* —

Hn. *mp* — *f* —

Timp.

Roto-t.

Vib. *p* — *f* — *mp* — > > >

Hp. *mf* — *p* — *sffz* — *sffz* — D₂, C₂, B₂/E₂, F₂, G₂, A₂

Cel. *f*

Vln. I *pp* — *subito mf* — *f*

Vln. II *pp* — *subito mf* — *f*

Vla. *pp* — *subito mf* —

Vc. *pp* — *subito mf* —

Bs. *p*

J

nat.

138

Fl. *ff* *pp* *subito p* <*fp*

C. A. *ff* *p* *tr.* *fl.* *3* *3* *mf* >=

Hn. *p* < *mf* *f* *3* *3* *3* *fl.* *3* *3* *3*

Tim. *ff* *mp* *ff* > *mf* > *f*

Roto-t.

Vib. *f* *mp* *f* *3* *3* *3* *3* <*fp*

Hp. *mf* *f* *p* *f* *B* *p* <*f* >

Cel. *mp* *f* *3* *3* *3* <*fp* *#* *#* *#* *#* *p* <*f* > *p* <*f* >

Vln. I *f* *p* <*f* > *ff* > *f* *f* *f*

Vln. II *f* *p* <*f* > *ff* > *p* <*f* >

Vla. *p* <*f* *mp* <*f* > *mf* > *mf* <*f*

Vc. *f* *p* <*f* > *p* <*f* > *p* <*f* >

Bs. *f* *p* <*f* > *f* *p* <*f* > *p* <*f* >

25

Flute

151
 Picc.
 C. A.
 Hn.
 Timp.
 Roto-t.
 Vib.
 Hp.
 Cel.
 Vln. I
 Vln. II
 Vla.
 Vc.
 Bs.

rit.

Hn.
 Timp.
 Roto-t.
 Vib.
 Hp.
 Cel.
 Vln. I
 Vln. II
 Vla.
 Vc.
 Bs.

Mallets
 Vib.
 Hp.
 Cel.
 Vln. I
 Vln. II
 Vla.
 Vc.
 Bs.

Cel.
 Vln. I
 Vln. II
 Vla.
 Vc.
 Bs.

Vln. I
 Vln. II
 Vla.
 Vc.
 Bs.

To Picc.

Fl. *pp*

C. A. *p*

Hn.

Timp. *p*

Roto-t. *pp*

Vib.

Hp. D₅, C₅, B₄/ E₅, F₅, G₅, A₅ *pp* D₅/ F₅ D₅/ F₅ D₅ D₅

Cel. *pp* *p* *f*

Vln. I

Vln. II

Vla.

Vc.

Bs. *pp*