# emergent patterns

Cameron Johnston

### Performance Instructions

#### **Instrumentation:**

- This piece is for any combination and any size ensemble. Players are to read off the score.
- Each staff can be performed in any octave but they should stay consistent unless otherwise noted.

#### **Systems and Staves:**

- When there is one staff line: all players are to play that staff line.
- When there is more than one staff line: performers choose one to play. They may occassionally change the staff they are playing.
- Present in some systems is an arrow. These indicate a change over the entire duration of the system. Each arrow is noted with what change should occur.

#### Unison and Diverging:

- Begin the piece *divergent*. This means that each the system is played independently by each player. Dynamics, rests, accents, etc. are all different. Players still should listen and interact with each other.
- When playing *unison*: rests, dynamics, accents, etc. should be played together. A conductor or designated player can cue the ensemble to begin the unison system as the appear.
- When indicated to begin to converge or diverge: players should being to move to towards the respective instruction. Dynamics and accents should align more/less depending on the instruction.

#### Note lengths:

- 16th notes should be consistent and their timings should remain unision.
- At 2:30 half notes start appearing in the score. These note lengths do not need to be taken literally and can be any length.

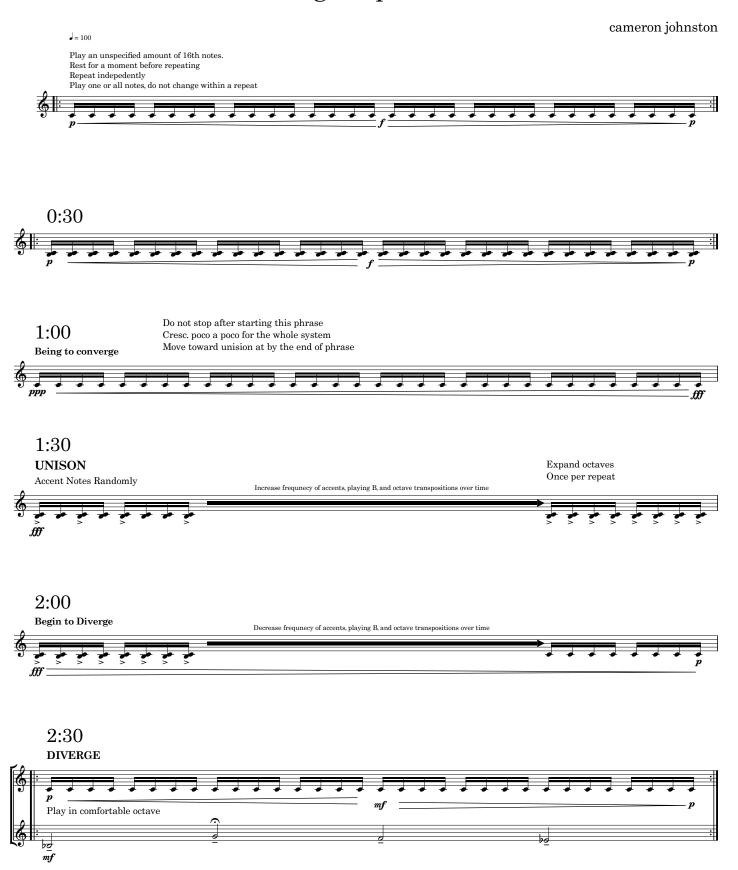
#### Timing:

- The tempo is 100bpm. 16th notes are to have their timings remain consistent and unision throughout the piece.
- The timing of this piece is based on minutes and seconds
- The time value listed at beginning of each stave indicates when players are meant to move on to that particular system.
- Each system is 30 seconds in length.

#### Repetitions:

- Most staves are flanked by repeat signs. The amount of 16th notes in each system are an arbitrary amount. Players do not need to play the exact number of 16th notes written. Therefore: dynamic changes can vary in length.
- Systems with a consistent dynamic change (crescendo/decrescendo): change dynamics throughout the whole duration of the system. Do not repeat the dynamic change. Such as at 6:30.

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3:00

