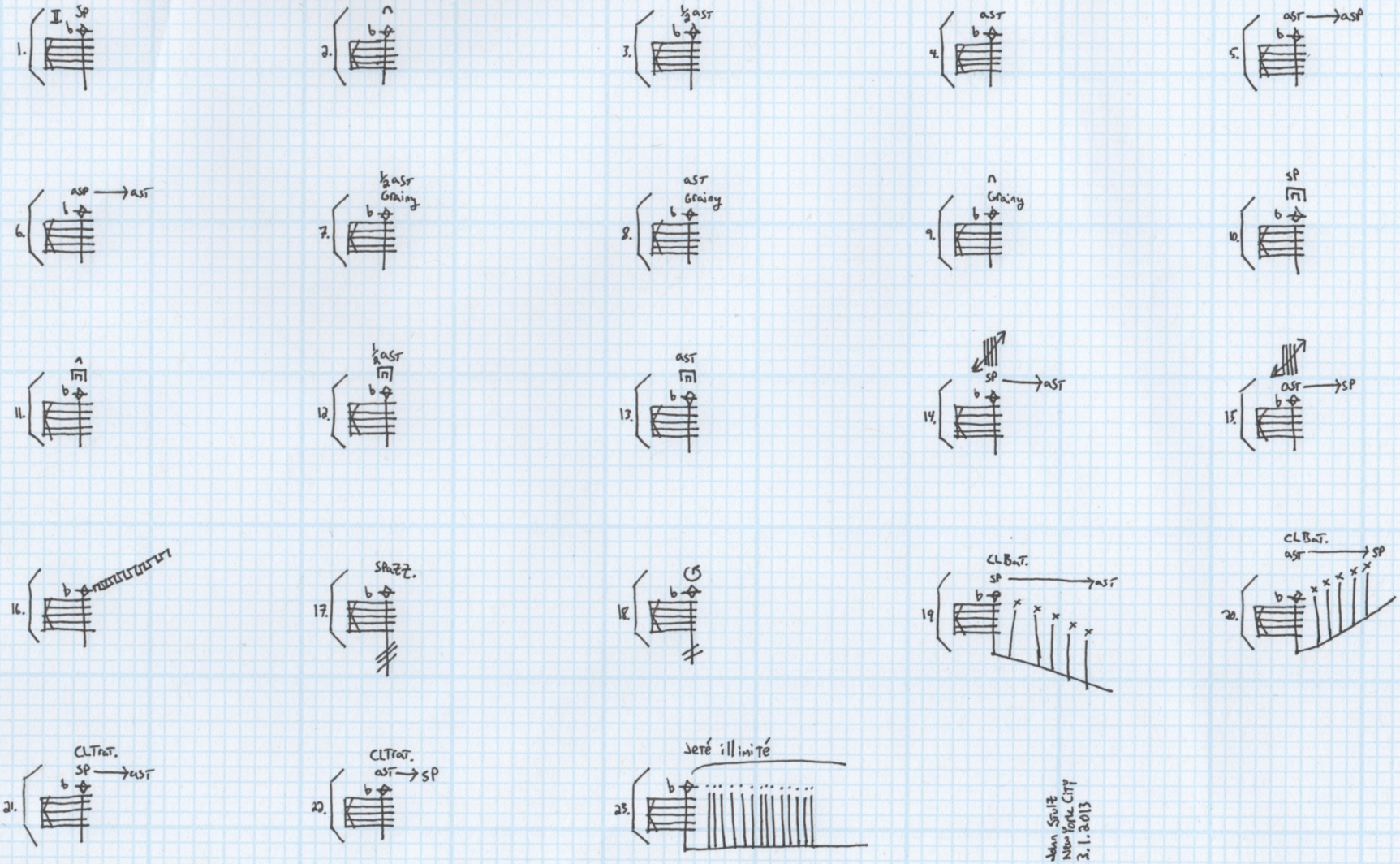
Blurred Strokes
Score 3.1.2013



John Stulz
New York City
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Blurred Strokes
Instructions

General

Blurred Strokes is a duet for viola (or any other bowed stringed instrument) and electronics. The Score Consists of a Library of 23 Possible Strokes. Each stroke is to be Performed only once and all strokes are to be Performed. The order of Performance may be chosen by the Performers before hand, improvised, or Played in the order Presented (1-23) as on the original recording. A general rate of one Stroke every 30 seconds should be kept. The Piece is over when the final electronics Die down after the final stroke.

Viola

All Strokes are to be Played as on the second (D) string. In the case of a Performance on a different stringed instrument a similarly inharmonic B-flat should be found in a medium register for the instrument. Avoid any clear harmonic Sound as much as Possible. Play each stroke from 1 to 4 seconds. All Strokes are to be Performed quietly and with as much haziness of Sound as Possible. The Symbols used are:

- asp - as Ponticello as Possible (still bowing string)
- sp - Ponticello
- n - normal bow Placement
- ½ ast - Play on 1st harmonic node, ½ way between bridge and LH Finger
- ast - as Tasto as Possible
- CL Bat. - Col legno Battuto
- CL Trat. - Col legno Tratto
- Grainy - bow with Pressure and slow speed to create grainy sound (like granular Synthesis)
- - Slow overpressure/subtone distortion
- - Bow at 45° angle to strings
- - Move Bow hair vertically up the string (a la Lachenmann)
- Spazz. - Spazzolato/brush hair back and forth vertically
- ↺ - circular bowing between SP and ST
- Jeté illimité - unlimited toss, throw the bow in such a way that it continues to bounce of its own accord

electronics

The electronic Processing is to be improvised using a set-up consisting of only Delays, resonance, and Spatialization. While the viola Plays only one stroke every 30 seconds, Processing should continue for the entire duration of the Performance. End within one minute of the final stroke. Once a strategy has been chosen for a given stroke or series of strokes Do not alter it dramatically. Avoid moments and drama. aim for beautiful frozen textures. Avoid having the electronics louder than the viola keep the general volume Low. The electronic Set-up used for the original Performance should serve as a base model. It consisted of

- 6 Delays (variable) lasting up to 30 seconds
- 2 Part spatialization (L/R) w/ 3 delays each
- 2 channel resonance
- volume control for each Delay and both channels of resonance
- a korg nanoKontrol2 interface

The original Patch is available from the composer; however, alternative strategies are highly encouraged.

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