

Entropic Canon

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Performance Instructions:

Each voice, indicated by numbers next to their respective system in the score, should be assigned a sonic event with a definite, quick attack. Each figure/measure represents a time frame that should be predetermined and the same for every voice. The gray area in each figure indicates the span of time within the larger time frame (represented by the entire figure) that the performer can play the assigned event any number of times so long as it is the same for all voices. From left to right, the gray area converges to a single point in time. The dashed lines between the figures indicate that the performers should interpolate the narrowing of the gray area five or more times between each figure. Except for the first voice, each successive voice should start to converge at the same time or after, but not before, the previous voice has started converging and should also reach the figure where the time span has converged to a single point at the same time or after, but not before, the previous voice has fully converged. The individual figures in each voice are always played starting and ending at the same time as all the other voices no matter when they start to converge. There may be any duration of silence between each successive figure. Thus, when there is a pause, all voices pause, whenever a figure is initiated, all voices play a figure starting and ending at the same time. Dynamics should be constant throughout.

The provided score is a template. Performers are encouraged to design different ways of realizing the piece. There should always be five or more voices. For example the piece can be performed as a mensuration canon, where each voice comes in later but they all end together, thus each successive voice's will have fewer interpolations than the previous voice. Or the piece can be performed as a conventional canon, where each voice does not start to converge until the previous voice has fully converged to a single point in time. The sonic event may be anything with a definite attack: a pitched tone, a non-pitched percussive event, etc. The provided score represents a converging pattern where each voice converges to a single point within the figures time frame that is after the previous voice and equally spaced within the figure. This may also be manipulated in that each voice can converge to any point in the figure so long as that point in time is different for every voice. Also, one player can perform any number of voices. For example, the piece could be realized as a solo percussion piece so long as the performer can comfortably keep track of the convergence of each voice.

Finally, any realization can be played together or successively with any other realization or set of realizations. The piece can also be performed backwards in retrograde, where the voices diverge from a single point in time as oppose to converge.

Most important of all... have fun.

-Michael Winter (Los Angeles, July 2007)

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