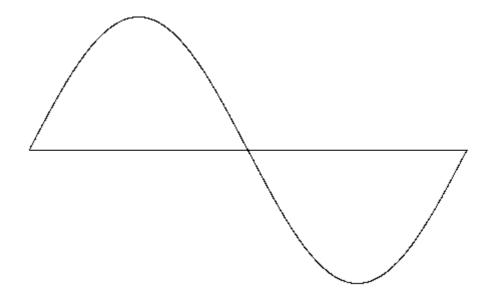
Signal, Entropy, Noise for guitar and electronics



Robert Blatt

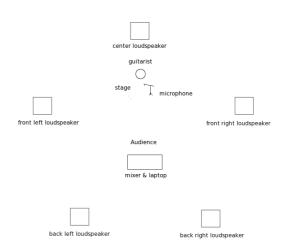
General Remarks Concerning the Electronics

The electronic component in the work runs off of code written in SuperCollider and is controlled from a graphical user interface. An additional performer follows the score and progresses through a series of notated events, triggering each event from a button on the interface. The interface also includes sliders for monitoring and mixing the electronics with the guitarist's amplified sound, as well as an input level slider to balance between the level of live processing and automated playback of sound files both recorded live and those prerecorded/generated and supplied with the code. The score uses graphic notation to indicate the presence and dynamic level of the electronics throughout the piece, as well as moments including live electronic processing of the guitar and the sounding of structurally relevant chords. A setup for loudspeaker placement is given. Front left, center, front right, back right and back left loudspeakers are assigned to output busses 0 through 4 in the code, respectively.

Scordatura



The score is notated as if the guitar is in standard tuning. Specific string indications are given for each note and sounding pitch is written above the staff



Notational Conventions



Rub the back of the guitar following the indicated speed, direction and part of the hand. Continue this action for the duration of the horizontal beam. If there is no horizontal beam, the action is short and fast.



Scratch the indicated strings with one's fingernails. If only one string is notated, use your thumbnail.



Add a figure eight motion to your hand movement until specified to stop. Quasiimprovisatory, as you still use the previously specified hand movement.



String Clef indicates which string to rub or scrape one's fingernails or fingertips. Single note heads indicate a short attack; a solid line indicates a continuous sound.



Same as above, but with hand movements added back and forth in a vertical direction.



Mute the strings.



Guitar Clef indicates where on the guitar's strings to perform the indicated action.



Play the indicated passage for the specified duration of time until a new sign appears. Follow spacial proportions for timing.



Move smoothly in the indicated direction.



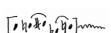
Perform a fast and irregular arpeggio.

Gradually transition from one method

of playing to another.



Move irregularly in the indicated direction.



Irregular arpeggio with trilled notes over the given pitches. Continue until the wavy line disappears.

