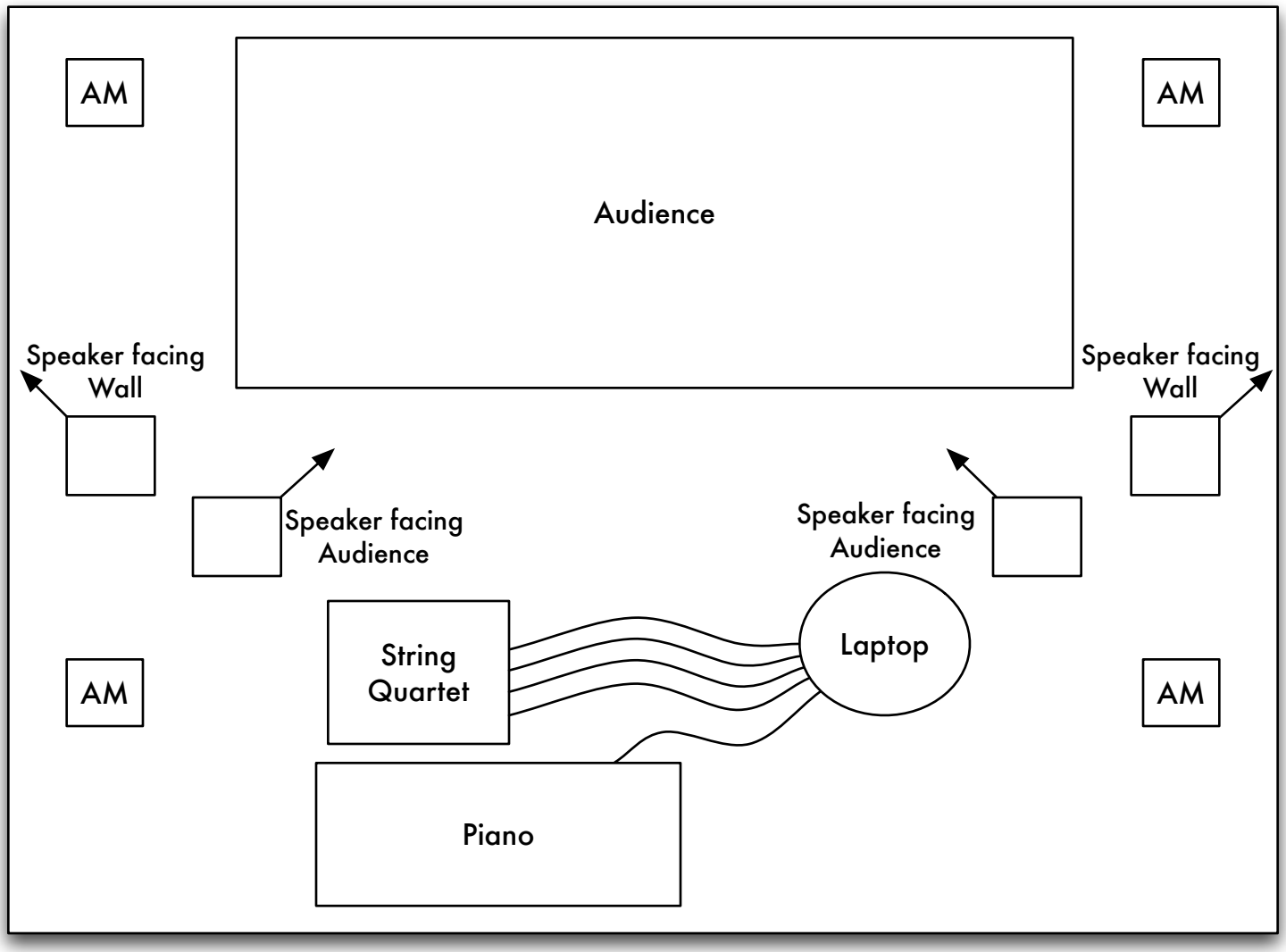
American Tokyo Daydream III (The Surprise)

Score and Parts

Samuel Pluta

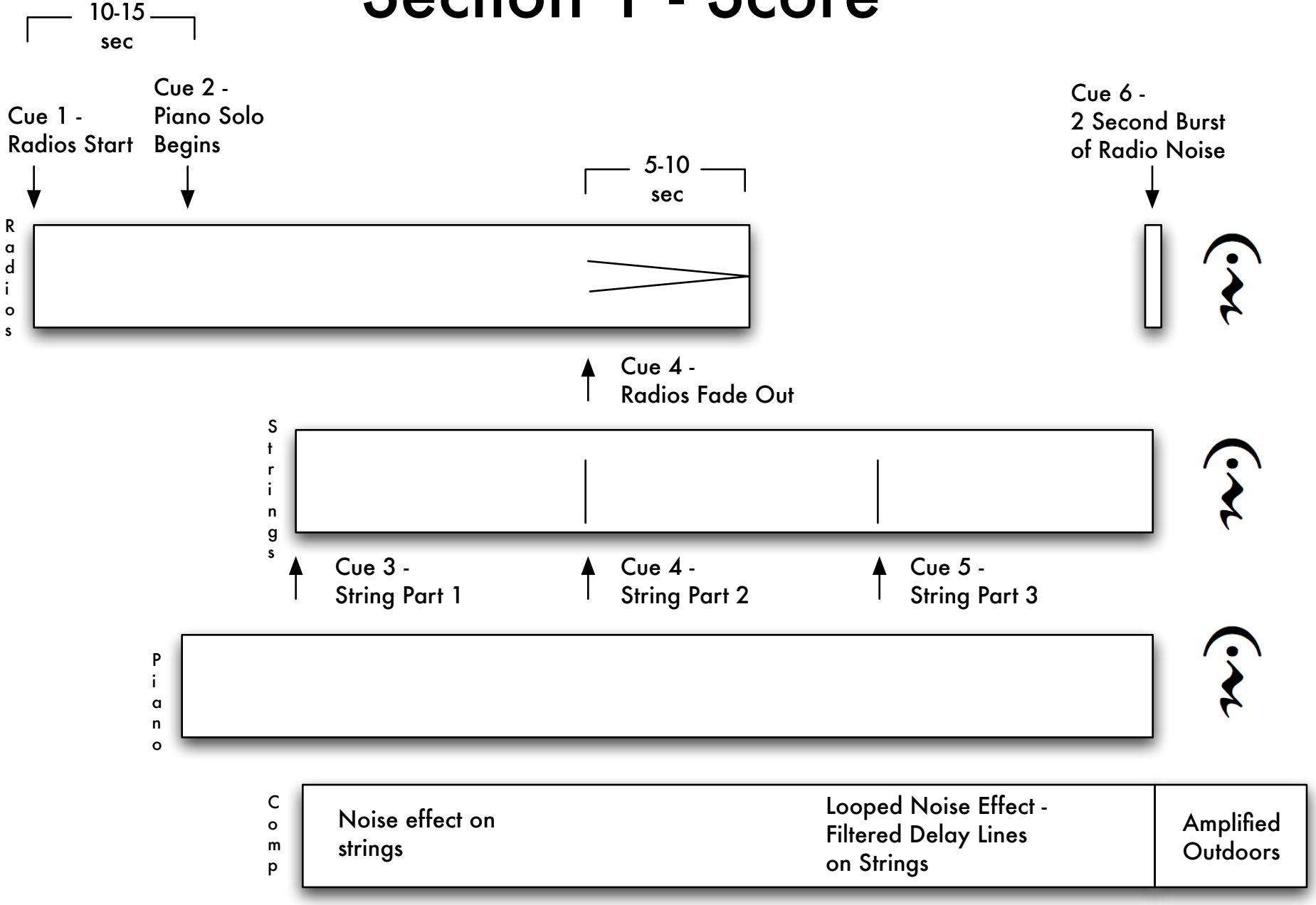
American Tokyo Daydream II (The Surprise)
Instructions

American Tokyo Daydream II (The Surprise) is a work for mic-ed, amplified, and processed String Quartet and Piano with parts for 4 AM radios. All live-processing is done using custom-built software made in SuperCollider. Due to current state of live performance with a computer, this piece presently requires the composer to act as the laptop performer. The piece works with 2-8 channel playback. The diagram below was the setup used on 12-03-06 in New York.



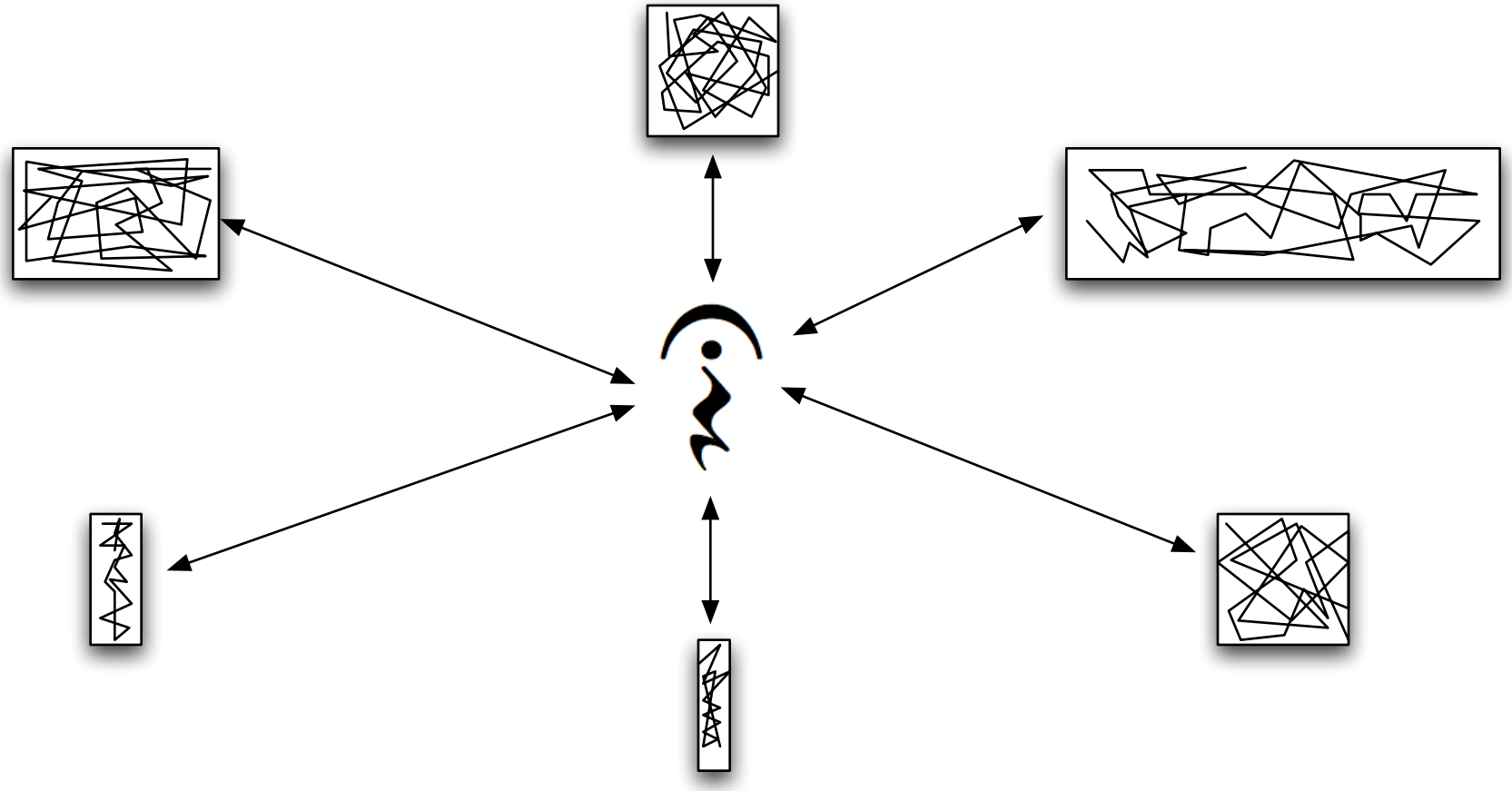
This piece is in five Sections that should all follow from one another attacka, with no pause. Directions for each section are found at the beginning of the section.

Section 1 - Score



Section 1 - Radios

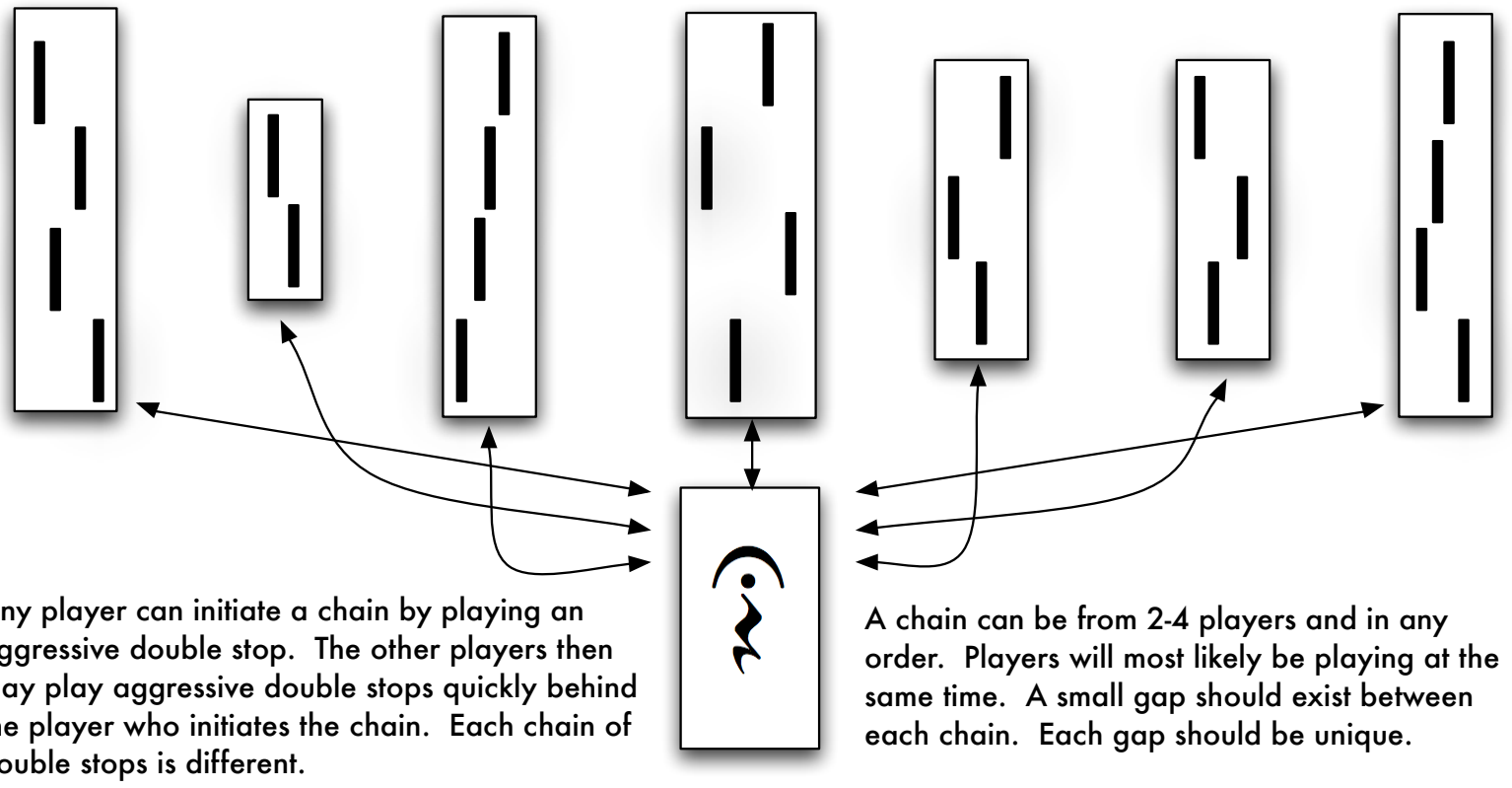
Turn the radio on and off in short 0.5-2 second spurts. When the radio is on, rapidly move through the AM band trying to focus on the noisy areas of the sound rather than the broadcast channels. Sometimes only one player will be making sound; sometimes none; sometimes all four or even three. At Cue 4, fade out for 10 seconds then turn the radios off. At Cue 6, all players make a short, 2 second noise burst, then turn the radios off until Section 5.



Section 1 - Strings

Part 1

Cue 3



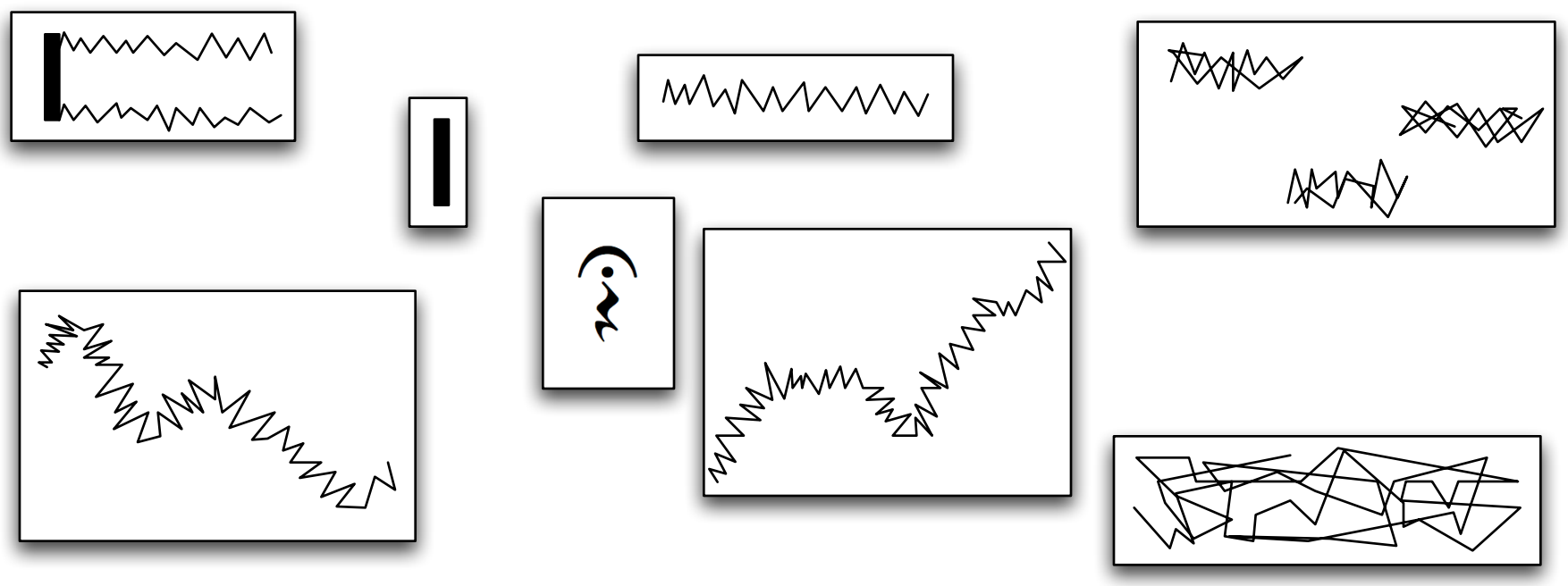
Any player can initiate a chain by playing an aggressive double stop. The other players then may play aggressive double stops quickly behind the player who initiates the chain. Each chain of double stops is different.

A chain can be from 2-4 players and in any order. Players will most likely be playing at the same time. A small gap should exist between each chain. Each gap should be unique.

Part 2

Cue 4

Pick and Choose - Mix and Match; In these General Styles
(Some Narly Tones Please)

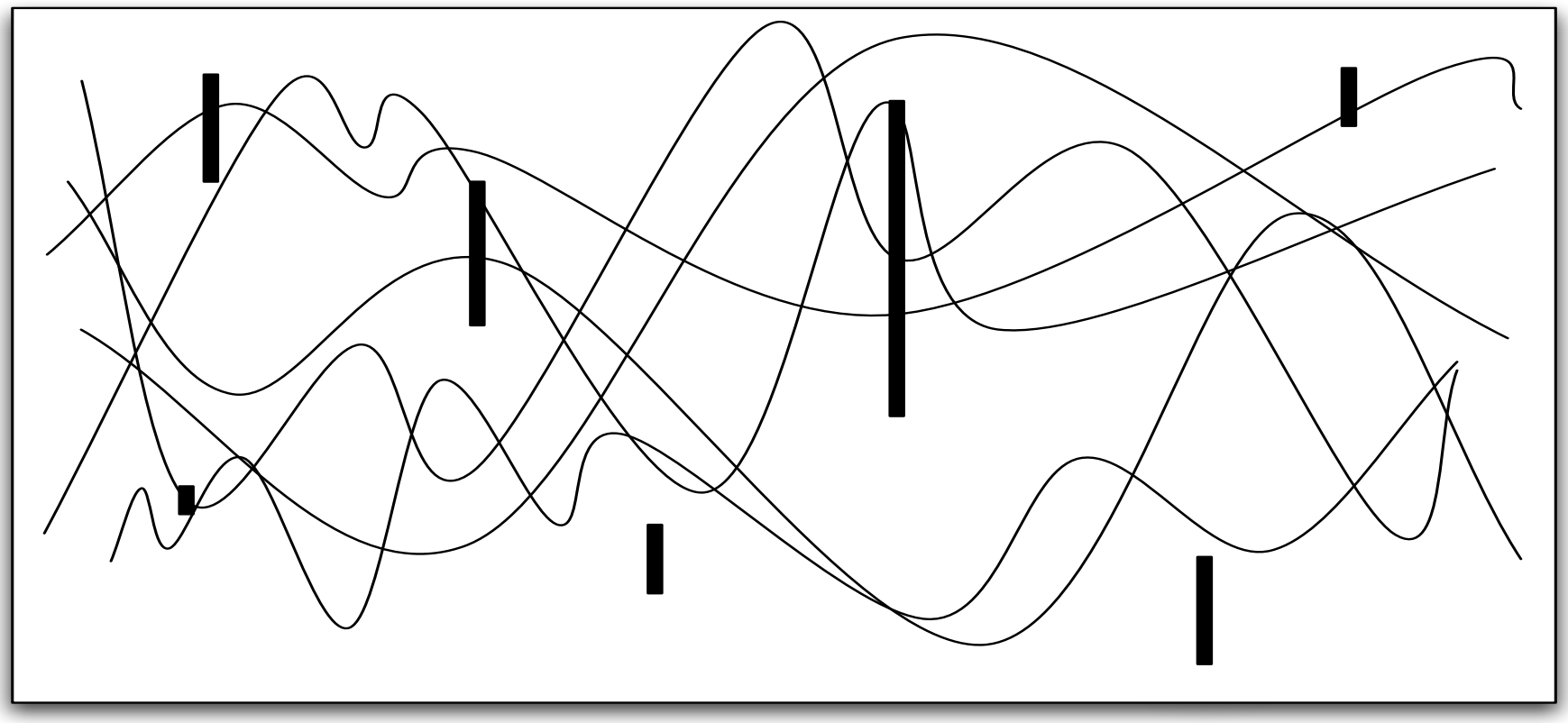


Smoother, but not too Smooth

Cue 6
(off)

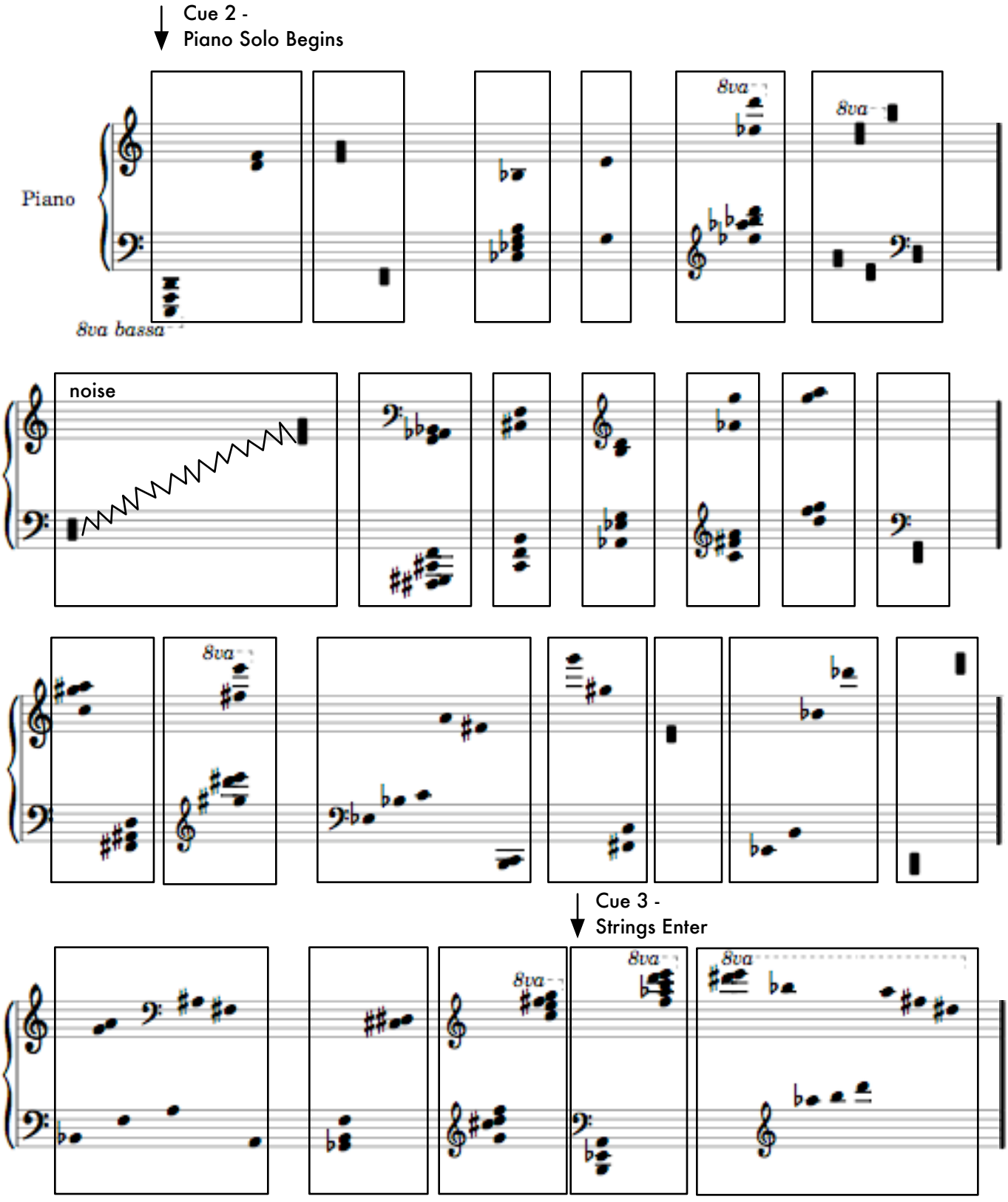
Part 3

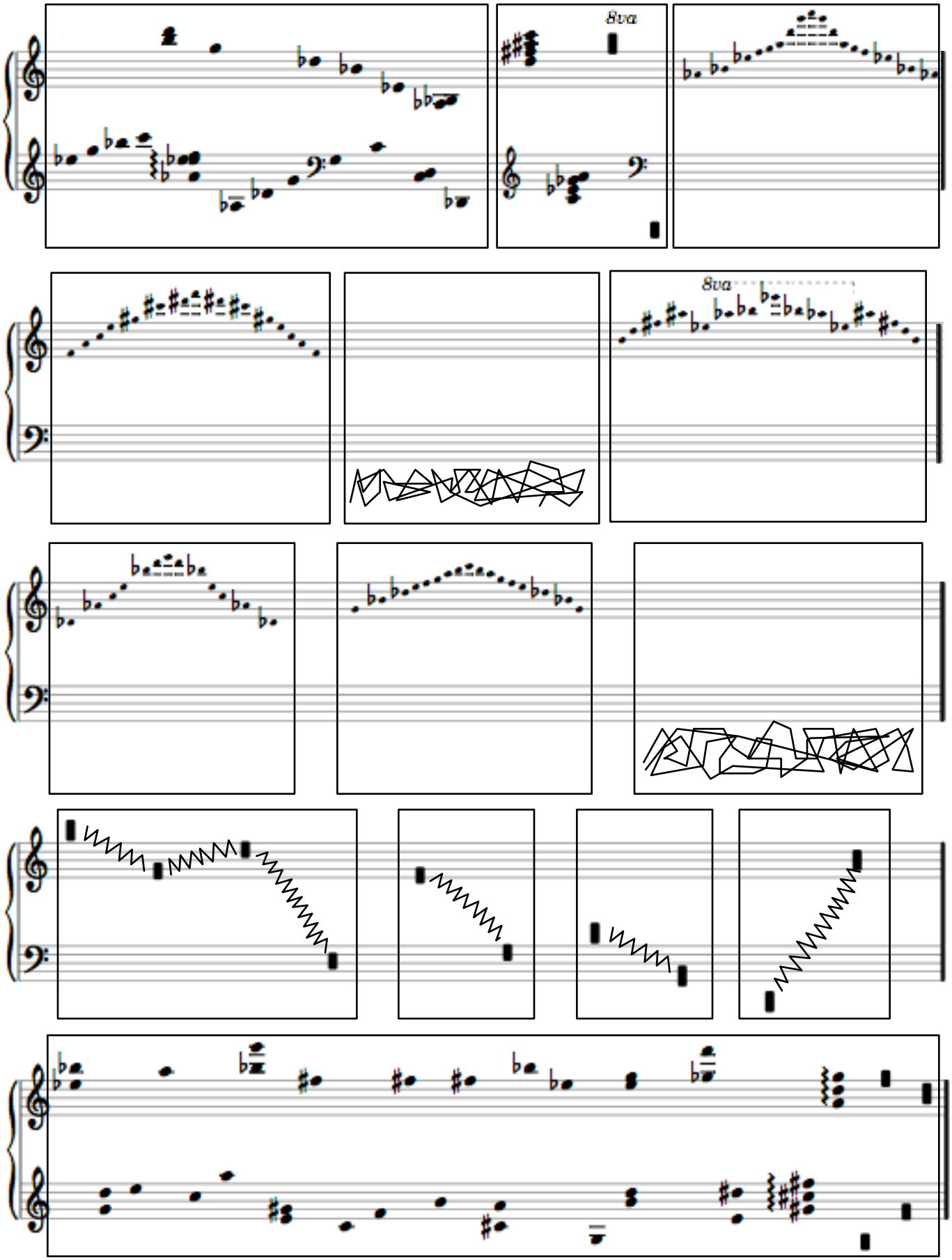
Cue 5

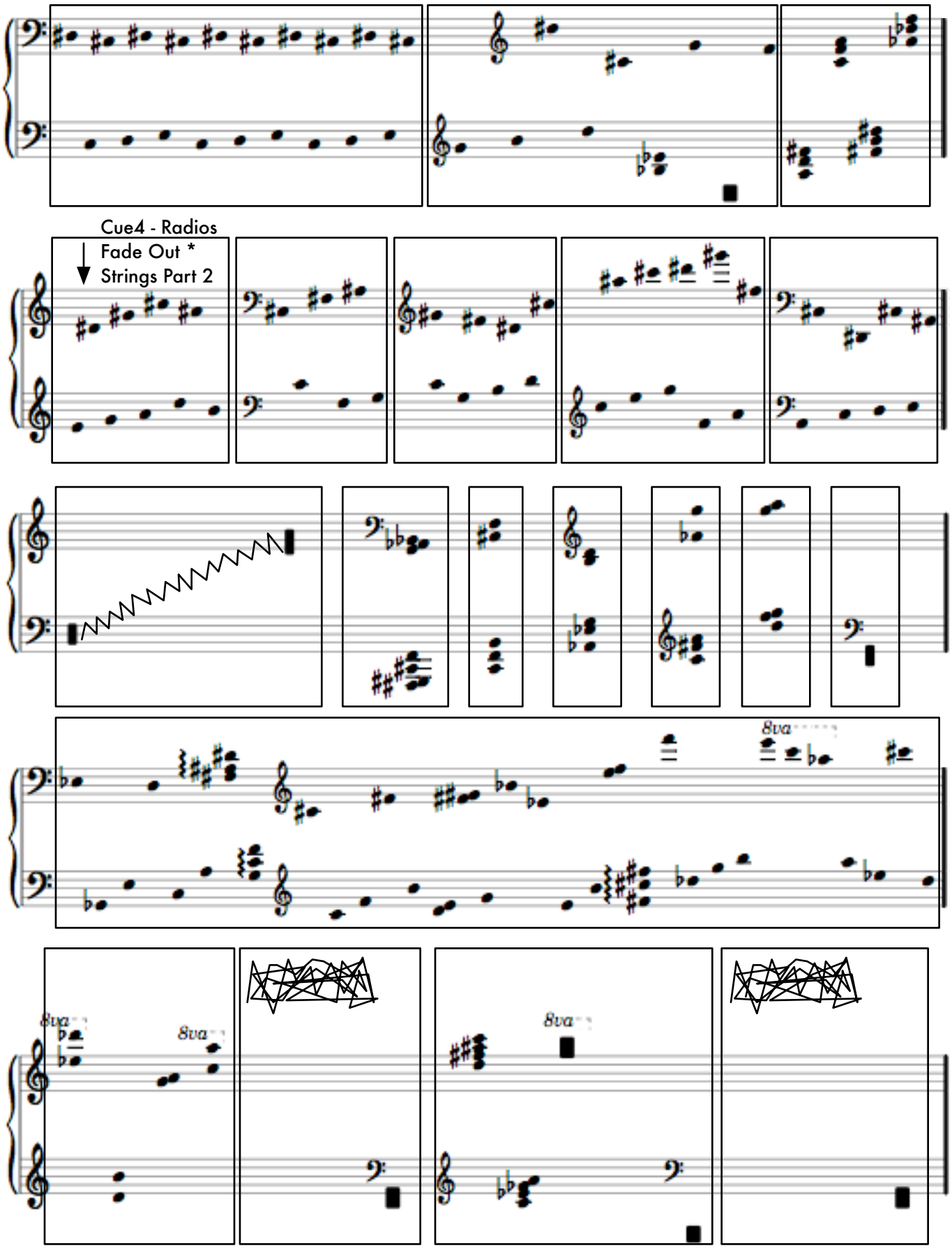


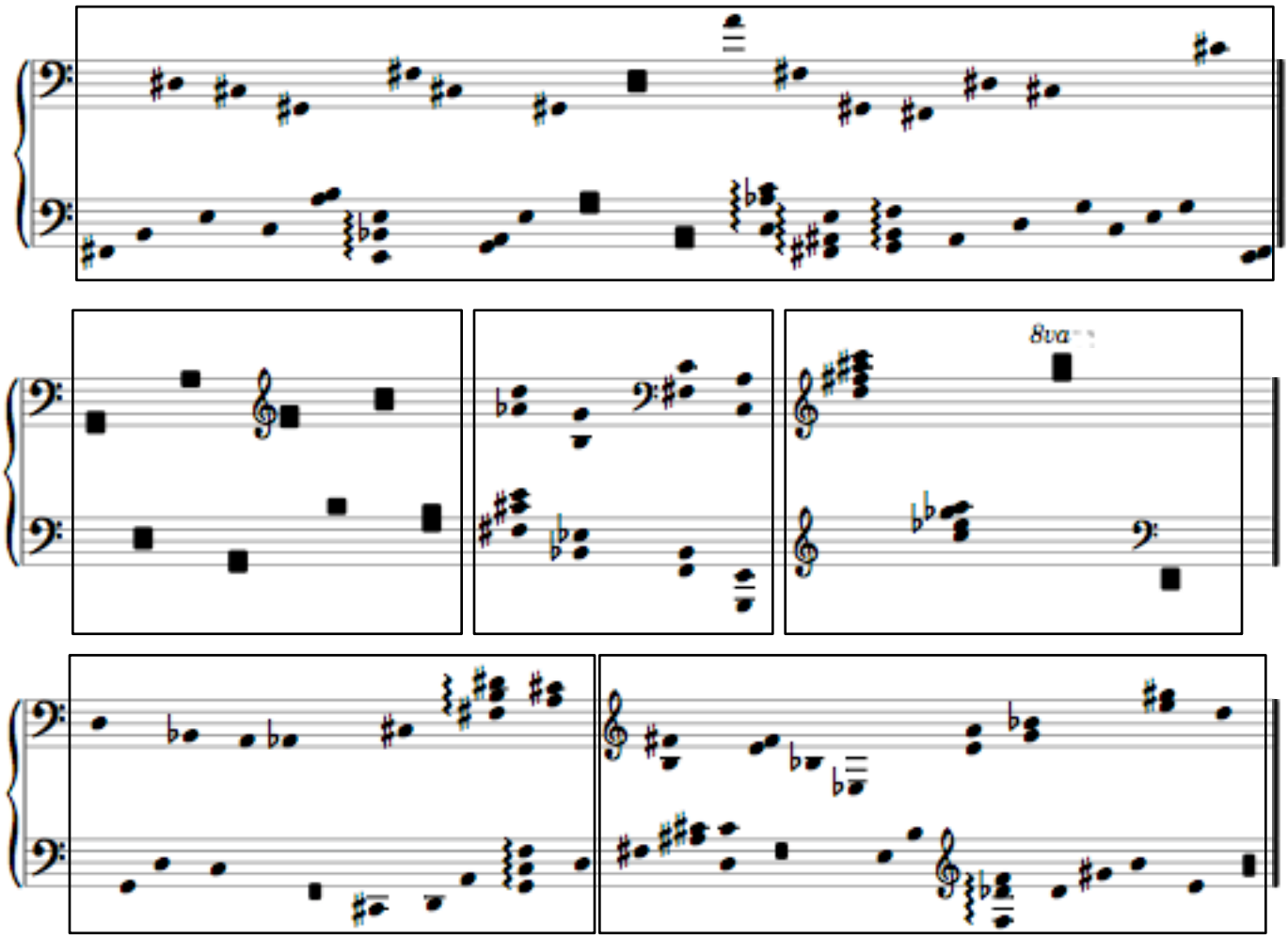
Section 1 - Piano Solo

Play very aggressively and loud. Each boxed motive may be played at any tempo, but a majority of motives should be played very fast. After each boxed motive, the player can: 1)move on to the next motive, 2) repeat one of the previous two motives, 3) move backward up to two motives, 4) play any motive on the page, 5) improvise in the style of any motive on the page, or 6) briefly return to a previous section of the score. Time between motives should be short or long, but in most cases should be short. This should sound something like Cecil Taylor. It should last 3-5 minutes.

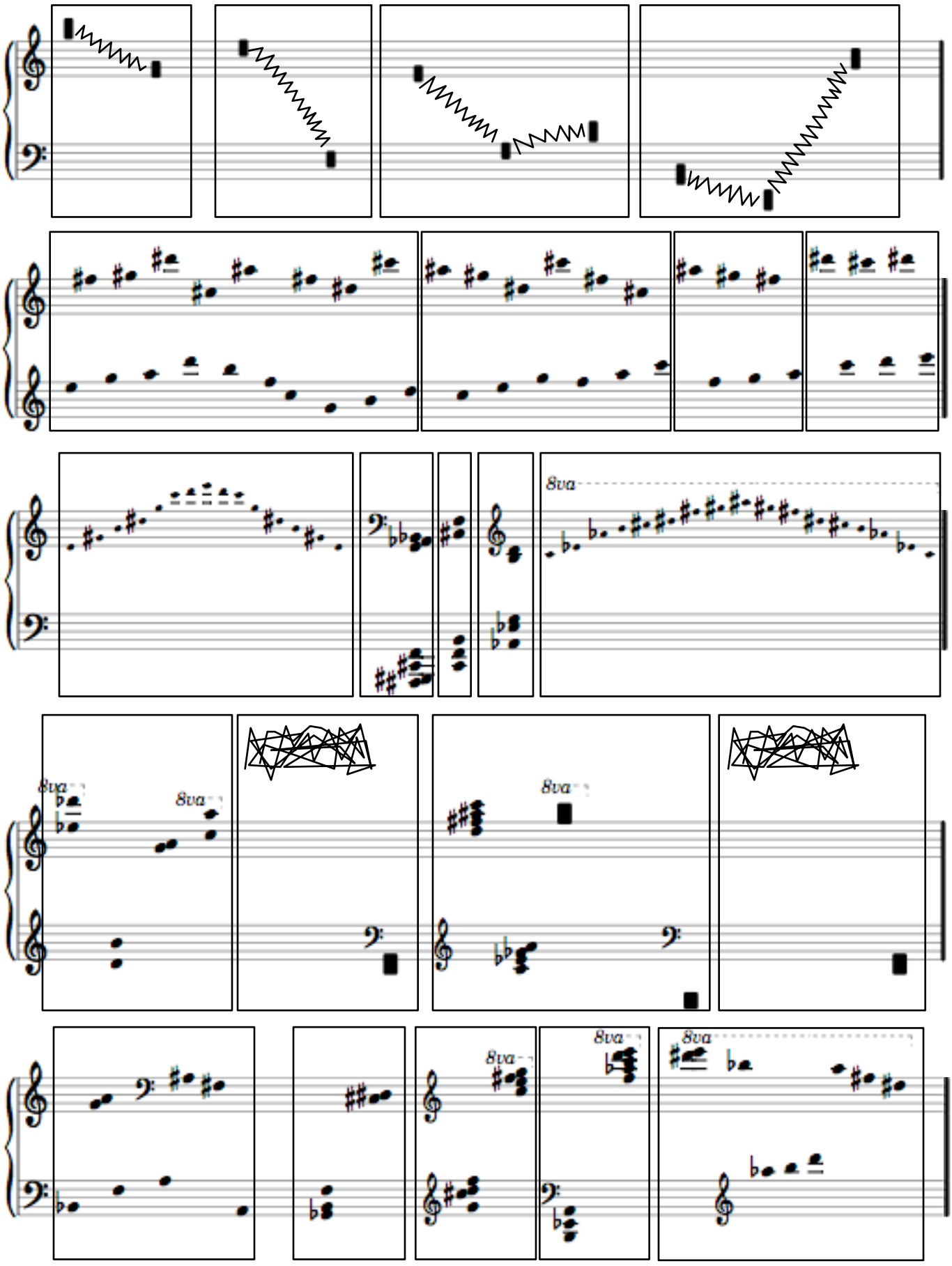


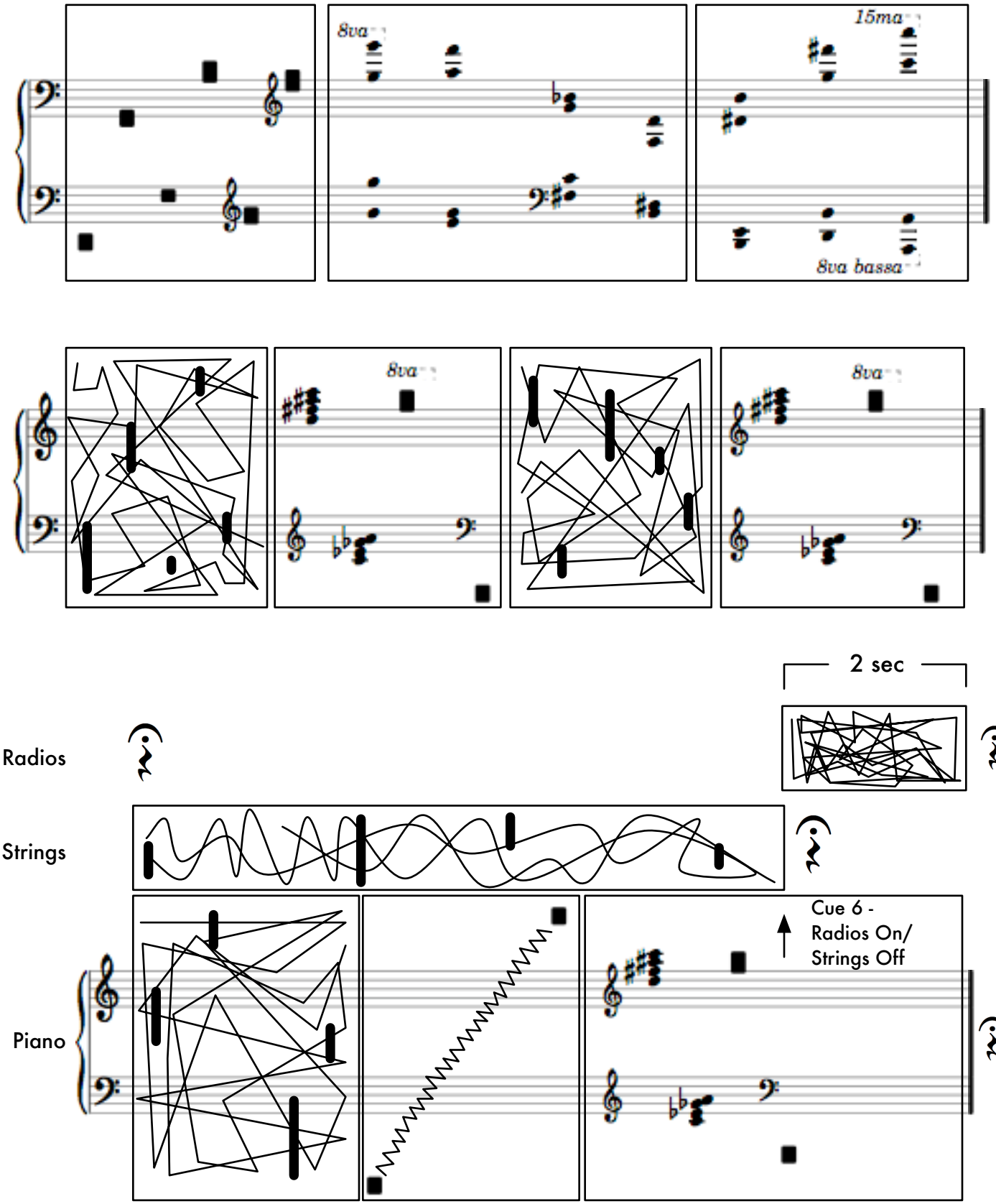

8va
8va


Cue4 - Radios
Fade Out *
Strings Part 2
8va
8va
8va
8va

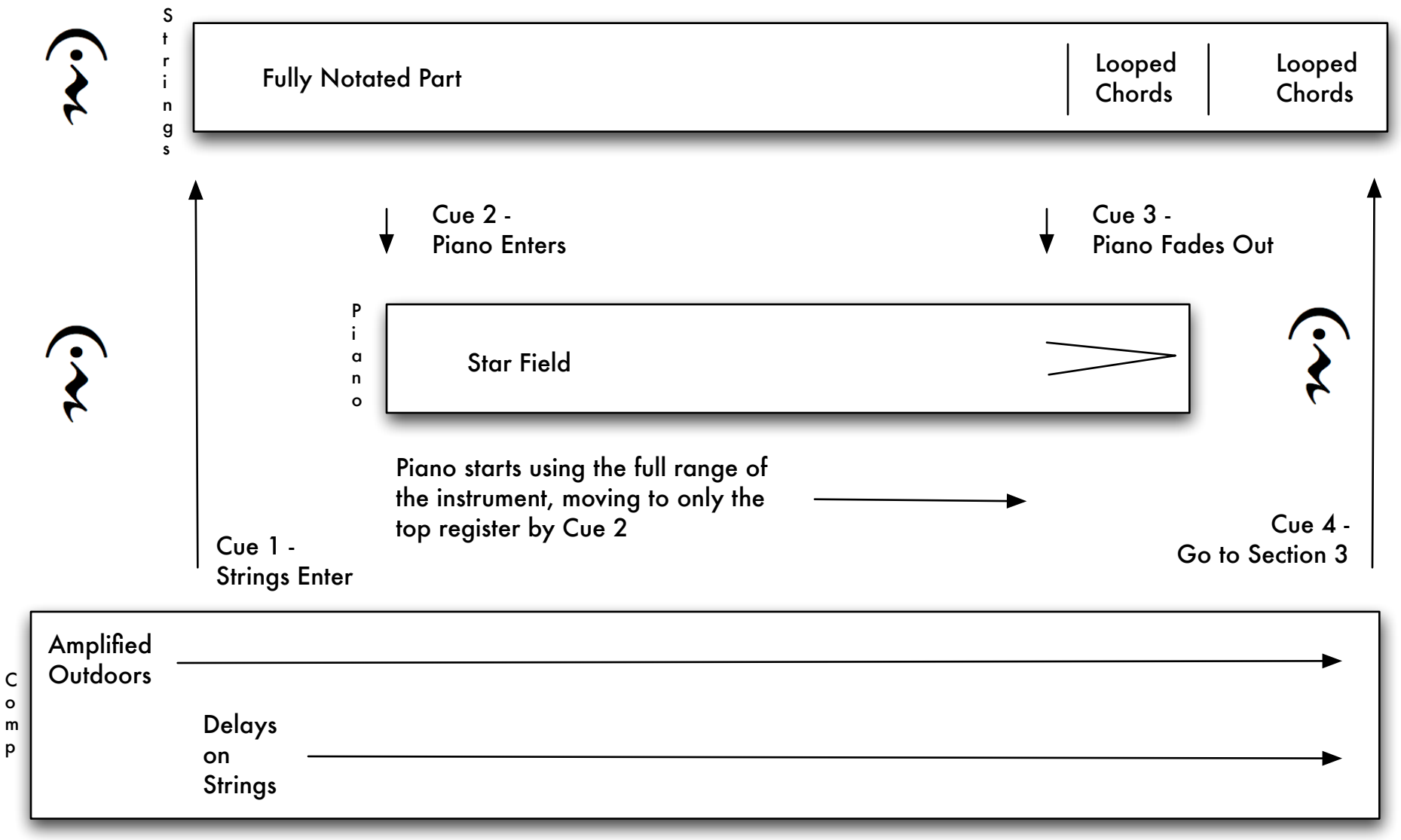


Cue 5 - Strings Part 3


8va
8va
8va
8va
8va
8va


8va
15ma
8va bassa
8va
8va
2 sec
Radios
Strings
Piano
Cue 6 -
Radios On/
Strings Off

Section 2 - Score

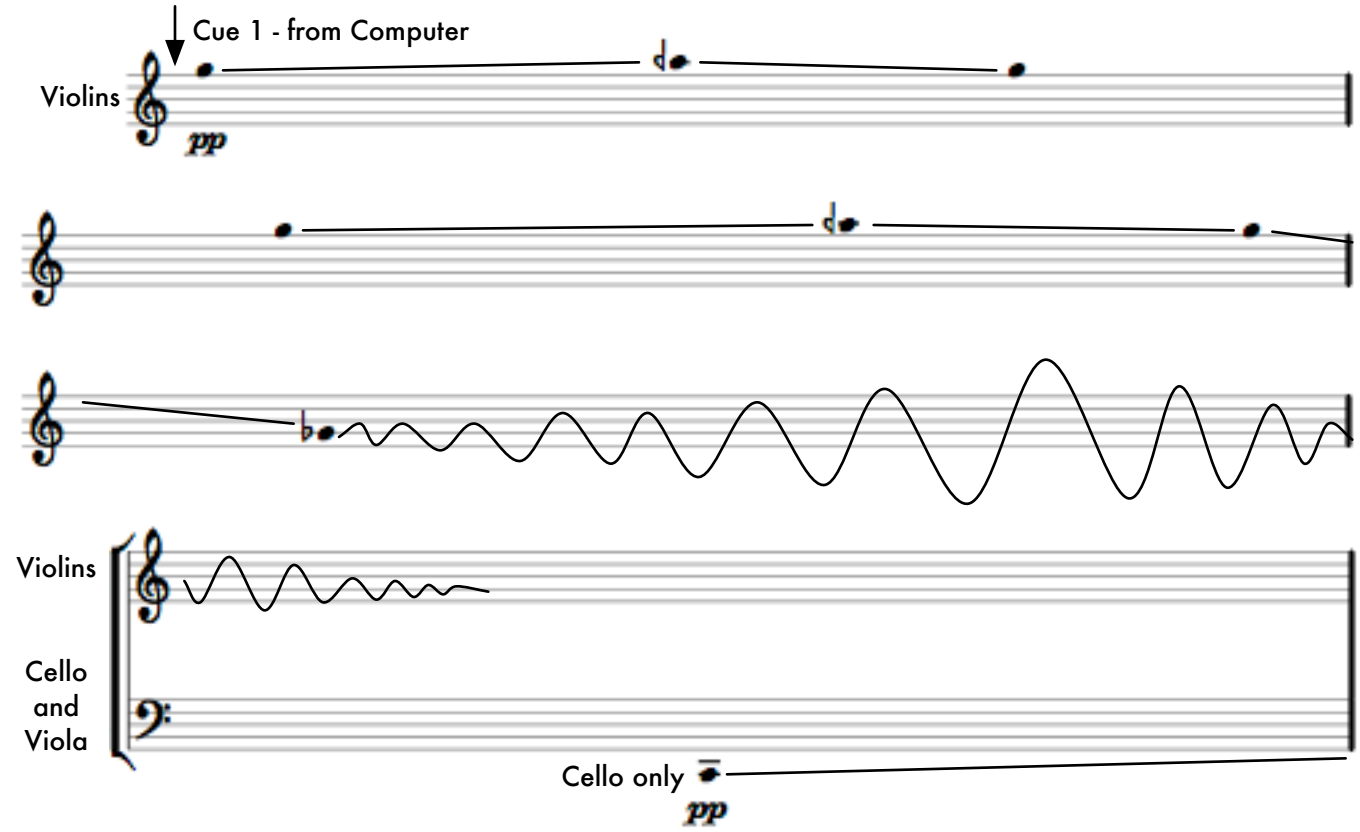


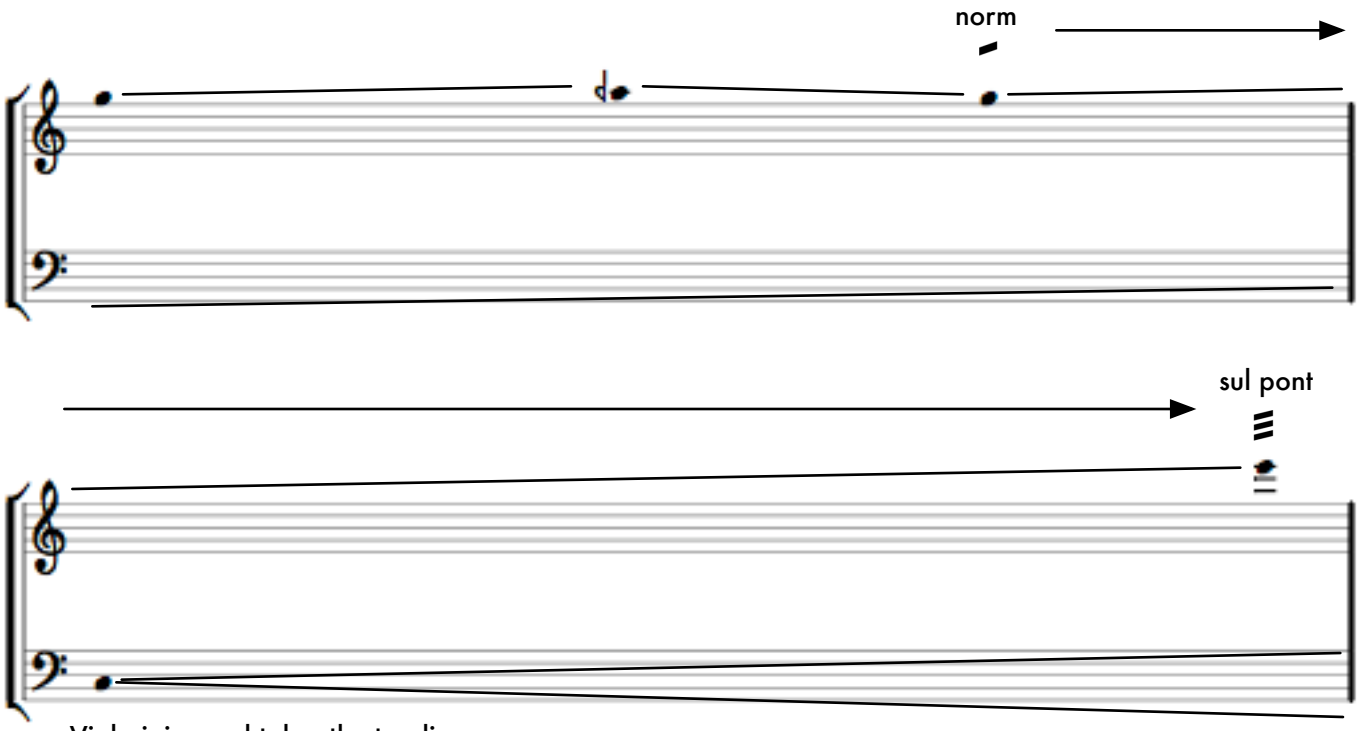
Section 2 - Piano

At the cue in the string part, slowly and quietly interpret the star field below.
As Section 2 progresses, slowly move to the top register of the piano.

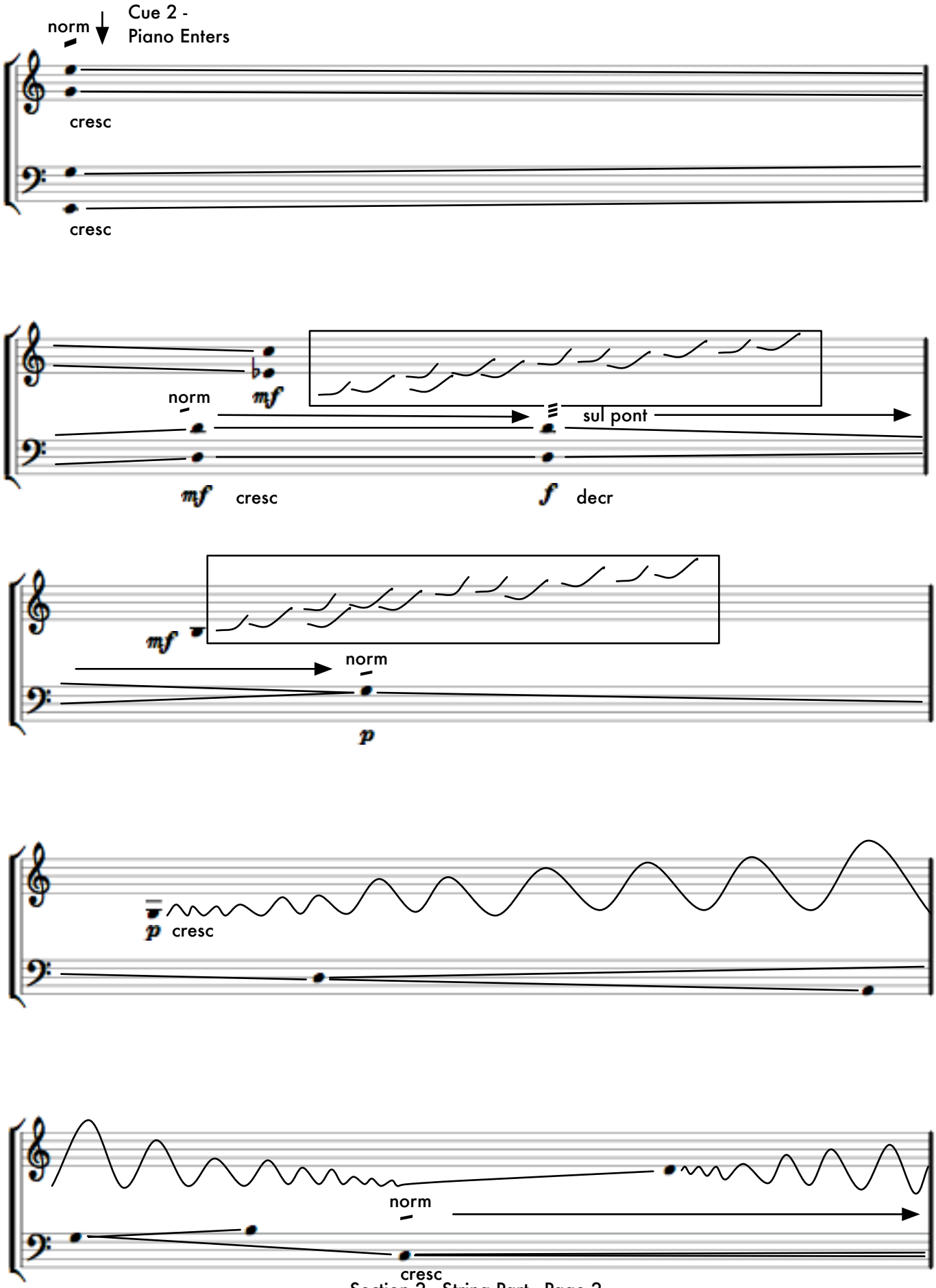
Section 2 - String Part

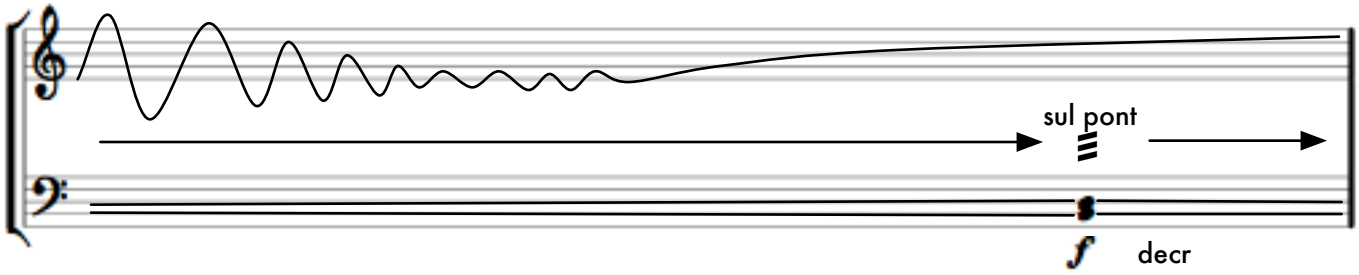
Violin 1 and 2 read from the same part. The players should not play together, but rather should move in front of or behind the other player by up to 1 second. Each system lasts 10 seconds.



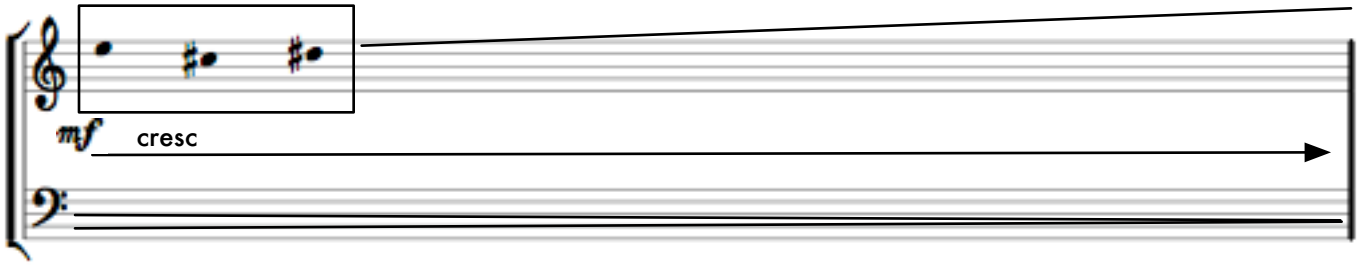


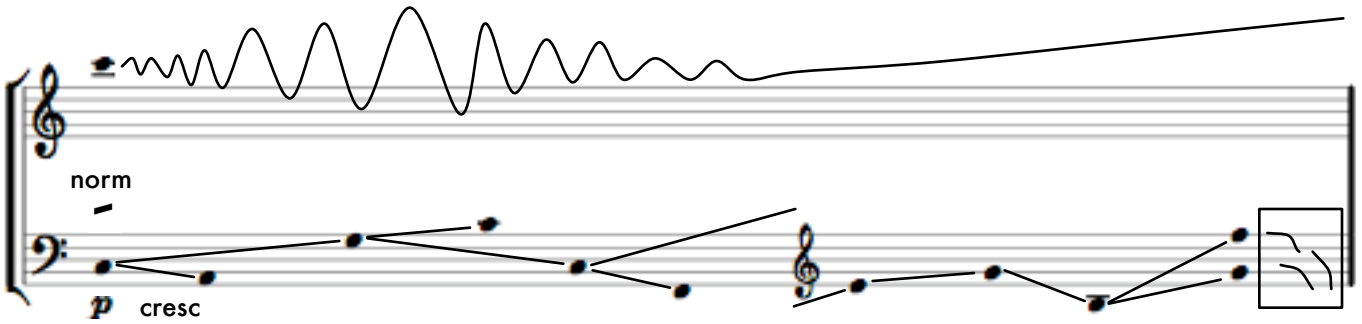
Viola joins and takes the top line
Cello takes the bottom line

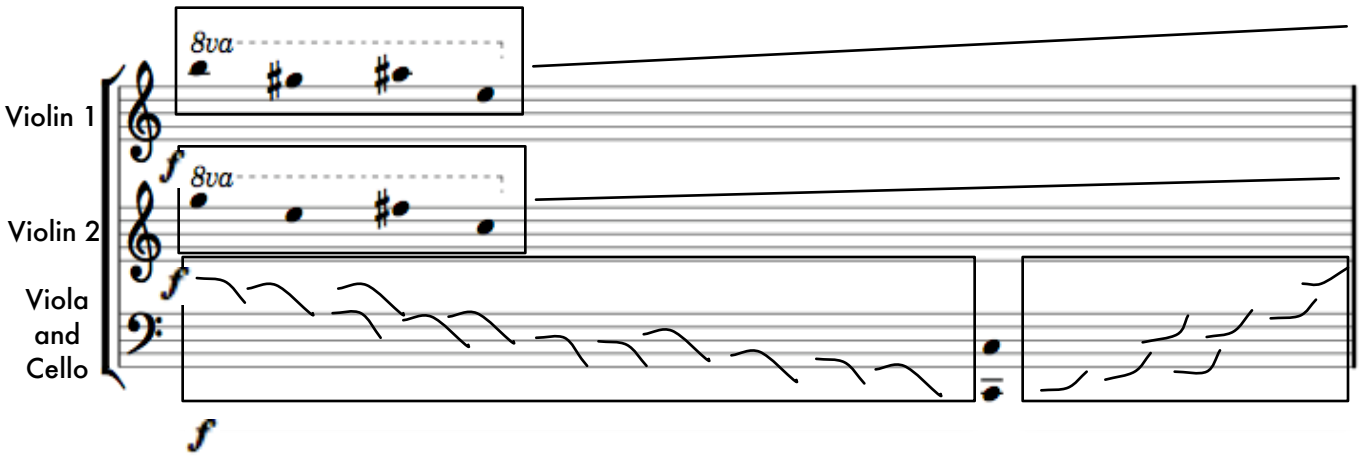

norm
Cue 2 -
Piano Enters
cresc
cresc
norm
mf
sul pont
mf
cresc
f
decr
mf
norm
p
p
cresc
norm
cresc

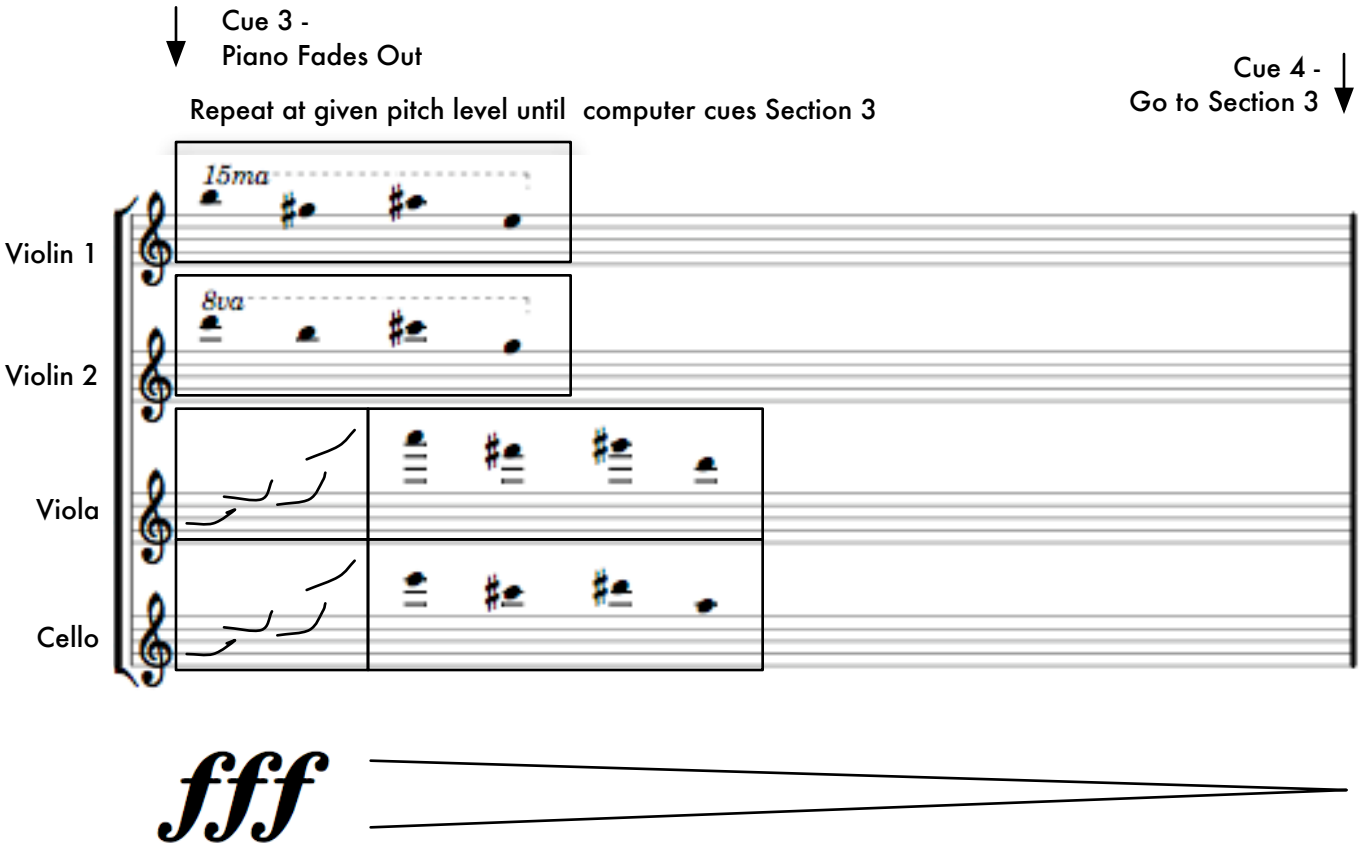


Create a loop of notes from the pitches provided. Each note should be a different length each time played. Gliss the entire figure upwards to reach the next pitch given.

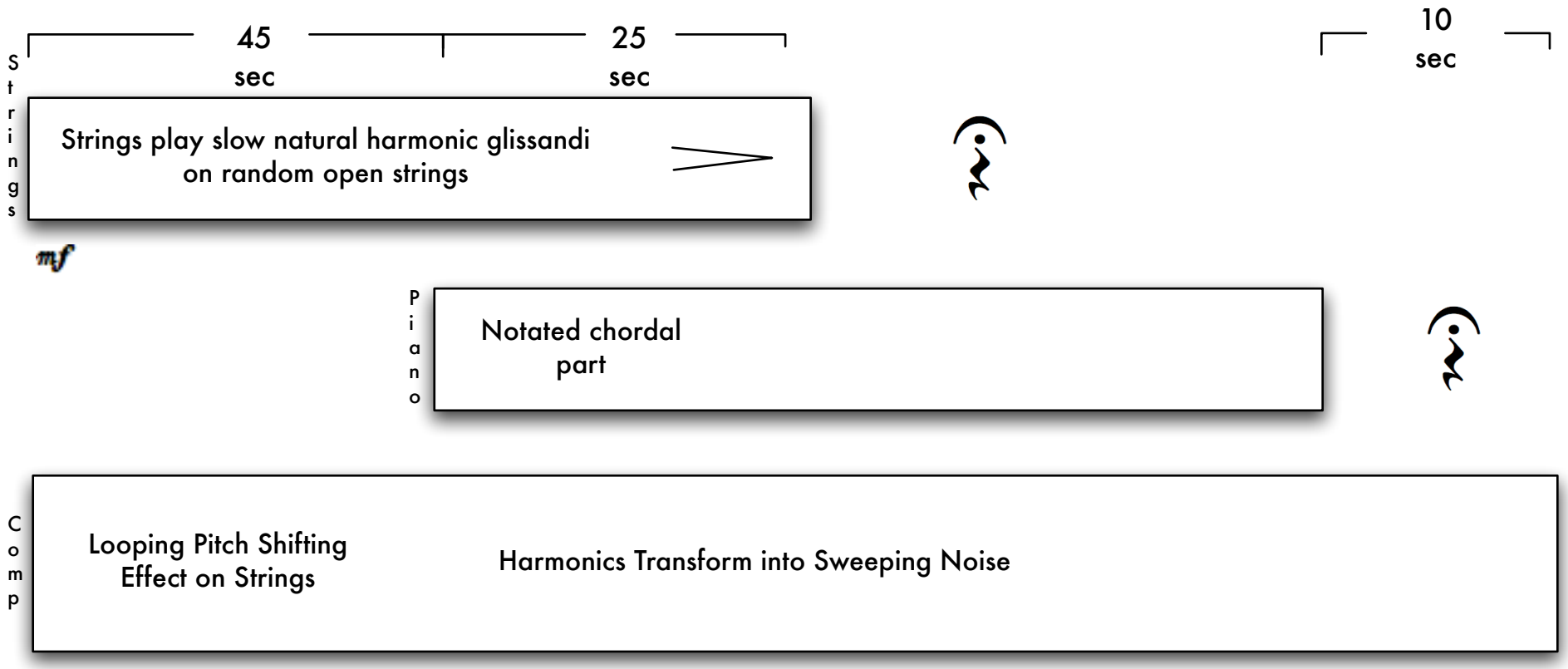






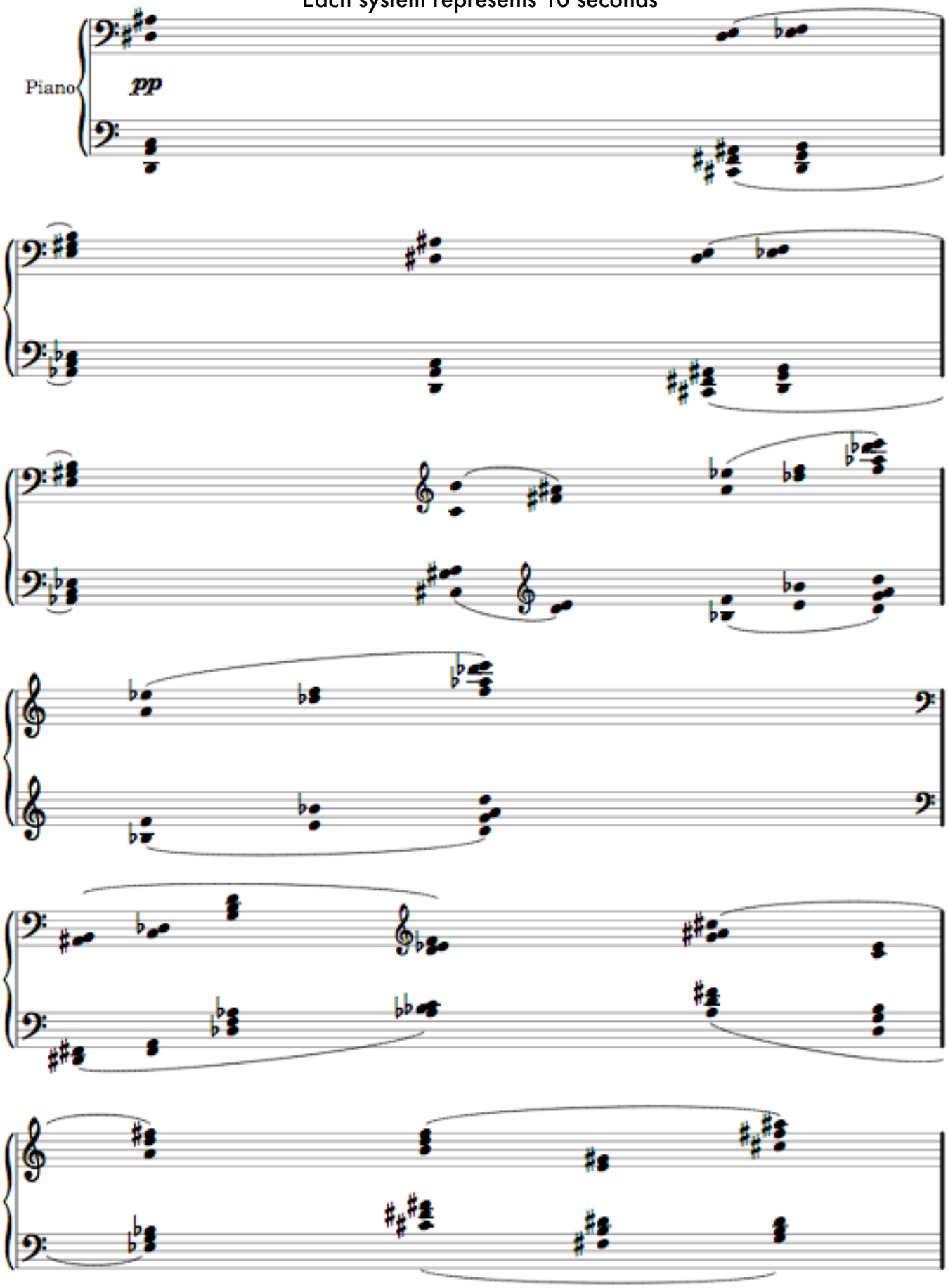

Cue 3 -
Piano Fades Out
Repeat at given pitch level until computer cues Section 3
Cue 4 -
Go to Section 3
15ma
8va
Violin 1
Violin 2
Viola
Cello
fff

Section 3 - Score

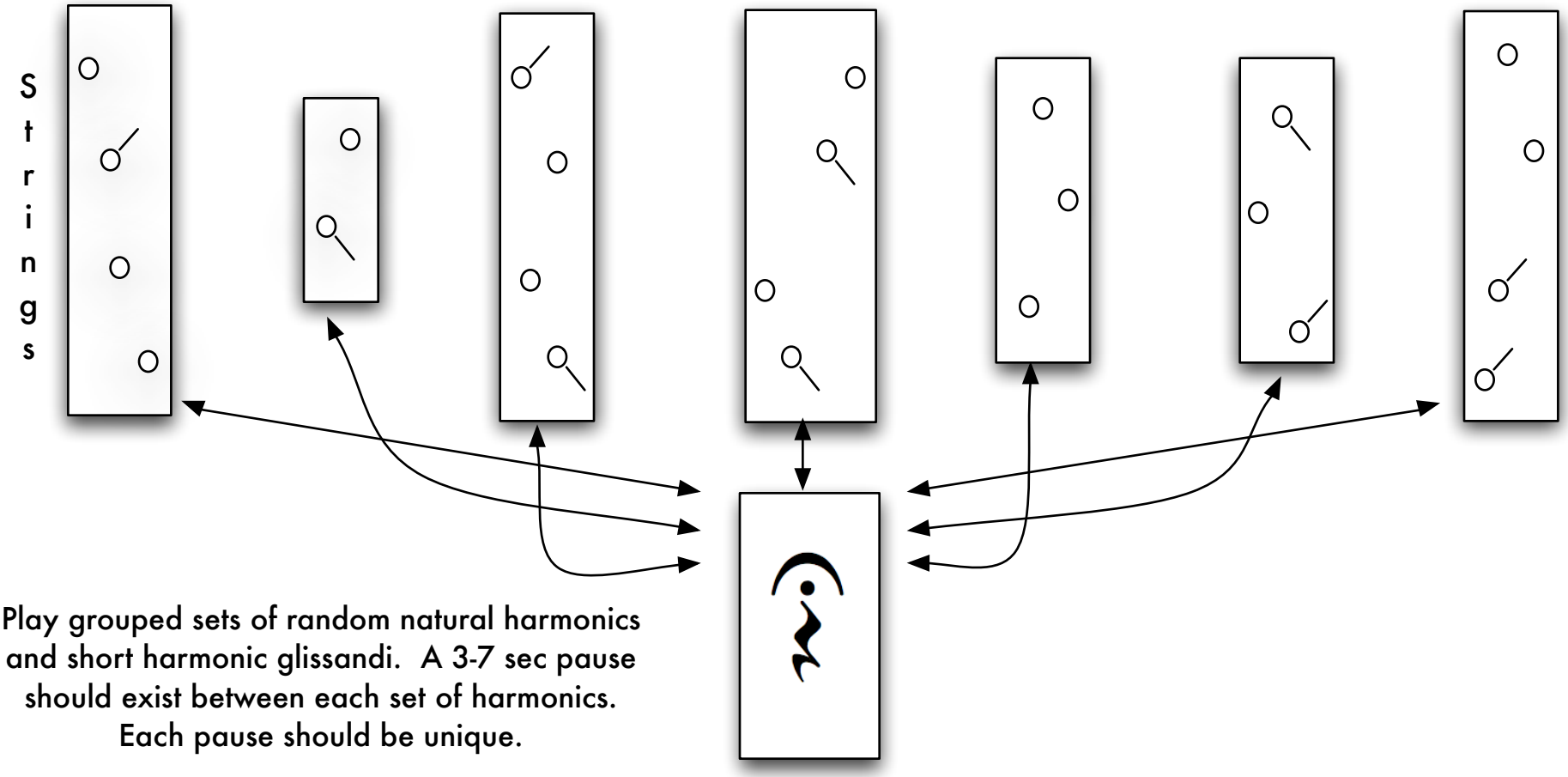


Section 3 - Piano Solo

Each system represents 10 seconds



Section 4 - Score and Parts



Play grouped sets of random natural harmonics and short harmonic glissandi. A 3-7 sec pause should exist between each set of harmonics. Each pause should be unique.

Piano	Piano improvises sparse gestures of long, slowing scraping on the low piano strings with a metal coin or other object.
Comp	Electronics have a random delay line on the strings and a separate pitch shifting delay on piano.

Section 5 - Score

10-15
sec

Radios

Strings

Section 4 -
Random Harmonics

Piano

15ma

8va

8va

Section 4 -
Sparse Scraping
On Piano Strings

Comp

Distortion

Sweeping Noise

15ma

8va

Distortion

5-10
sec

10-15
sec

Section 4 -
Random Harmonics

8va

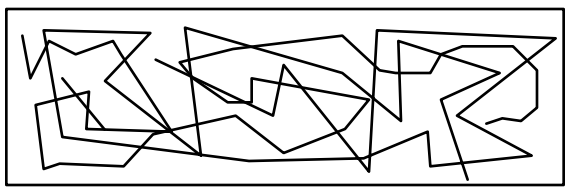
Section 4 -
Sparse Scraping
On Strings

Amplified
Outdoors

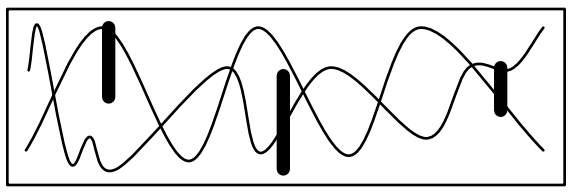
Distortion

Sweeping
Noise

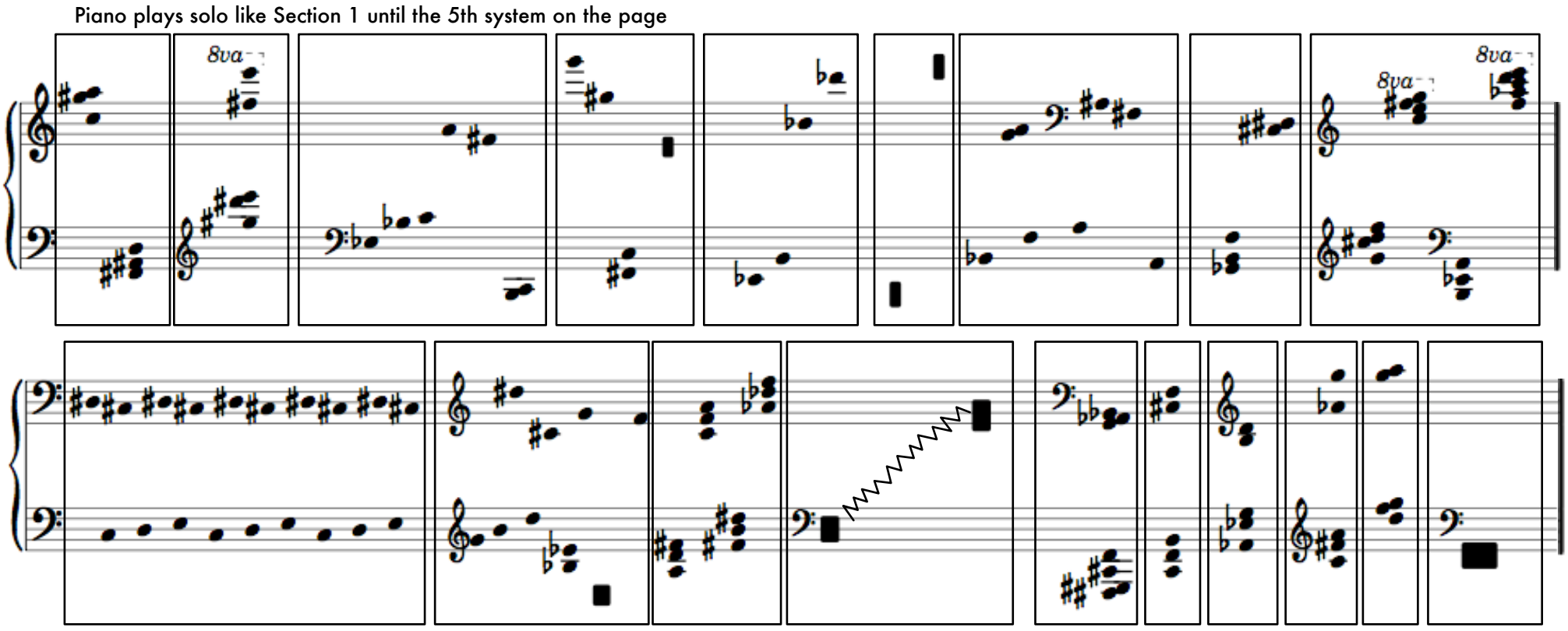
Radios
(until 5th system)

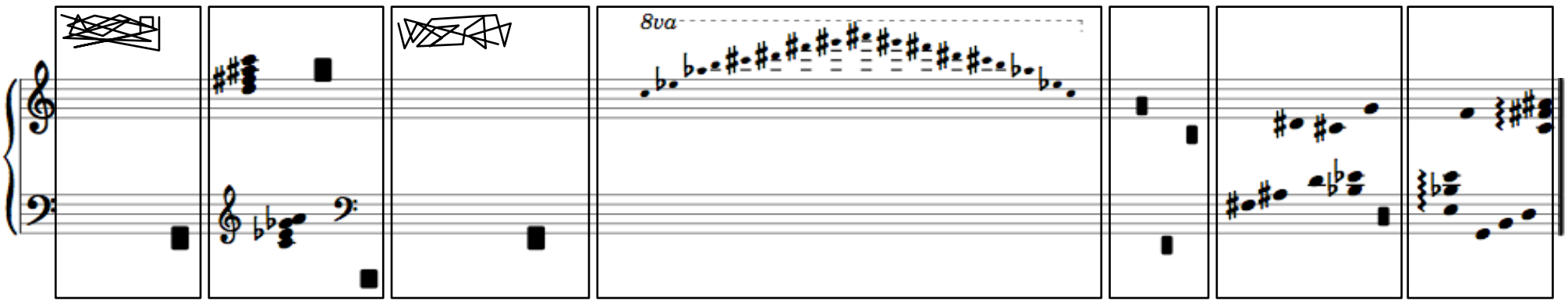


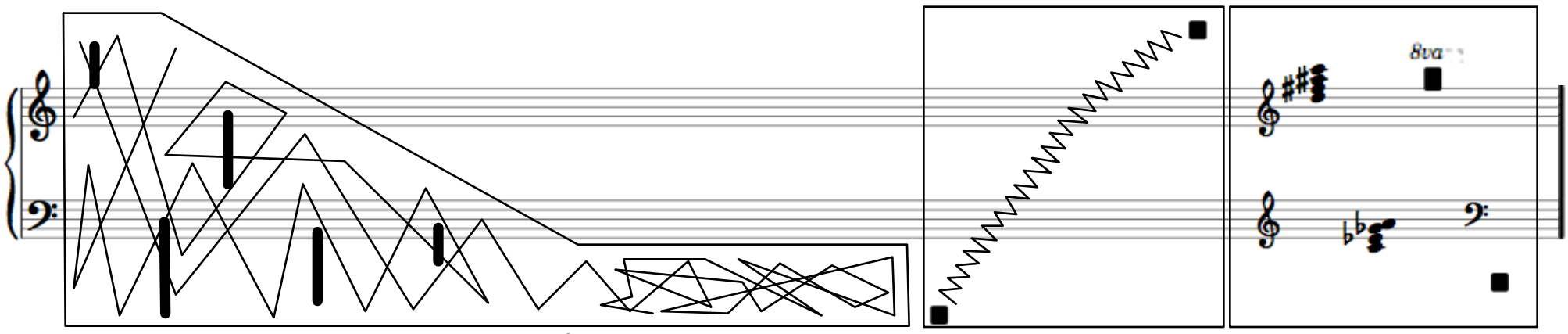
Strings
(until 5th system)



Piano plays solo like Section 1 until the 5th system on the page



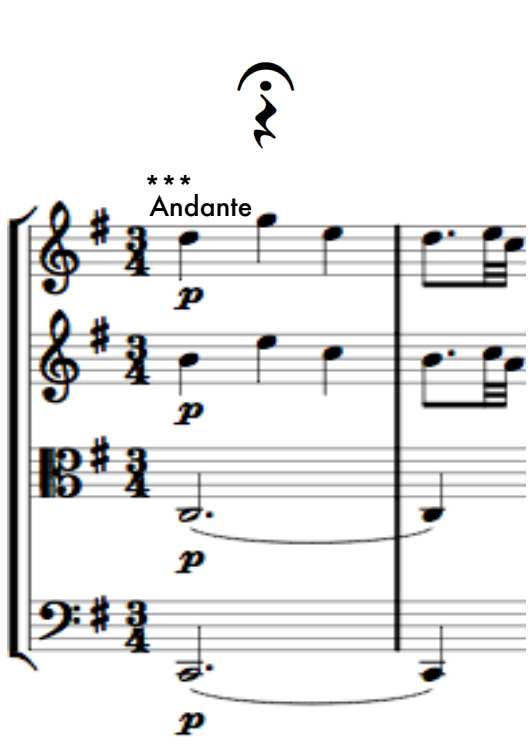


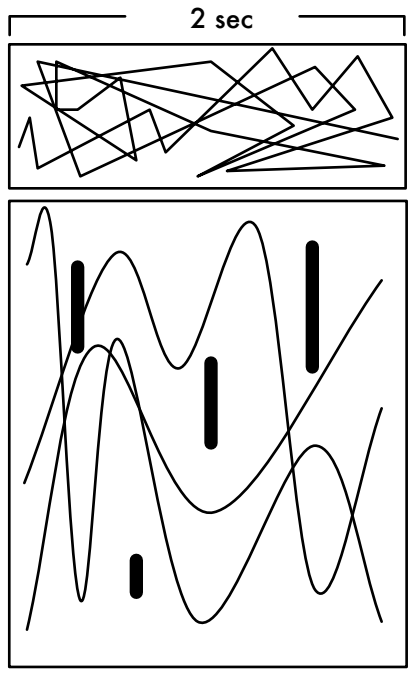


2 sec

2 sec

***
Andante





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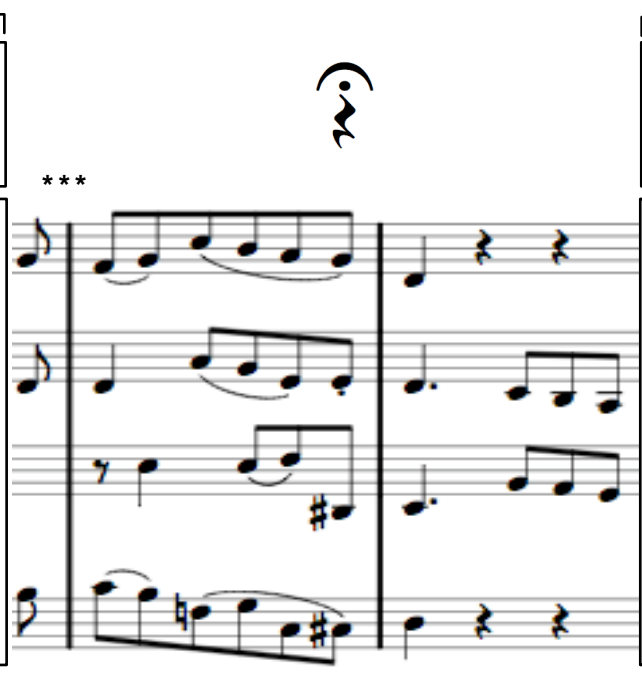

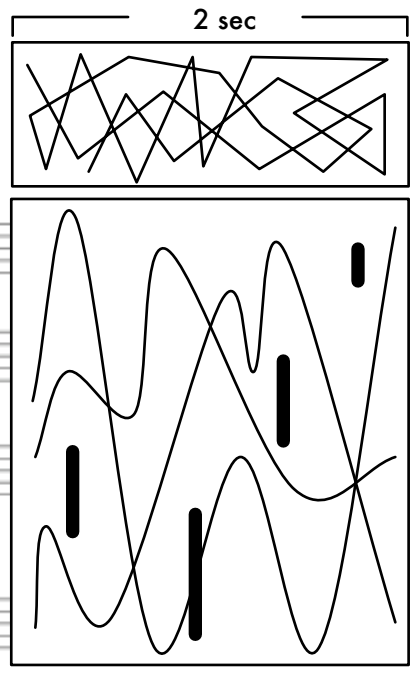

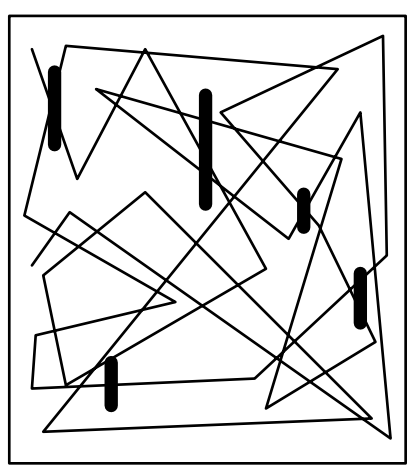

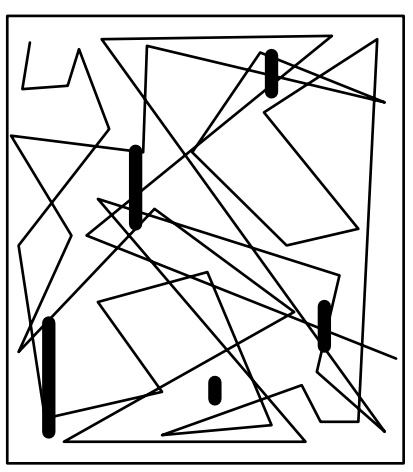

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Distortion

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Distortion

*** A sample of a popular tune may be substituted for the string part in the electronics