

Full Score

Toshihisa Tsuruoka

Unanswered Question

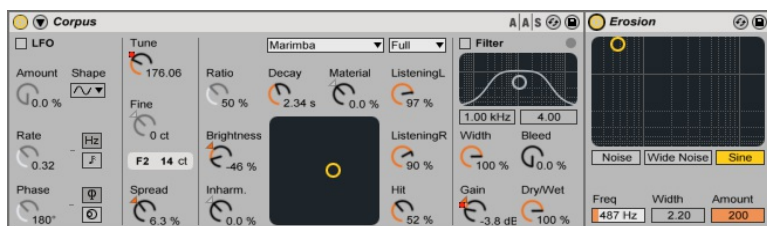
Guidelines for Performance

All Acoustic Instruments

Play as written in a common manner but with a consideration of how and when the digital intervention occurs upon each part.

Microphone Bells

Use a dynamic microphone and lightly tap the diaphragm cover with a finger. And process this noise with physically modelled resonator devices such as *Corpus* and *Erosion* in Ableton Live. Finally, add a delay effect in accordance with the written values for its setting throughout the score.



Delay

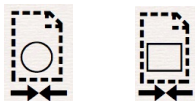
[Delay On 16th/75%] represents the start of the delay effect with 16th note repeat value and 75% of feedback setting. [Delay Off] represents when the effect is disabled.

Fade to Gray Effect

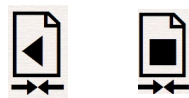
Fade to Gray effect is an intense delay effect with a filter that eliminates the low and mid frequency over time.

Digital Tape

This composition utilizes reverse echo effect upon the performed acoustic sound.



These symbols represent when to record and stop-record a specified instrument. During this process, the sound of the reverse echo will not be heard, but it is captured within the computer for later use. The duration of this sound-copying process is represented with dotted lines. Each of the captured sound is named as patches with dedicated patch numbers.



These symbols represent when to playback and stop-playback a previously captured sound in reverse echo effect. The duration of this playback is represented with dotted lines.

During the measure 21-34, step-sequenced filter is added upon the reverse echo sound. By modulating the cut-off frequency of the filter in accordance with the written pitches as well as syncing the tempo of the performance to the step-sequencer, it aims to convert the computer into an accompanying instrument.



Unanswered Question

Toshihisa Tsuruoka

A ♩=96

Violin

Alto

Piano

Violoncello

Microphone Bells

Digital Tape

12

Vln.

A.

Pno.

Vc.

Mic. Bells

D. Tape

On Piano [Patch 1]
Slice and reverse every quarter note value

17

Vln. *f*

A. *mf* *f* [Delay On 16th/75%]

Pno. *f*

Vc. *f*

Mic. Bells [Delay On 16th/75%] *mf* *f* 8va

D. Tape On Alto [Patch 2] Slice and reverse every quarter note value Patch 1

Spet-Sequenced Filter *f*

22

Vln. Fade to Gray

A. Fade to Gray

Pno. [Delay Off] Fade to Gray

Vc. Fade to Gray

Mic. Bells ⑤ Fade to Gray

D. Tape Patch 2

B Freely improvised by digital functions

29

Vln. *p* *mp*

A. *mp* [Delay On 16th/75%]

Pno. *mp* [Delay On 16th/75%]

Vc. *p* *mp* [Delay On 16th/75%]

Mic. Bells *mp* [Delay On 16th/75%]

D. Tape

42

Vln. *mf*

A. *mf*

Pno. *mf*

Vc. *mf*

Mic. Bells *mf*

D. Tape

Patch 2

On the entire ensemble [Patch 3]

Slice and reverse the entire 8 bars

51

Vln. *p* *mf*

A.

Pno. [Delay Off]

Vc. *p* *mf*

Mic. Bells *p* *mf*

D. Tape

Patch 2

Patch 3

Play in half speed

64

Vln. *mp*

A.

Pno. *mp*

Vc. *mp* *8^{va}*

Mic. Bells *mf* [Delay On 16th/75%]

D. Tape

72

Vln. **C**

A.

Pno. *f*

Vc. *f*

Mic. Bells *f*

D. Tape

78

Vln. *f*

A.

Pno.

Vc.

Mic. Bells

D. Tape

(♩ = ♩)

♩ = 130

84

Vln. *mf*

A.

Pno. *mf*

Vc. *mf*

Mic. Bells

D. Tape

92

Vln. *ff*

A.

Pno. *ff* [Delay On 16th/75%]

Vc. *ff*

Mic. Bells *ff*

D. Tape

103

Vln.

A. [Delay On 16th/75%] *ff*

Pno. [Delay Off] *ff*

Vc.

Mic. Bells

D. Tape

112

Vln.

A.

[Delay Off]

Pno.

Vc.

Mic. Bells

D. Tape

rit.

117

Vln.

A.

Pno.

Vc.

Mic. Bells

D. Tape

ppp

ppp

ppp