

Prototype 3: Mov.1 [Matter of Mind]

It covers me
The blue field of yarn
It warms me
The fleece sun, the satin moon
It reminds me
Ancient quilt of the world
There's always more to know

Curiosity, will it fade
Like the tinted strands of blue
That gradually interlace into blackened hues?
Or will it eternally shine
Like the buttons we call stars
Threaded one by one
On the blanket of light we call night
That is for always ours?

Curiosity forms like clouds
Unbound
And ever-growing
Into endless shapes and sizes
A dome of dreams in great disguises

Curiosity
Collides
Like gusts of stars and dusts of color
Where the old can be recovered
And the new can be discovered

It travels 'round the world
Soaking wisdom, wonder, and excitement
Through the immortal sky—
The curious mind

By Ashley Muniz

This piece is designed to bridge the gap between live acoustic instruments and digital music technology. The acoustic piano, for example, is manipulated digitally—not to disregard the conventional sonority of the acoustic piano, but to further expand its expressiveness. In this case, it is meant to symbolize the idea of stars being threaded onto the sky. In addition, voice is digitally manipulated in specific lines of the poem in order to vividly express the world of the story to the audience. In terms of compositional ideas, it bridges the gap between musical trends of the past with today's and the future's. The form and harmonic structure of this piece is built upon the sonata form flourished during the 18th century. It contains an exposition section, development section, recapitulation section, and an added introduction and coda. Each theme roughly follows the harmonic structure of the sonata form in minor. As the first movement of a three-movement composition, this piece aims to offer a philosophical thought experiment upon the notion of the immortality of the mind.

Toshihisa Tsuruoka

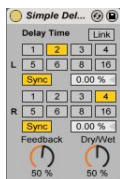
Guidelines for Performance

Dialogue:

Read the text calmly with a sense of innocent excitement. During the B section, read with a dreamy air. (apply appropriate effects if desired. Open for free interpretation.)

Piano:

Warm acoustic piano with delay [delay time of 8th and quarter note]. Move fast and smooth as if threading stars.



sample setting

Voice:

Sing along side with guitar. Change octaves when notated. Huh sound humming. (open for free interpretation.)

Guitar:

Clean guitar tone unless notated otherwise.

(*6) During the development section (B section), use spacious effect with a very little dry signal. (sample signal path: filter delay - reverb - resonator - flanger - phaser)

Apply an overdrive effect at bar 86.

Violin:

Ideally, 2 players on each Violin part.

Synthesizer:

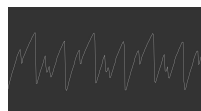
Simple square wave synthesizer.



sample waveform

Synth Bass:

Moog type synthesizer with sawtooth wave. Use low pass filter in order to obtain rounder mellow sound.



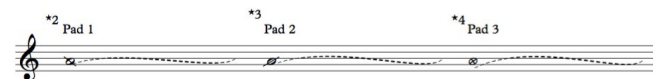
sample waveform

909 Drum machine: any drum machine



*1 Snare roll off with low pass filter in order to make a dark snare sound

Pad: Different note head represents different type of pad sound. Dotted lines represent the decay of each note.



*2 bright dreamy/windy sounding pad (open for free interpretation)

*3 small dreamy/symphonic sampled sound (open for free interpretation)

*4 large dreamy/symphonic sampled sound (open for free interpretation)

*5 Start playing during the fermata.

*6 Freely play each note notated with spacious effect. Roughly sync with each pad sound on each bar.

*7 Fade in by playing notated sequence of notes extremely fast and repeat. Fade out with the pad sound and proceed to the next section.

Prototype 3: Mov.1 [Matter of Mind]

Composer: Toshihisa Tsuruoka
Author: Ashley Muniz

$\text{♩} = 145$

Dialogue 5/4

It covers me The blue field of yarn It warms me The fleece sun,

Piano *mp*

Voice

Guitar *pp* ^{8va}

Violin 1 *p* *mp*

Violin 2 *p* *mp*

Synthesizer

Synth Bass *p*

909

Pad

Dialogue

Satin moon It reminds me Ancient quilt of the world There is always more to know

Pno. *p* *mp* *mf*

Voice

Gr. *pp* *8va* *8va*

Vln. 1

Vln. 2

Synth.

S. Bass

909

Pad

A

Dialogue

Piano (Pno.) staff with musical notation. The staff is in treble clef with a key signature of one sharp (F#). It features a series of five measures of music, each starting with a dynamic marking of *mf*. The music consists of a melodic line in the upper register and a rhythmic accompaniment in the lower register, both connected by a long slur.

Voice

Voice staff with musical notation. The staff is in bass clef with a key signature of one sharp (F#). It features a series of five measures of music. The first measure is marked *mf* and includes the instruction "Humming" above the staff. The music consists of a melodic line with accents and a final measure marked *f*.

Gtr.

Guitar (Gtr.) staff with musical notation. The staff is in treble clef with a key signature of one sharp (F#). It features a series of five measures of music. The first measure is marked *mf* and the final measure is marked *f*. The music consists of a melodic line with accents and a final measure marked *f*.

Vln. 1

Violin 1 (Vln. 1) staff with musical notation. The staff is in treble clef with a key signature of one sharp (F#). It contains five measures of rests.

Vln. 2

Violin 2 (Vln. 2) staff with musical notation. The staff is in treble clef with a key signature of one sharp (F#). It contains five measures of rests.

Synth.

Synthesizer (Synth.) staff with musical notation. The staff is in treble clef with a key signature of one sharp (F#). It contains five measures of rests.

S. Bass

Soprano Bass (S. Bass) staff with musical notation. The staff is in bass clef with a key signature of one sharp (F#). It features a series of five measures of music, each starting with a dynamic marking of *mf*. The music consists of a melodic line with a long slur.

909.

Drum (909.) staff with musical notation. The staff is in bass clef with a key signature of one sharp (F#). It contains five measures of rests.

A

Pad

Pad staff with musical notation. The staff is in treble clef with a key signature of one sharp (F#). It features a series of five measures of music, each starting with a dynamic marking of *mp*. The music consists of a melodic line with a long slur.

Dialogue

Pno. *f*

Voice *f*

Gtr. *f*

Vln. 1 *mf* *f*

Vln. 2 *mf* *f*

Synth.

S. Bass *f*

909.

Pad *mf*

Dialogue **H** **6/4** Curiosity, will it fade Like the tilted strands of blue That gradually interlace into blackened hues? Or will it eternally shine Like the bottoms we call stars

Pno. **6/4**

Voice **6/4**

Gr. **6/4** *mf*

Vln. 1 **6/4** *ff* *f*

Vln. 2 **6/4** *ff* *f*

Synth. **6/4**

S. Bass **6/4** *ff* *f*

909. **6/4**

Pad **6/4**

Dialogue **H** **Threded one by one**

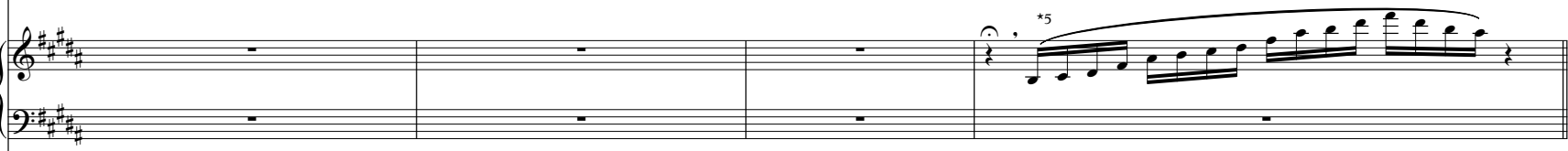
The musical score is arranged in a vertical stack of staves. The top staff is labeled 'Dialogue' and contains the title 'Threded one by one'. Below it are the following staves: Pno. (Piano), Voice, Gtr. (Guitar), Vln. 1 (Violin 1), Vln. 2 (Violin 2), Synth. (Synthesizer), S. Bass (Soprano Bass), 909 (Drum Machine), and Pad (Pads). The key signature is one sharp (F#) and the time signature is common time (C). The score begins with a double bar line and a repeat sign. The Pno. part is mostly silent with some chordal textures. The Voice part starts with a *ff* dynamic and features a melodic line with slurs and fingerings. The Gtr. part provides a rhythmic accompaniment with a *ff* dynamic. The Vln. 1 and Vln. 2 parts play sustained notes with a *ff* dynamic, transitioning to *f* later. The Synth. part plays a melodic line with a *mf* dynamic, transitioning to *mp*. The S. Bass part plays a melodic line with a *ff* dynamic, transitioning to *f*. The 909 part provides a rhythmic pattern with a *ff* dynamic, transitioning to *f*. The Pad part plays a sustained note with a *ff* dynamic.

rit.

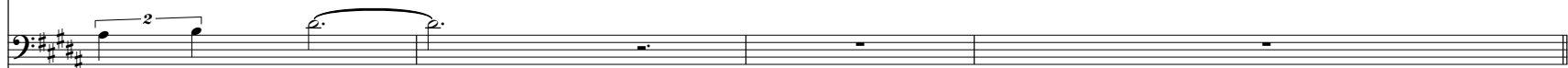
Dialogue



Pno.



Voice



Gtr.



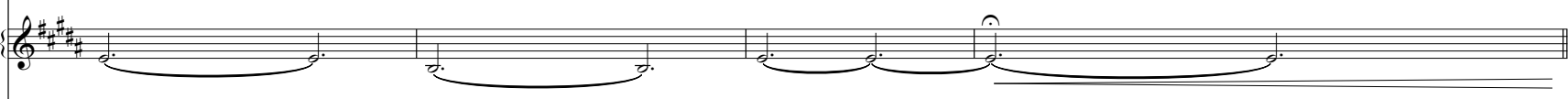
Vln. 1



Vln. 2



Synth.



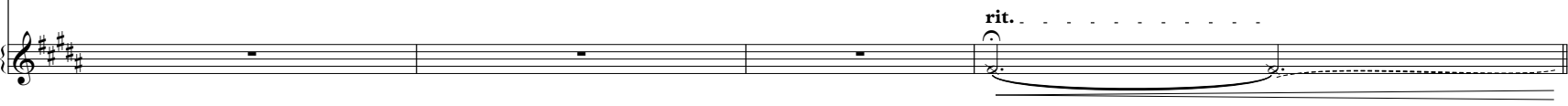
S. Bass



909.

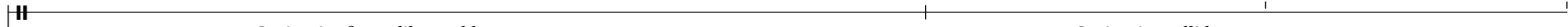


Pad



No Tempo **B**

Dialogue



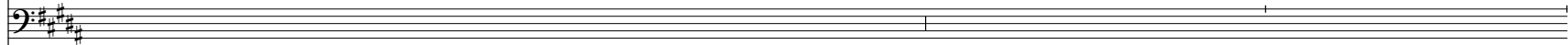
Curiosity forms like clouds
Unbound and ever-growing
A dome of dreams in great disguises
Into endless shapes and sizes

Curiosity collides
Like gusts of stars and dusts of color
Where the old can be recovered
And the new can be discovered

Pno.

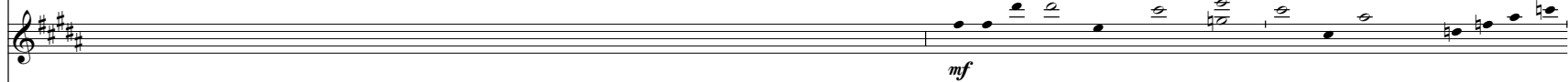


Voice

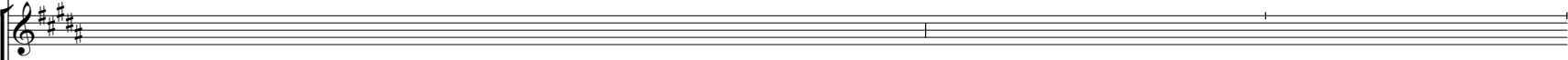


*6 Play freely with spacious effect on

Gr.



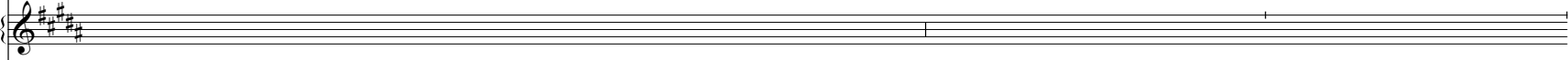
Vln. 1



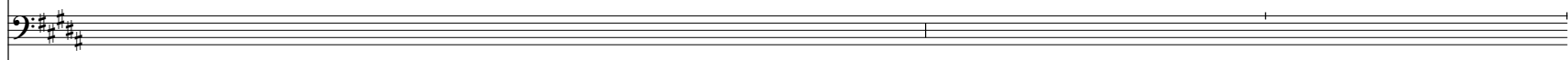
Vln. 2



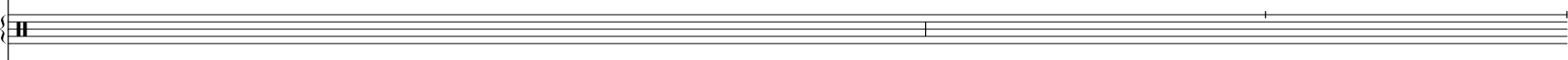
Synth.



S. Bass

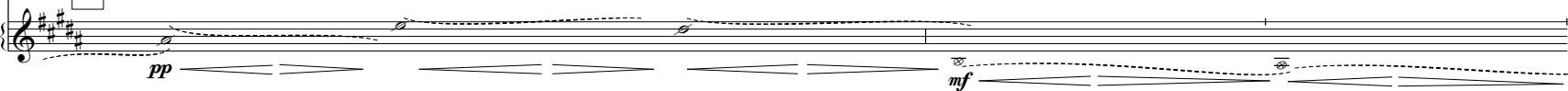


909.



B

Pad



50

♩ = 140

Dialogue

6/4

It travels around the world
 Soaking wisdom, wonder, and excitement
 Through the immortal sky
 The curious mind

Curiosity will it fade

Pno.

Voice

Gtr.

^{*7} Play fast, repeat and diminish with pad

pp

Vln. 1

p

Vln. 2

p

Synth.

S. Bass

909.

Pad

C

60 ♩=145

Dialogue

Or will it eternally shine

The musical score is arranged in a standard orchestral layout. It begins with a key signature of one sharp (F#) and a time signature of 5/4. The tempo is marked as 60 ♩=145. The score includes parts for Dialogue, Piano (Pno.), Voice, Guitar (Gtr.), Violin 1 (Vln. 1), Violin 2 (Vln. 2), Synthesizer (Synth.), Saxophone Bass (S. Bass), 909, and Pad. The Dialogue part has the lyrics "Or will it eternally shine". The Piano part features a melodic line with a *mf* dynamic. The Guitar part has a short melodic phrase at the end with a *mf* dynamic. The Synthesizer part has a sustained chord with a *mf* dynamic. The Pad part has a sustained chord with a *mf* dynamic.

Dialogue **H**

Pno.

Voice

Gtr.

Vln. 1

Vln. 2

Synth.

S. Bass

909.

Pad

f

Dialogue

Pno. *mf*

Voice *f*

Gtr. *f*

Vln. 1

Vln. 2

Synth. *mf*

S. Bass *f*

909 *f*

Pad

Dialogue **H**

Pno. *mf* **Will it fade**

Voice *mf* *f*

Gtr. *mf* *f*

Vln. 1

Vln. 2

Synth. *mf*

S. Bass *mf*

909. *mf*

Pad

Dialogue

Pno. *mf*

Voice *f*

Gtr. *f*

Vln. 1

Vln. 2

Synth.

S. Bass *f*

909 *f*

Pad

Dialogue **H**

Pno. *f*

Voice

Gtr. Overdrive ON till the end *ff*

Vln. 1 *f* *ff*

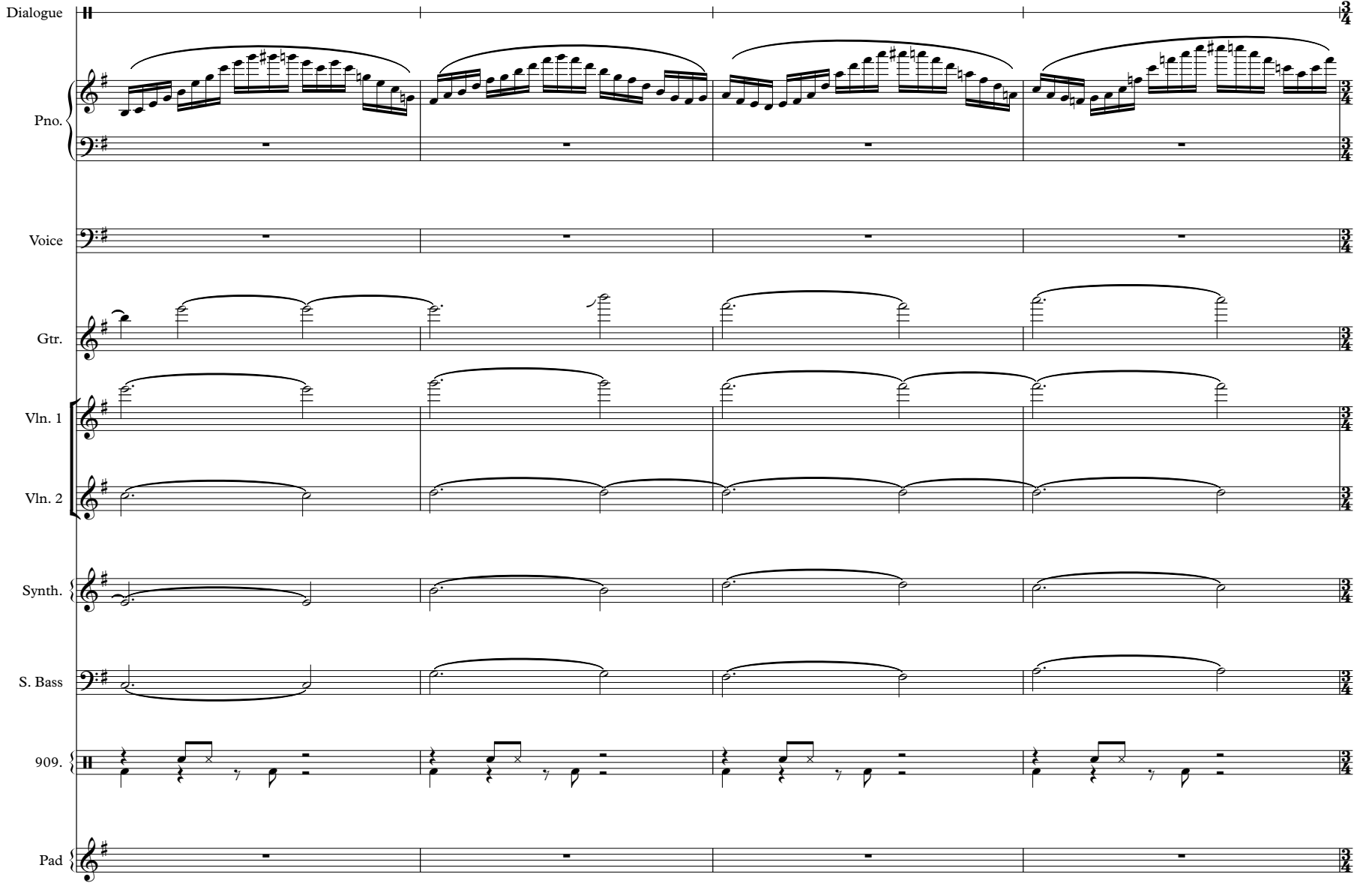
Vln. 2 *f* *ff*

Synth. *f*

S. Bass *ff*

909 *ff*

Pad *mf*

Dialogue 

Pno.

Voice

Gtr.

Vln. 1

Vln. 2

Synth.

S. Bass

909.

Pad

Dialogue

Pno.

Voice

Gr.

Vln. 1

Vln. 2

Synth.

S. Bass

909.

Pad

Dialogue

Musical score for Dialogue, featuring the following instruments and parts:

- Pno.**: Piano part, mostly rests.
- Voice**: Bass clef, starting with a *ff* dynamic. Includes slurs and fingerings (e.g., 2).
- Gtr.**: Guitar part, starting with a *ff* dynamic. Includes slurs and fingerings (e.g., 2).
- Vln. 1**: Violin 1 part, starting with a *ff* dynamic. Includes slurs and fingerings (e.g., 2).
- Vln. 2**: Violin 2 part, starting with a *ff* dynamic. Includes slurs and fingerings (e.g., 2).
- Synth.**: Synthesizer part, starting with a *f* dynamic. Includes slurs.
- S. Bass**: Sub Bass part, starting with a *ff* dynamic. Includes slurs.
- 909**: Drum part, starting with a *ff* dynamic. Includes slurs.
- Pad**: Pad part, mostly rests.

Dialogue

Pno.

Voice

Gtr.

Vln. 1

Vln. 2

Synth.

S. Bass

909

Pad