

Wether? Weather!

by Alec Trumble

2014

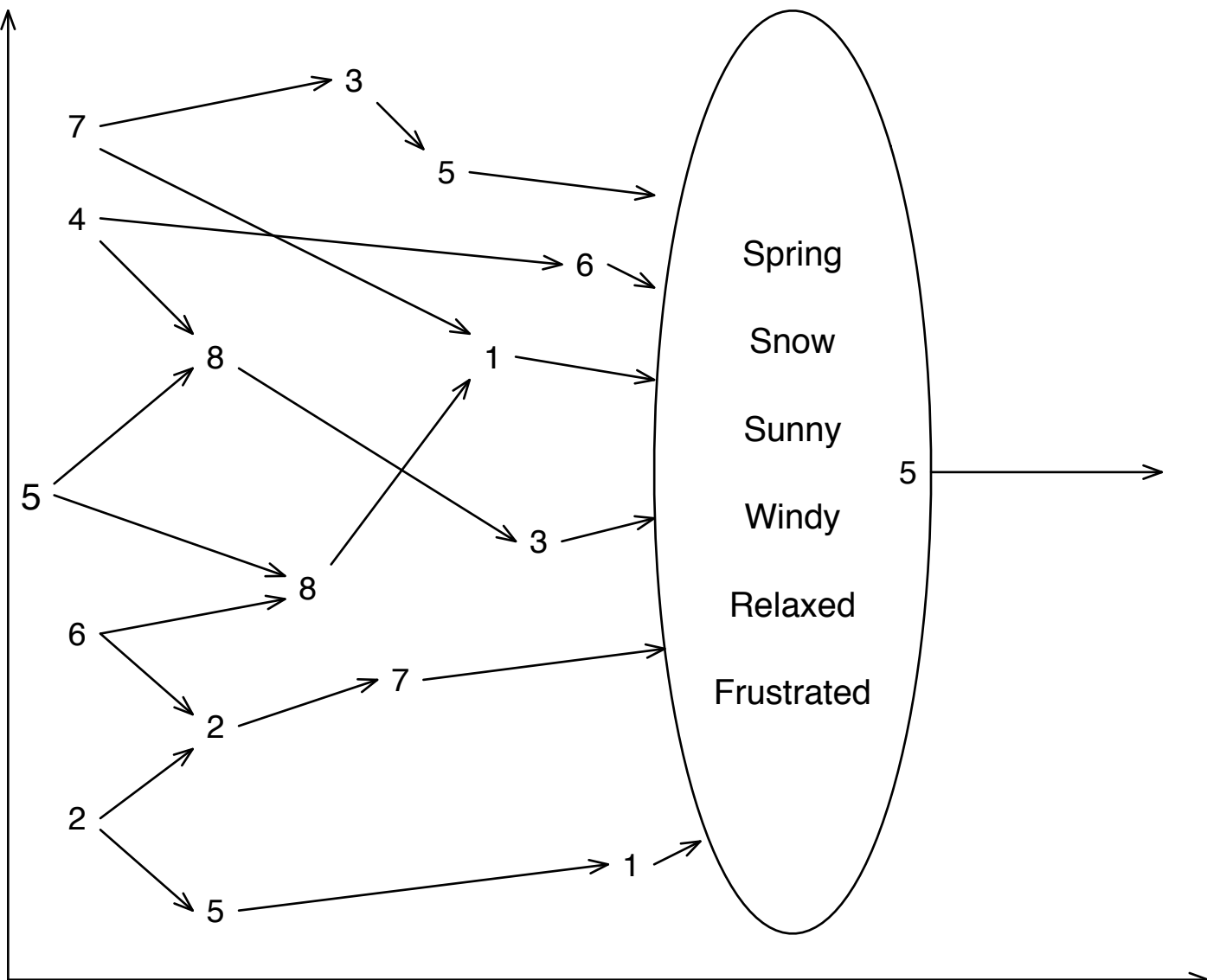
Instrumentation: 4-5 Improvisors

Duration: ~7:00

Whether? Weather!

1. Each number is assigned a gesture or rhythmic motive
2. Take the gesture or motive assigned to each number and develop it over time
3. The height of the number on the graph (frequency or y axis) determines the register you should be playing in
4. The time or x axis does not have any set value. It is there merely to indicate the order in which the events should occur
5. One player begins playing the motive assigned to number 5 at the far left of the graph. Other players should pick a different path to follow and enter when they feel
6. Take as long or as short as you feel necessary to develop the gesture or motive and progress forward
7. When you arrive at the oval choose one of the words and express it as best you can
8. When you feel all the other players have arrived inside the bubble begin to play the motive assigned to number 5
9. Once everyone is playing motive 5 the group should begin searching for an ending

F
R
E
Q
U
E
N
C
Y

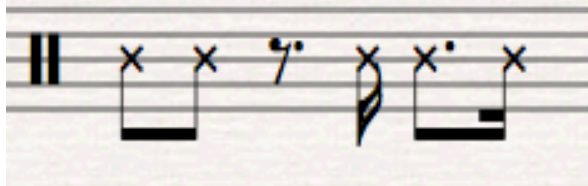


T
I
M
E

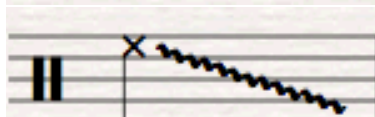
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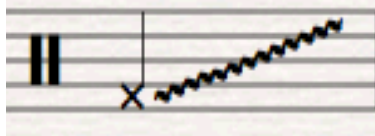
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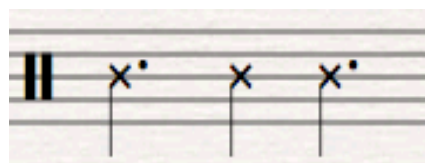
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4



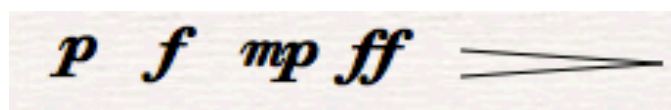
5



6



7



8

