

TWO WORLDS

MOVEMENT III

SCOTT LEAKE

22"

BELL-LIKE TIMBRES WITH OVERLAPPING REPEATED RHYTHM PATTERNS. DYNAMICS START SOFT AND GRADUALLY REACH A MODERATE LOUDNESS LEVEL.

24"

SHORT STATEMENTS CONTAINING FRAGMENTS OF DIFFERENT PIECES OF MUSIC. THESE STATEMENTS BEGIN WITH A PIECE FOR SOP. SAX AND PROCEED THROUGH SEVERAL ELECTRONIC WORKS. SOME PROCESSED BY THE COMPUTER, OTHERS ARE NOT.

COMPUTER

46"

37"

THIS SECTION CONSISTS OF VERY SHRILL TIMBRES THAT ARE DERIVED FROM COMPUTER PROCESSES BEING APPLIED TO THE SOP. SAX. THE DYNAMICS ARE CONSIDERABLY SOFTER, AND THE TEXTURE IS NOT AS DENSE AS PREVIOUS SECTIONS.

42"

PROCESSED SAX MUSIC CONTINUES AS THE TEXTURE BECOMES MORE DENSE. DRONE LIKE SOUNDS AND SWEEPING NOISES BUILD THE DYNAMICS AND TEXTURE OF THIS SECTION.

CPU

2:07

1:07

THIS SECTION IS INTRODUCED BY A VOICE-LIKE SOUND THAT INTONES A MAJ7TH CHORD WITH AN ADDED 4TH. THE SECTION PROCEEDS WITH FRAGMENTED ACOUSTIC GUITAR AND ELECTRONIC PIANO SOUNDS. TEXTURE IS DENSE AT TIMES. THE SAME TIMBRE THAT INTRODUCED THE SECTION ALSO CLOSES IT.

21"

HIGH PITCHED SWEEPING SOUNDS ALONG WITH THE HAUNTING SOUNDS OF A VIOLIN LIKE ELECTRIC GUITAR, LOW PITCHED ACCENTED SOUNDS BEGIN TO BUILD THE DYNAMICS AND TEXTURE.

CPU

3:36



37"

FRAGMENTS OF ROCK-LIKE MUSIC ARE OVERLAP WITH FRAGMENTS OF THE FORTHCOMING JAZZ SECTION AND HAND CLAPPING. THE TEXTURE BECOMES EVEN MORE DENSE. THE DYNAMICS BUILD, THE INTERACTION OF DIFFERENT MUSICAL CLIPS CAUSES THE RHYTHM TO BE MORE MANIC.

15"

SWEEPING NOISE MIXES WITH THE ALREADY MANIC TEXTURE. THE MUSIC REACHES A POINT OF EXPLOSION AND DISSIPATES AS MOVEMENT IV BEGINS.

WATCH THE SCREEN FOR MESSAGES READY CONDUCT! MEASURES

CPU

4:18



CPU



CPU

