

SPRING

Jemil Payet

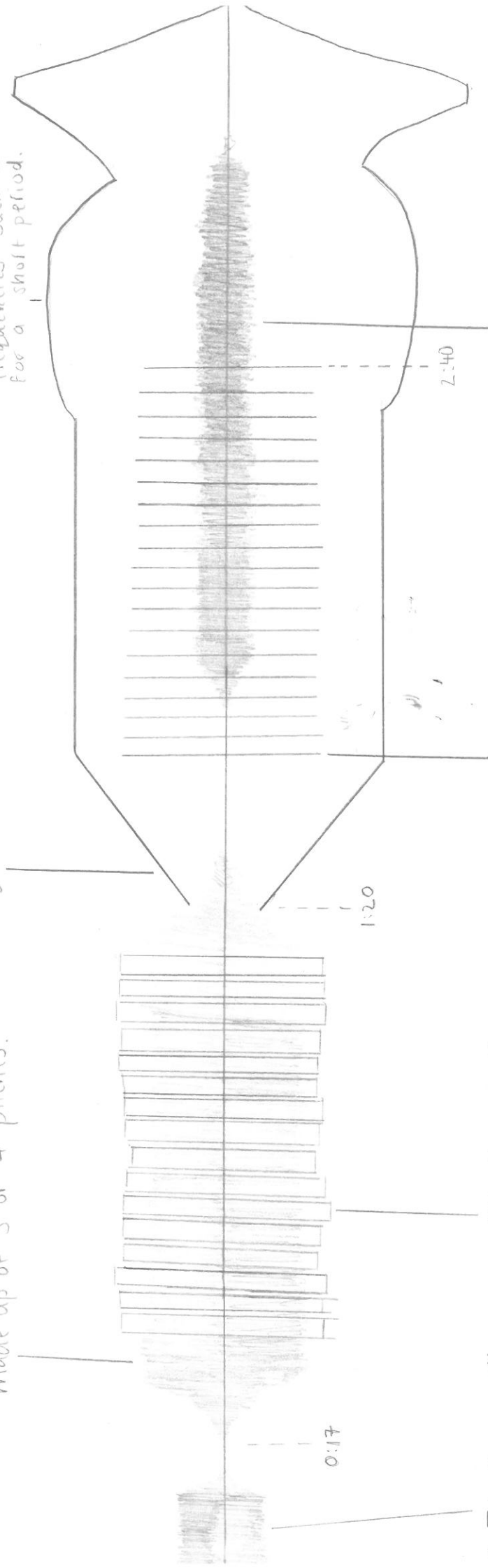
OPEN SCORE

1. Record a pitched sound.

3. Using the same 1-2 second loop, repeatedly play chords made up of 3 or 4 pitches.

5. Loop under 1 second of a percussive part of the recording. Play $\frac{1}{24}$ notes using any pitch. Remove some of the higher frequencies to create a warmer sound.

slowly add the higher frequencies back in for a short period.



2. Take the recording and loop between 1-2 seconds of it. Play a single note that is held.

4. Take the recording and make a loop of as little of it as possible. This will create a high pitched tone that can be sustained. Using the same pitches that were used in step 3, repeatedly play the same chords.

6. Stretch the recording out. This will create some percussive noises. Take a very small part of the percussive noise and repeat it. This will create a rhythmic pulse.

7. Loop 3-4 seconds of the recording. Create an arpeggio using pitches of your choice. Also, use chromaticism. Slowly increase the length of notes.