

Network C/R

for dance,
electronic tape,
and optimal musicians
to Suki Dewey

Dempster

1 Sept 1975

— First Version —

The music for this dance is designed and composed for areas of the body. The areas are erotic, stable², static, outline, trajectory, vox and vector, and each has its own motional context.

The sound is developed through technique of sequence and overlap (on the dancer), as well as echo, overlap, sequence and repetition in the accompanying electronic tape. An (optional) soloist or soloists may develop these ideas with the structural outline provided.

The intention of the music & the electronic design of the costume is to provide several levels of sonic

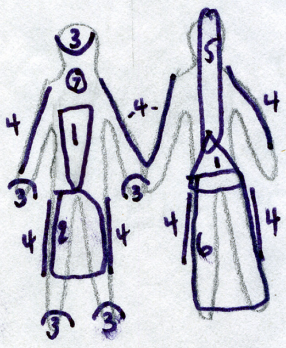
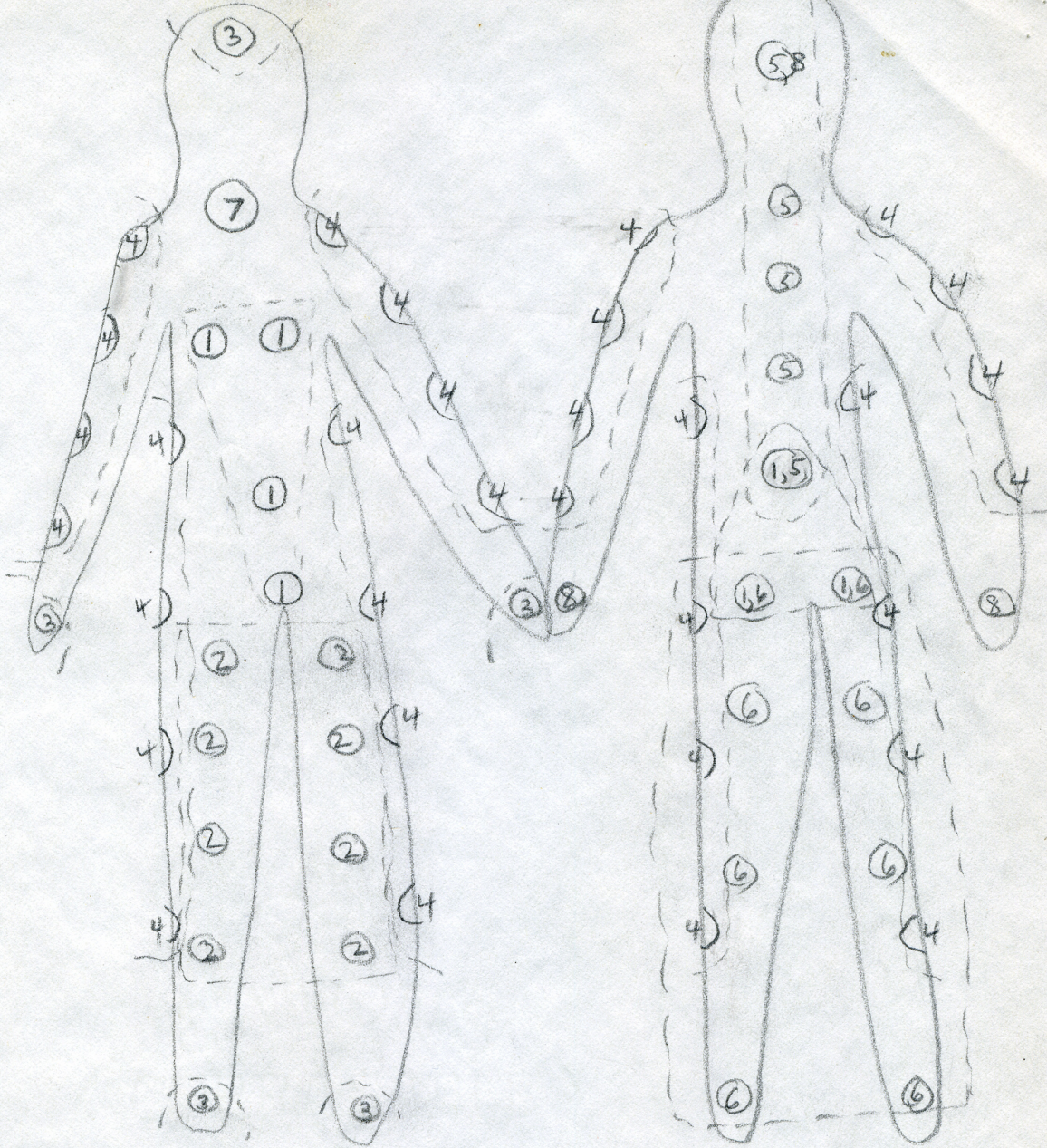
"descriptive" of the body, not as explanatory, but as an abstract notational guideline that presents, dissects & reassembles the body before the audience.

The dancer will control the manner in which the body "sounds", but the score provides for the time the parts of the body will sound. This opens options, for example, of expressive use of the muscles to develop rattle and changes; to use silent parts of the body to make others "speak"; to visually ~~and~~ ^{+ aurally} counterpoint body motions as some filmmakers have attempted with overlapping frames.

D.K.

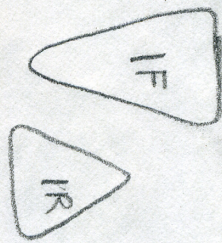
FRONT

BACK



Speaker locations

Erotic
(FRONT/REAR)

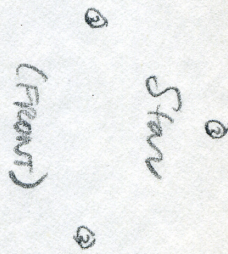


Density - 7

Stabile I
(FRONT)

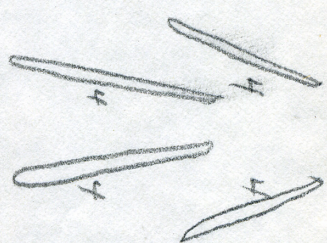


Density - 8



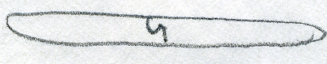
Density - 5

Outline



(FRONT + REAR)
Density - 16

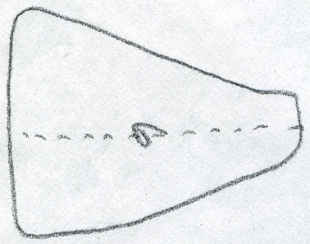
Tryckning



(REAR)

Density - 6

Stabile II



(REAR)

Density - 6

Vox

②

(FRONT)

Density - 1

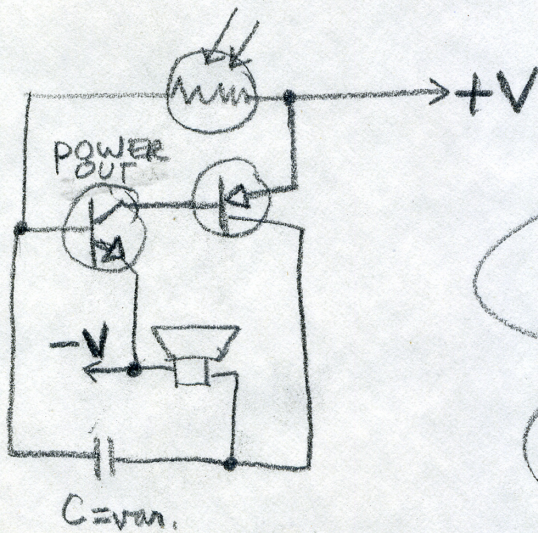
Vector



(REAR)

Density - 3

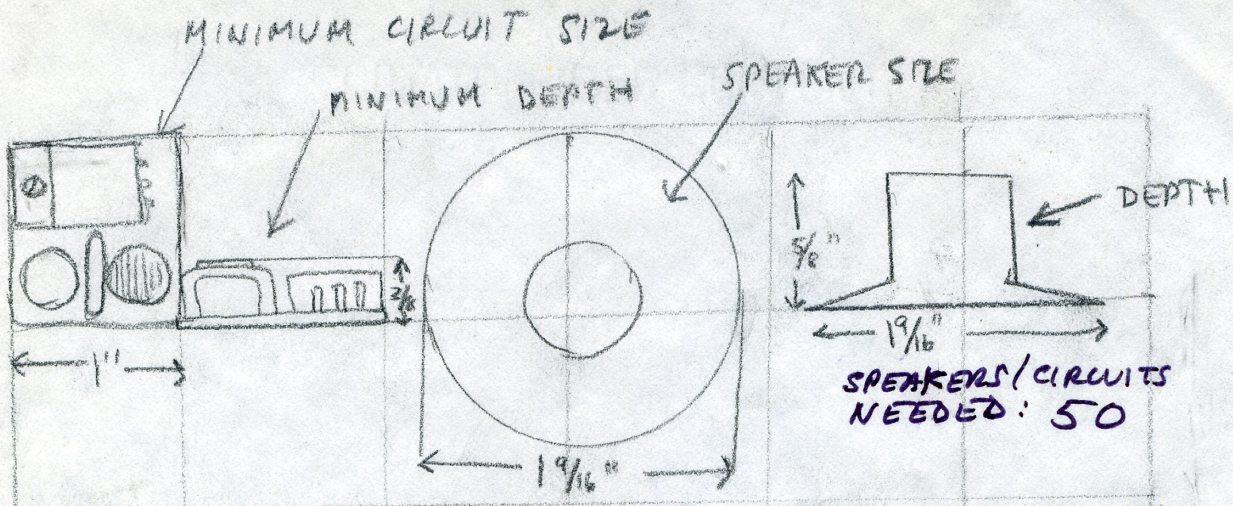
Basic circuit



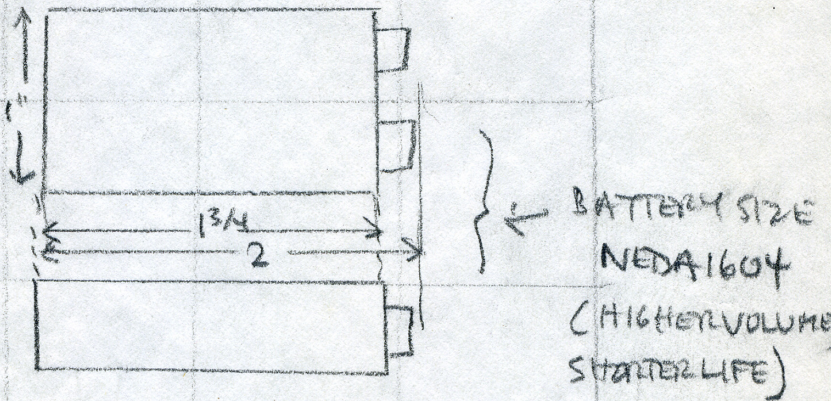
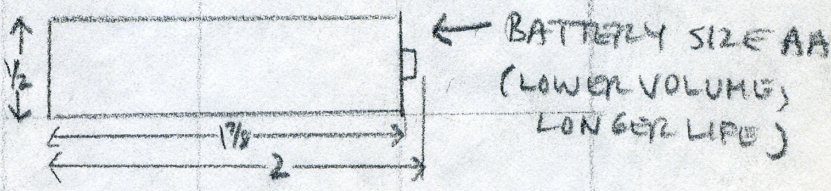
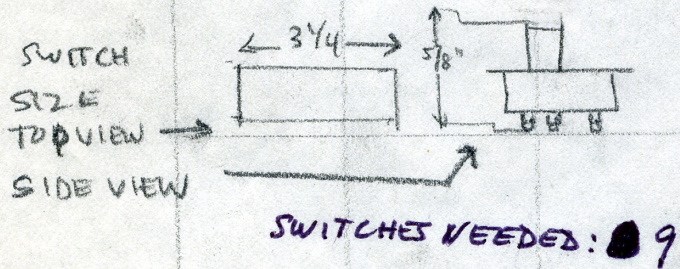
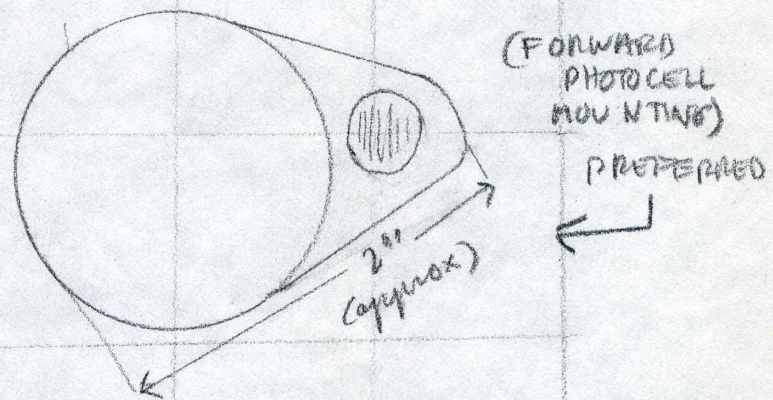
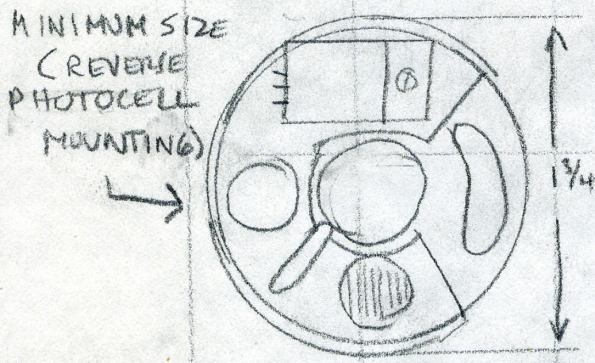
1.5 to 6 V

Ⓝ

- 1 - Exotic - med. freq.
- 2 - Stabilit - low freq.
- 3 - Star - high freq.
- 4 - Outline - arms high/med freq., legs med (low freq.)
- 5 - Trajectory - low (bottom) to high (top)
- 6 - Stabile II - low freq.
- 7 - Vox - med. freq. plus output cap to smooth sound
- 8 - Vector - high center, low extremities



SPEAKERS/CIRCUITS
NEEDED: 50




BATTERIES NEEDED:

29


— COMPOSITIONAL PATTERN —

1R, 5, 6, 8 — (all back)


5 — trajectory (back)

4, 5 — trajectory + outline →  (back + sides)

4 — outline (sides)

3, 4 — outline + star →  (sides + extrem)


3 — star (extremities)

3, 8 — star + vector (front + rear) → 

8 — vector (rear)


7, 8 — vox + vector (front + rear)

7 — vox (front)

2, 7 — stable I + II, vox (front + rear) → 

2, 6 — stable I + II (front + rear)

2 — stable I (front)

1F, 2 — erotic + stable I (front) → 

1F — erotic (front)

1F, 1R — erotic (front + rear)

1R — erotic (rear)

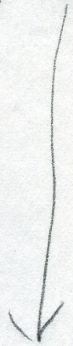
5 — trajectory

5, 8 — trajectory + vector

5, 6, 8 — add stable II

- IR, 5, 6, 8 - add exotic rear
- IR, 4, 5, 6, 8 - add outline
- IR, 3, 4, 5, 6, 8 - add star
- IR, 2, 3, 4, 5, 6, 7, 8 - add stable I and vox
- IF, IR, 2, 3, 4, 5, 6, 7, 8 - add exotic front
- IF, IR, 2, 3, 4, 5, 7, 8 - remove stable II
- IF, IR, 2, 3, 4, 7, 8 - remove trajectory
- IF, 2, 3, 4, 7, 8 - remove exotic rear
- IF, 2, 3, 4, 7 - remove vector
- IF, 2, 3, 7 - remove outline
- IF, 3, 7 - remove stable I
- IF, 7 - remove star (exotic front took mly)
- IF, 7 - vox alone

moving back



to



front

begin page

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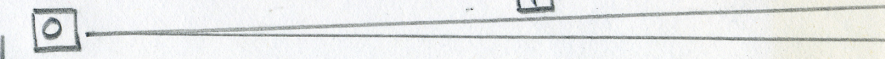
57

58

00:00

Dancer
TRACK 1

STAGE LIGHTING
MARKINGS APPEAR
ON TRACK 1
MARKED IN INTENSITIES
FROM 0 to 9



TACIT

TRACK 2

SOUND VOLUMES 1 to 9

TACIT

TRACK 3

THE APPEARANCE OF THIS
SYMBOL: \diamond ON ANY LINE (LIGHTING,
DANCER,
MUSICIANS)
INDICATES THE END OF A
SECTION OF COMPOSER'S
INSTRUCTIONS. (EXCLUDES SWITCH
CHOICE FOR DANCER). * INDICATES
NEW INSTRUCTIONS.

TACIT

TRACK 4

TACIT

Dancer
TRACK 5

BODY SECTION SWITCHES
APPEAR ON TRACK 5
MARKED FROM
F to 8 WITH
OVERLAPS MARKED THUS 1/8

1R/5/6/8 on

no motion at opening,
center of floor

Musicians
TRACK 6

TACIT

begin page

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58

01:00

3

4

02:00

5

TRACK 1

TACIT

TRACK 2

TACIT

TRACK 3

TACIT

TRACK 4

TACIT

Dancer
TRACK 5

1R/5/6/8

motinless

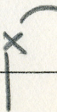
Musicians
TRACK 6

TACIT

motin
begins



2 x
GONG or
EQUIVALENT



begin page

01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59

TRACK 1

TACIT

SQ. W. RISES
IN PITCH (UNMOD)

TRACK 2

TACIT

SQ. W. RISES
IN PITCH (UNMOD)

TRACK 3

TACIT

SQ. W. RISES
IN PITCH (UNMOD)

TRACK 4

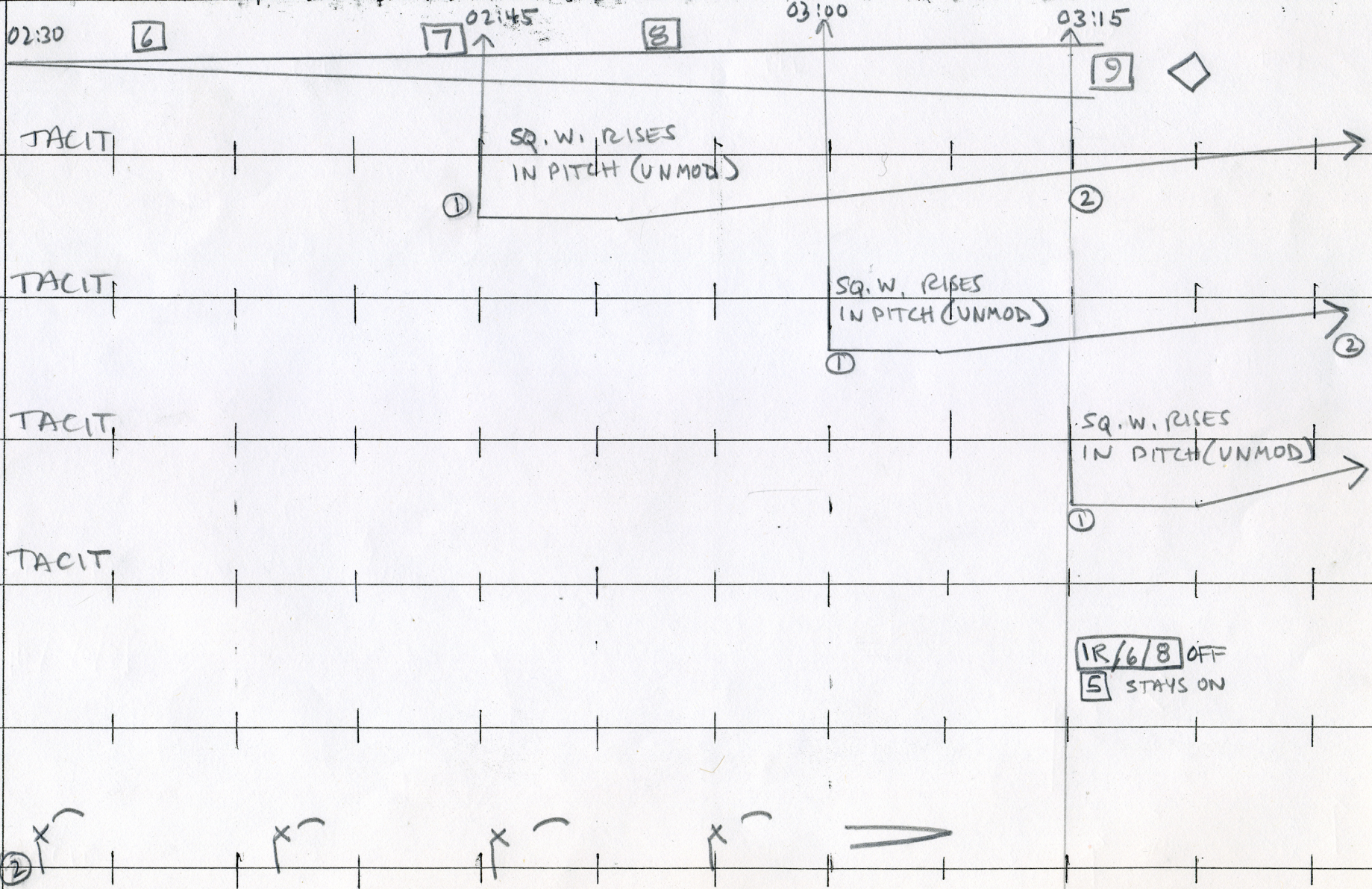
TACIT

Dancer
TRACK 5

IR/6/8 OFF
5 STAYS ON

Musicians
TRACK 6

(GONG)



03:30

TRACK 1

RISING SQ. W.

OUT OF RANGE OF HERTZ

TRACK 2

RISING SQ. W.

TRACK 3

RISING SQ. W.

TRACK 4

WHITE NOISE; MOD OSC 3 ENVELOPE 0-4-0, AUTO TRIGGER.

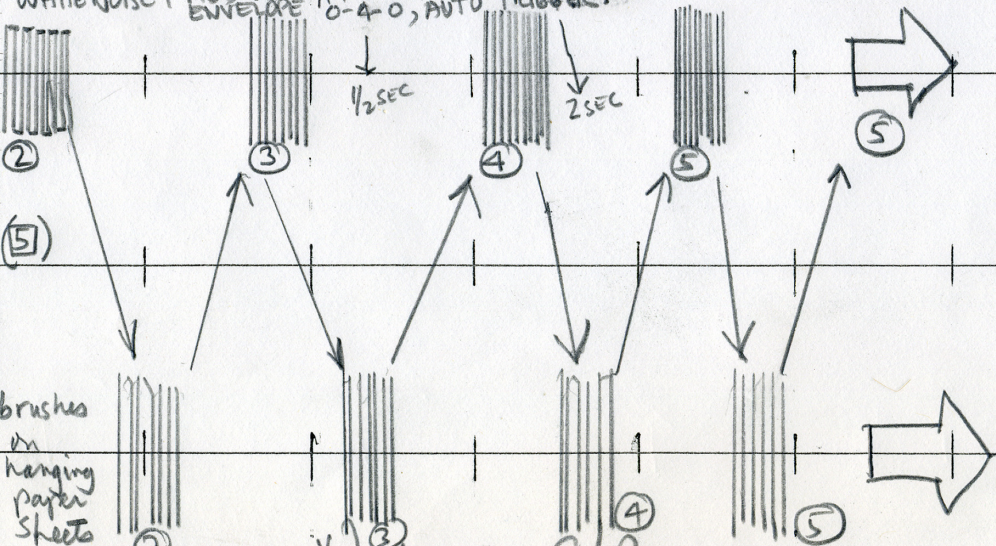
1/2 SEC

2 SEC

Dancer TRACK 5

Miscian TRACK 6

brushes on hanging paper sheets



begin page

01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59

TRACK 1

04:00

04:10

04:20

04:30

04:40

05:30

REGULAR WHITE NOISE RHYTHM, FILTER 6

(6)

REGULAR WHITE NOISE RHYTHM, FILTER 4

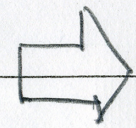
(6)

OUT OF RANGE OF HEARING

OUT OF RANGE OF HEARING

OSC 2 IN 15 Hz FILTER IN OSC 3 1 Hz

TRACK 4



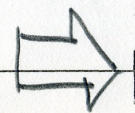
continues

(7)

Dancer TRACK 5

(5)

Musician TRACK 6



continues

(7)

begin page

01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59

05:40

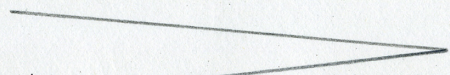
05:56

06:15

06:45

TRACK 1

(WHITE NOISE RHYTHM)



TRACK 2

(WHITE NOISE RHYTHM)

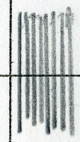


TRACK 3

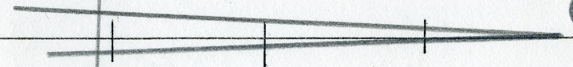


2

TRACK 4



condemns



3

Dancer

TRACK 5

5



5

stays on

4

on

5

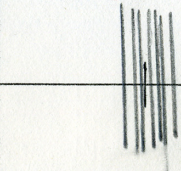
off

4

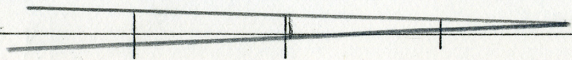
stays on

Musicians

TRACK 6



condemns



3

that's all



4

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TRACK 1
07:00

OSC 1 - RAMP
OSC 2 - RAMP
MOD FILTER IN
OSC 3

(FASTER THAN TRACK 3)
5TH

TRACK 2

OSC 1, 2
MOD FILTER IN
OSC 3

(FASTER THAN TRACK 1)
5TH

TRACK 3

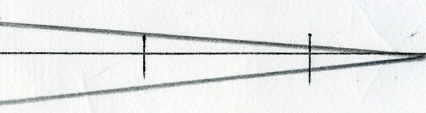
TRACK 4

Dancer

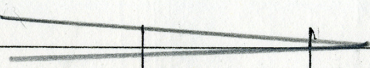
TRACK 5

Musician

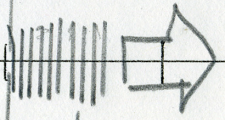
TRACK 6



(4)

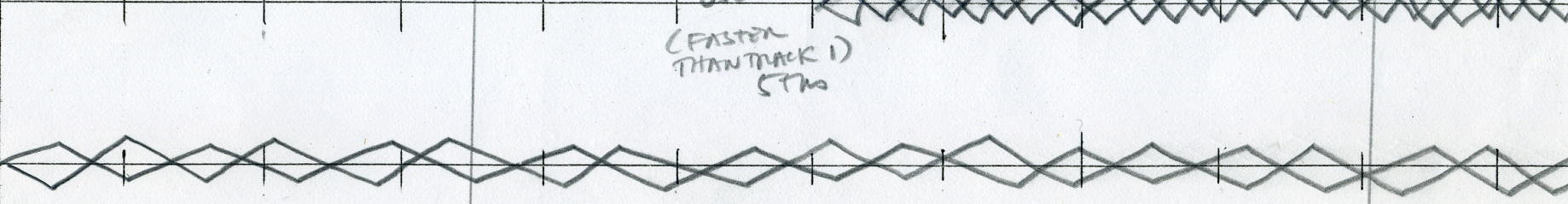
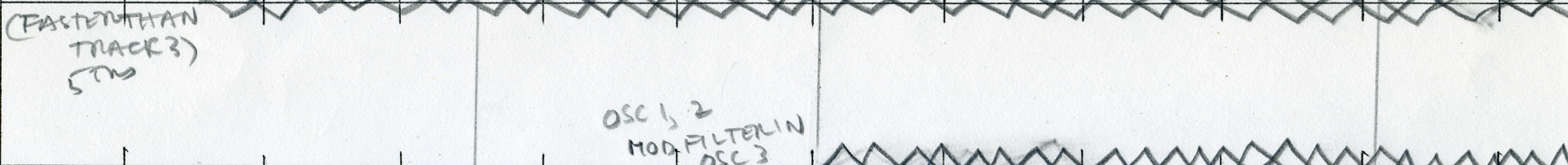
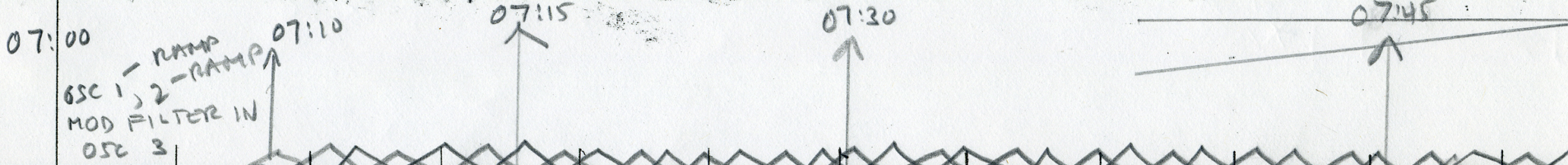


LOW FREQ
SINE (FILTER)
ENV 0-0-2
AUTO ATTACK 0
REVERB 0, (but in)



(4)

counterpoint
(4) with low drum
(cello entries)



begin page

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08:00

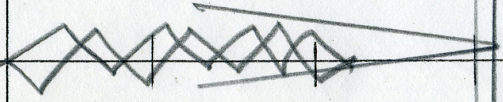
08:15

08:25

2

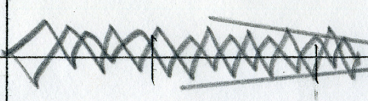
08:50

TRACK 1



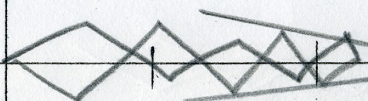
TACIT

TRACK 2



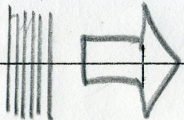
TACIT

TRACK 3



TACIT

TRACK 4



begin to slow

2

lengthen envelope
vary pitch
add reverb...

l-p-n
feeling

* slow movement

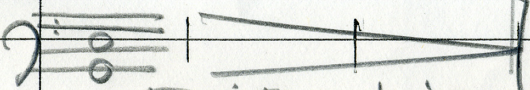
Dancer
TRACK 5

4 stays on
3 on

3 stays on
4 off

3 stays on
4 off

Musician
TRACK 6



counterpoint continues

begin to slow

4



begin page

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09:15

09:30

11:00

11:30

11:40

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12:00

12:10

TRACK 1

TACIT

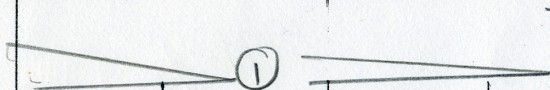
TRACK 2

TACIT

TRACK 3

TACIT

TRACK 4



Dance
TRACK 5

(3)

see page
9A

8 stays on
7 on

7 stays on
8 off

Musicians
TRACK 6

*TACIT

mc

begin
"natural
setting"
1

begin
"natural
setting"
1

begin
"natural
setting"
1

begin
"natural
setting"
1

10/1/12

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9:30

10:00

10:15

TRACK 1

TACIT

TRACK 2

TACIT

TRACK 3

TACIT

TRACK 4

TACIT

Dancer
TRACK 5

(3)

* gradually cover
senses

3 stay on
8 on

3 off
8 stay on

Musician
TRACK 6

TACIT

back to page 9

10:15

01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58

2:20

2:55

3:00

13

TRACK 1

TRACK 2

TRACK 3

TRACK 4

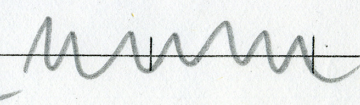
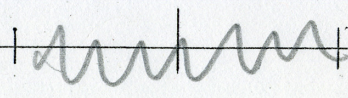
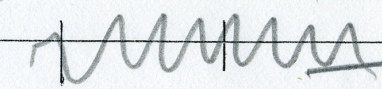
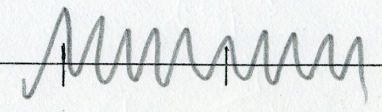
Dancer TRACK 5

Musician TRACK 6

NATURAL HOWL
② ↑
② ↑
② ↑
② ↑

PITCHES BEGIN TO DESCEND TO GROWL

Growl + Humble
Growl + Humble
Growl + Humble
Growl + Humble
Growl + Humble



7 stay on
2/6 on

7 off
* stamping, etc.
12/6 stay on

2 stay
6 off

TACHT

play ◊

Nature clip

begin page

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TRACK 1

Grnd +
Mute

13:45

①

begin
Scale

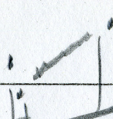
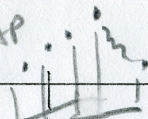
②

+ reverb

TRACK 2

oct. L+U.
KEYBD OSC in
FILTER
plus PORT.

③



etc



TRACK 3

Grnd +
Mute

①

begin
Scale

②

+ reverb

TRACK 4

Grnd +
Mute

①

TACT

Dancer
TRACK 5

②

② stays on
①F on

①F stays on
② off

①F stays on
①F on

①F off
①F stay

Musical
TRACK 6

*

begin page

01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59

TRACK 1

TACT

16:00 16:10

factor
scals

⑦

TRACK 2

TACT

OSC 123 in EXT1
FILTER 00 in EXT1
KEYB OSC
ENV 0-1-2
REVERB

RAN-
DOM

16:30

TRACK 3

TACT

factor
scals

⑦

TRACK 4

TACT

regular low freq. env 0-0-1
rhythm $\Delta = ca. 120$ auto

Dance
TRACK 5

1R off
5 m

5 stay on
8 m

5/8 stay on
6 m

5/6/8 stay on
1R m

1R/5/6/8 stay on
4 m

Musicians
TRACK 6

TACT

random
percussion

RAN-
DOM

16:40

8

16:50

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TRACK 1

TRACK 2

TRACK 3

TRACK 4

Dancer

TRACK 5

Mission

TRACK 6

17:00

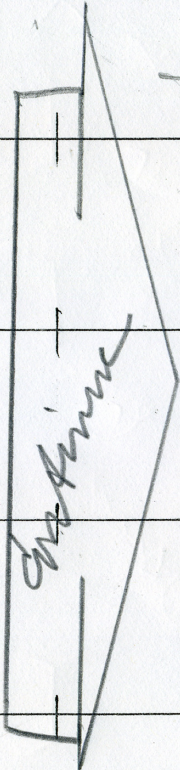
17:10

17:20

17:30

17:40

17:50



9

8

3

2

1

3

3

3

2

1

2

1

2

1

1R/4/5/6/8 stay on

1R/3/4/5/6/8 stay on

1R/2/3/4/5/6/7/8 stay on

1R/1R/2/3/4/5/7/8 stay on

1R/1R

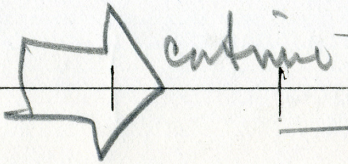
3 on

2/7 m

1R on

6 off

5



NET 10/10

begin page

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18:00 [6]

18:10 [5]

18:20 [4]

18:30 [3]

18:40 [2]

TRACK 1

TACIT

TRACK 2

TACIT

TRACK 3

TACIT

TRACK 4

TACIT

Duncan
TRACK 5

[1F/2/3/4/7/8] stay in

stay in

[1F/2/3/4/7] stay in

stay in

[1F/2/3/7] stay in

stay in

[1F/3/7] stay in

stay in

[1F/7] stay in

stay in

[1] off

[8] off

[4] off

[2] off

[3] off

Morris
TRACK 6

TACIT

Next up C/P

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18:50 (12)

19:15

TRACK 1

TACUT

TRACK 2

TACUT

TRACK 3

TACUT

TRACK 4

TACUT

Danen

TRACK 5

IF/7

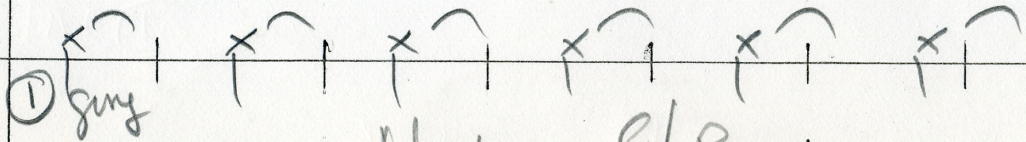
* cover IF sensor slowly

IF 7

off stage

Musicien

TRACK 6



M + ... e/R

conting

WHITE NOISE/FILTER IN WIND MODE

①

pan

①

01

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TRACK 1

TRACK 2

TRACK 3

TRACK 4

Dance TRACK 5

Musical TRACK 6

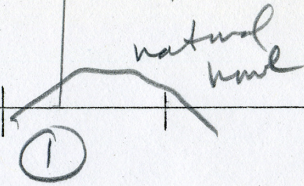
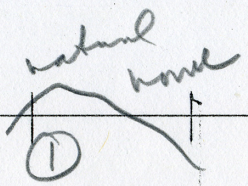
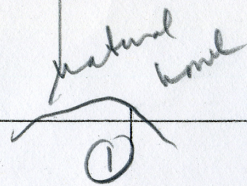
20:00 (6)

20:10

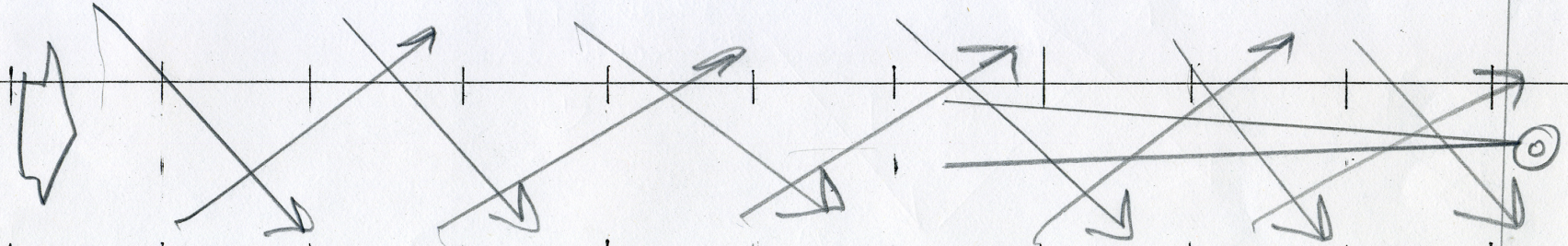
20:20

20:45

21:00 (7)

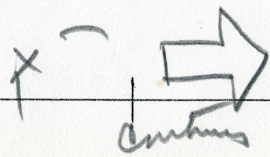


WHITE NOISE FILTER



(7)

* lying face up



alter clip

