

Kasper T Toeplitz

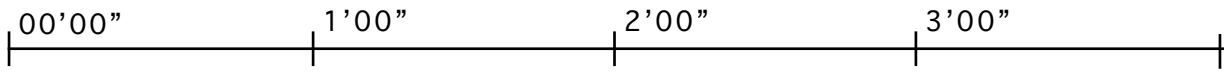
# DUST RECONSTRUCTION

2007



*Entre blocs de matière sonore aux contours flous, mouvements esquissés et réduction des sons en leur particules, c'est le mot d'évanescence qui vient – poussières toujours recomposées, laissant apparaître ou deviner tel chemin possible dans la partition, ou tel micro-détail.*

*Une musique de temps arrêté, un flot immobile.*



1'10" INFINITE Inside the static block (300Hz - 900Hz) plays a long (infinite...) straight line of diffused, broken, distorted, almost unheard, *ppp* sound at 600 Hz

3'50"

then adds new sounds, also straight lines, *ppp*, in the 500Hz-600Hz ambitus. Very microtonal. Create a beating region. It all is carried by long delays, fading out slowly. 7 sounds/pitches

SLOW ATTACK with a very noisy, breath-like sound, around 400Hz

1'00" BREATH SOUND BREATH SOUND enters. Fragile. *mp*

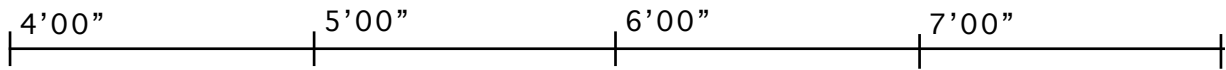


SLOW ATTACK

0'30" PITCHED SOUND/NOISE Noisy sound, breath. Long waves in the same 300Hz - 900Hz ambitus. Sounds are stocked in delays, which overlap. It gives more "motion", or movement, to the static cloud. The delays can evolve, slowly modifying their structure

0'10" ELECTRONIC NOISE ELECTRONIC NOISE in. *mf*. Calm, noise in the band on 300Hz - 900Hz. Electronic sound, a very "neutral" breath, a long, quiet crescendo. Very still, motionless.





6'10" with a very clear, pure sound, play lines in the HIGH LINES/LIGHT 1500Hz-1600Hz ambitus.

The NOISE CLOUD (ambitus) starts to expand

The "floor" stays at 300hz, but the PITCHED SOUND/NOISE should concentrate on the higher region, so that the lows disappear.



PITCHED SOUND/NOISE: silence. The ascension sounds, are still played by the delays, with a slightly different, "diffuse", sound, but tend to fade out



PITCHED SOUND/NOISE starts an ascension, still with only "breath" sounds (mostly unpitched), which climbs up to 1400 hz

6'00"



4'00" ELECTRONIC NOISE ELECTRONIC NOISE fades out in its center. Ascension. Only more "pitched" noises are present. All in the same ambitus (300Hz - 900Hz). ELECTRONIC NOISE concentrates on the upper fringe of the ambitus

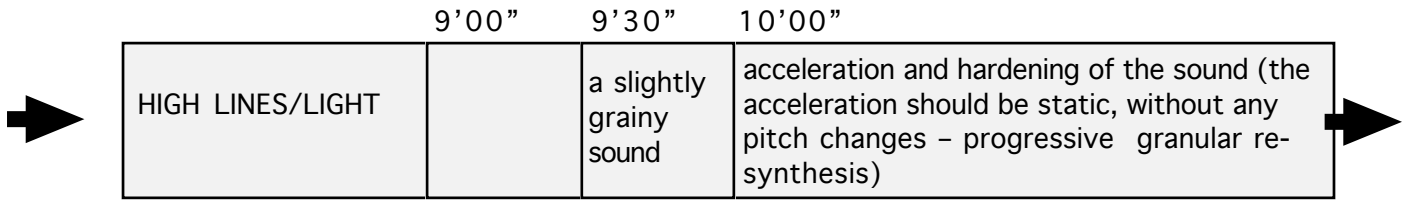
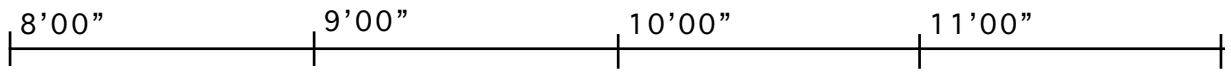


4'00" THICK LINE THICK LINE close to 280Hz. The line is carried by a long delay.

4'00" LOW STATIC RUMBLE long low heavy-subtle rumble on a very low C

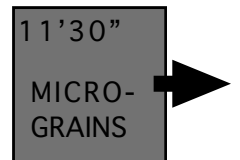
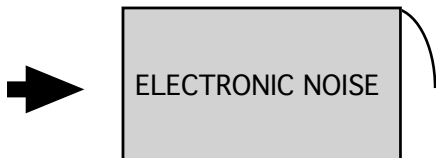


8'00"



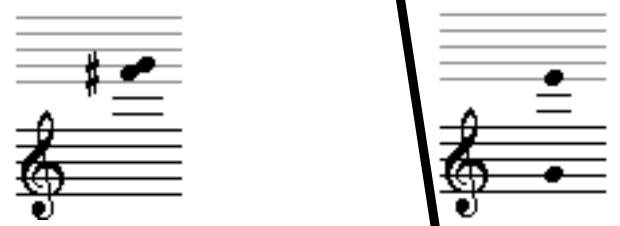
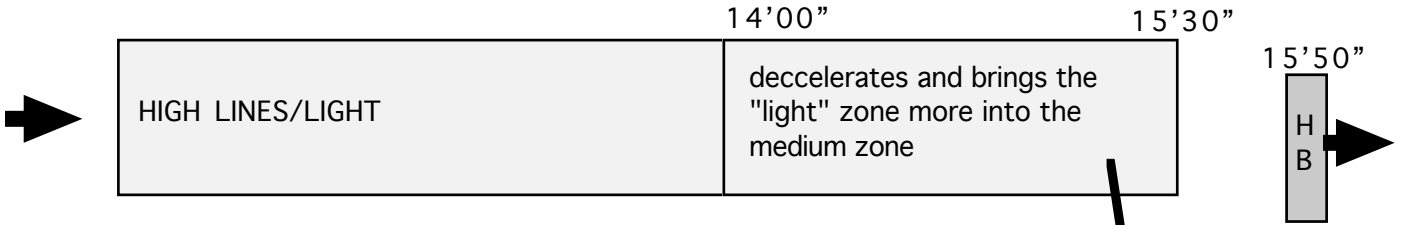
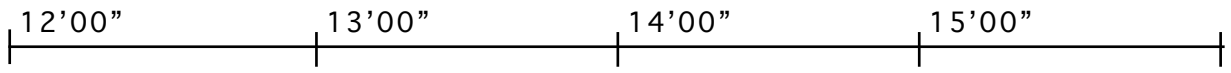
Some or parts of some of those sounds have to be stocked in a delay. The created sound should be felt as "clarity", bringing "light". High but not aggressive

HIGH LINES/LIGHT still in the 1500Hz-1600Hz, are left alone

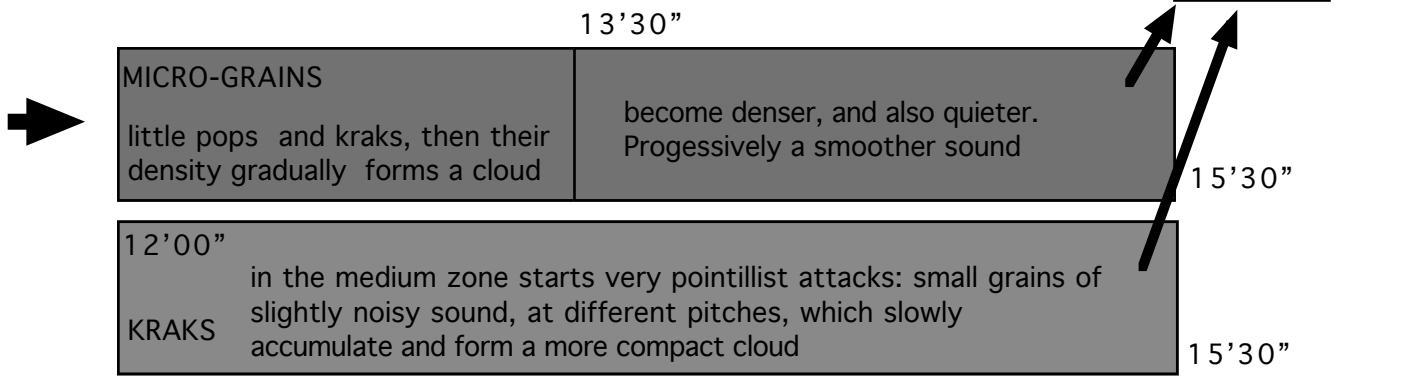
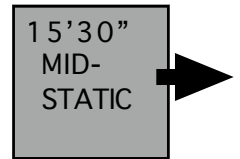


The growing clarity makes all other sounds disappear: first the mediums, then the lows



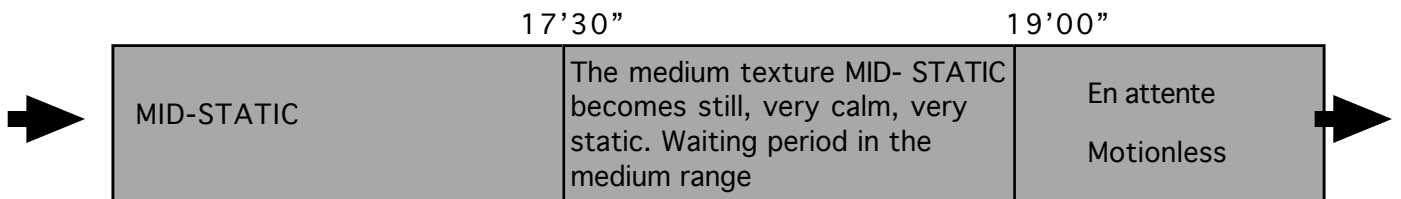
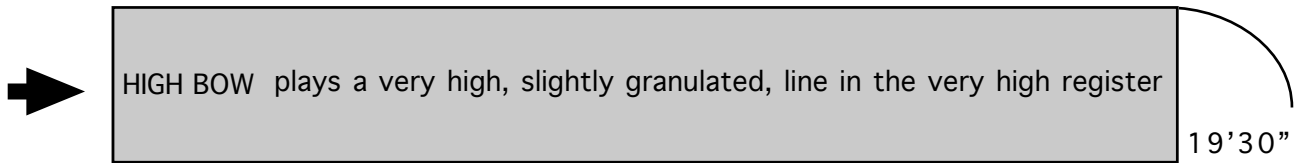
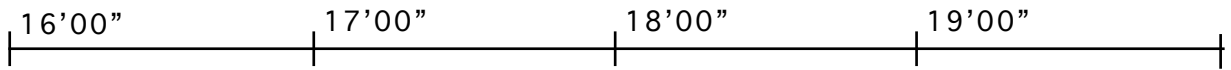


The sound becomes more "noisy", more "airy"

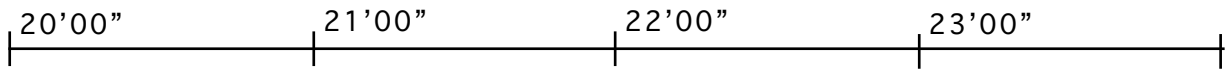


very pointillist sounds. medium range. Very short grains, separated. Progressively form a cloud, but of a low density

the cloud becomes more dense but also quieter: longer grains, less attacks: progressively the sound becomes smoother (between *mp* and *mf*), almost sleek



The LINES/LIGHT, ELECTRONICS and KRAKS zones unify in one texture, MID- STATIC. A very calm texture, slowly animated from the inside.



20'30"  
 VERY HIGH PITCHES  
 The 666Hz brings, as a resonance, VERY HIGH PITCHES, sinusoids-like (1600Hz)

21'00"  
 HIGH BOW  
 re-appears. *ppp*, as a shadow which floats for a long time

22'30"  
 CHANT  
 Medium-high shadow. Quasi-static. Distorted, unreal sound. A shadow.

The 666Hz progressively empties the medium zone, when the low register becomes fuller

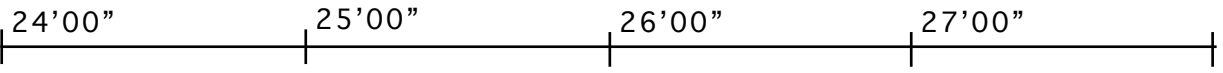
20'00"  
 MID-STATIC  
 sound becomes progressively granulated, and the grains are more and more spaced. The whole sound area disappears, fades away, dissolves

20'00"  
 SPLINTERS  
 splinters of electronic sounds in the medium zone, centered at 666Hz. This sound tends to be progressively filtered until its energy is centred at around 30 Hz

23'00"  
 LOW

21'30"  
 HOLLOW DRONE  
 very hollow and woody sound, low drone at 65Hz, in the remaining low resonances of the 666hz. The sound slightly oscillates, changes.





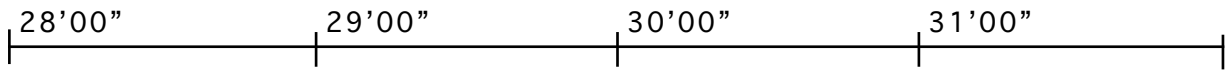
A grey rectangular block with a black border. On the left side, there is a black arrow pointing right. On the right side, there is a black arrow pointing right. Inside the block, the text "CHANT" is on the left and "Cries in emptiness" is on the right.

A small grey rectangular block with a black border. On the right side, there is a black arrow pointing right. Inside the block, the text "27'00\"" is on the top line and "CENTER ENERGY" is on the bottom line.

.....ATTENTE.....


A grey rectangular block with a black border. On the left side, there is a black arrow pointing right. On the right side, there is a black arrow pointing right. Inside the block, the text "LOW" is on the left and "a quiet, low structure. Between breath and nothing" is on the right.

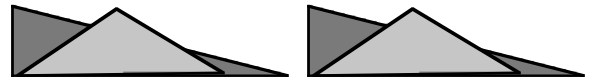
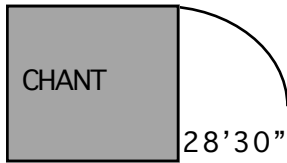
A grey rectangular block with a black border. On the left side, there is a black arrow pointing right. On the right side, there is a black arrow pointing right. Inside the block, the text "HOLLOW DRONE" is centered.



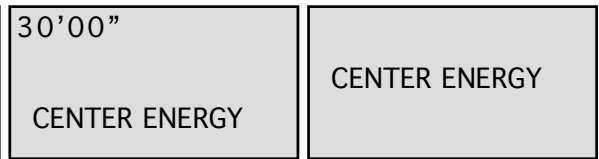
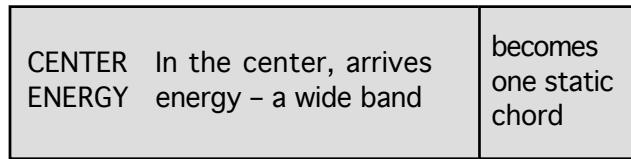
29'50"



 in the 950Hz - 1050Hz zone plays a fragile line, each time with a slightly different resonance/high overtone.

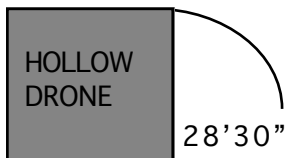
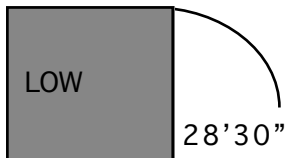


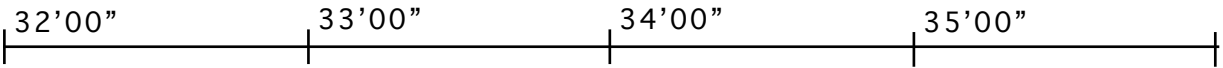
29'30"



The chord is played again and again. 7 times. Pauses, attacked chord. Attack by the CENTER ENERGY, then Crescendo/decrescendo by the RESONANCE

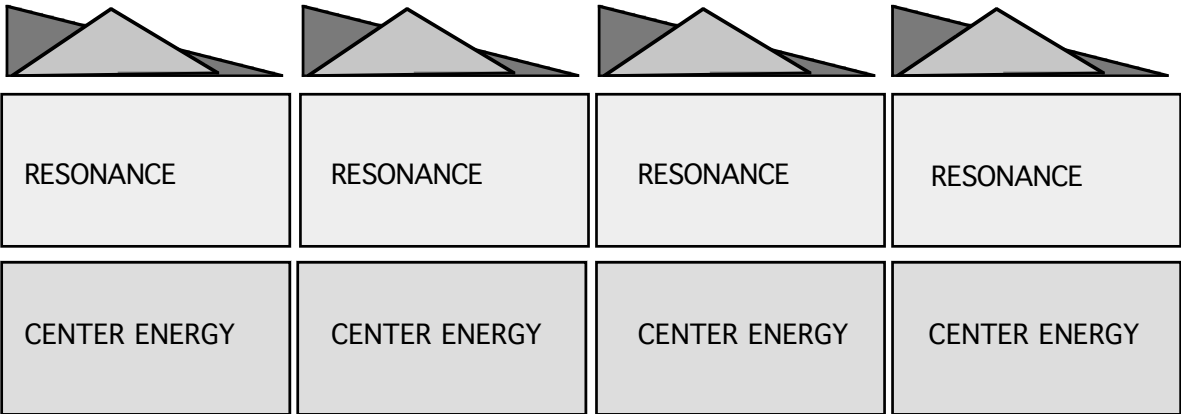
Lows and highs disappear

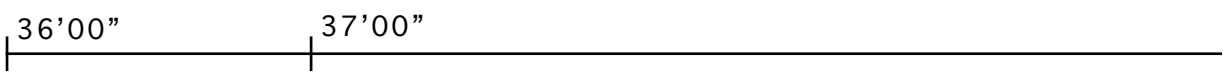




HIGH SHADOW	HIGH SHADOW	HIGH SHADOW	HIGH SHADOW
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7 times, as shadows of the played chords. Can be played with a minimal change of pitch during the course of the note – if so, with a long portamento.





HIGH SHADOW

Last note is immobile.



RESONANCE

CENTER ENERGY

.....silence