

Shadow of Equilibrium

By Joel Bell

For Piano and Electronics

Instructions:

Hold pauses for as long as it takes to fully hear and feel the sound of each chord.

Improvisation terminology

CONTINUE - continue to play material with little variation, save to compliment other features of the music

EXTEND - improvisation should be an extension of previous material, borrowing pitch, rhythm, dynamic and 'feel' from this material

EXTEND TOWARDS - as previous term, only the improvisation should form a bridge to the material following the improvisation

OBJECTIVE - a statement given at the start of the piece, or an improvised section, which defines the overall shape (regarding mid to large scale structure)

SYNTHESIS - combine given material to base improvisation on, or add given material to present improvisation

Shadow of Equilibrium

Slow, thoughtful, introverted
Rubato

$\text{♩} = 60$
pp
sempre *ped.*
pp
pppp
pp

7
ppp
Extend towards *mf* Extend towards Continue
Vary number and intensity of notes
(keep left-hand chord-span within 1 octave)
f

14
Continue with jagged, unpredictable rhythm
Synthesis

16
Synthesis
Synthesis
OBJECTIVE:
Wild abandon

18

slowly cycle through chords, pausing at players' discretion.

Gradually add these notes, one at a time, inbetween the chords, in this order, let them ring into the sound of the chords

Combine the notes being played inbetween the chords into new chords, experiment with their register

Extend

slowly cycle through chords, pausing at players' discretion.

Gradually add these notes, one at a time, inbetween the chords, in this order, let them ring into the sound of the chords

Combine the notes being played inbetween the chords into new chords, experiment with their register

Extend

30

Synthesis

Extend towards

accel.

cont. extend towards

dec.

pp

36 *ppp*

Keyboard (Fender Rhoads with distortion and ring modulator)

*Slow, thoughtful, introverted
Rubato*

43 *Ped.* *pp*

(Cue loop before playing bar)

49 *Piano* *pp*

(Fade loop at peak dynamic of piano improvisation)

53 *Fast as possible* *pp* *Ped.*

♩=90
Keyboard
Cascading

Build up to a 'thunderstorm'
Go between keyboard and piano
Keyboard can be cued to loop

58 *♩=60* *pp* *sempre Ped.*

p pp subito

64

pppp *ppp*

Extend towards

68

Extend towards

pppp *ppp*

5 5 5 5 5 5 5 5

accel.

cont. extend towards

dec.

pp *ppp*