

Anxiety and Discovery

by David Carlton Adams

*for 2 electric guitars
(with optional electric bass)
2-3 performers*

Players begin with noise of indeterminate pitch, fading slowly in from nothing, exploring textures freely. (A 3rd performer may participate in the shaping of the sound by interacting with amplifiers and/or guitar pedals, or by playing electric bass.)

Around 1 minute in, Player 1 may begin to explore more pitched material, followed by Player 2 around 30 seconds later, and optionally Player 3 about 10 seconds later. No player is required at any time to explore explicitly pitched material.

Players should seek to express Anxiety or Discomfort through their sonic choices, increasing in intensity and volume until the 3 minute mark. Toward this end, it is strongly suggested that traditional tonality be avoided in each player's improvisations; at the very least, players should not inhabit the same tonal realm.

From about 3'00" to around 3'30" (plus or minus 10 seconds), this intensity should build to a maximum. Players may approach similar styles at this point or not, but the sound should not be euphonious. Players may vocalize during this section and onward if they feel so inclined.

All material leading up to this point should suggest that some agitating force is at work beneath the consciousness, trying to make itself known with growing insistence.

Around 3'30" (give or take), players fall suddenly to quiet noise. This is the moment of realization. At least one player should play long tones, while at least one reverts to noise. The noise may remain agitated.

This new soundscape should feature a smoother blend between the sonic contributions of each player, and should build slightly before abating again, as the Realization sinks in.

Scordatura is encouraged.

While this score is designed to take place across 5 minutes (as per the need of the circumstances surround its conception), the piece could easily be expanded, for example to up to 8 or even 15 minutes; simply maintain the ratios of timing between each section.

Example Stage Diagram

