# Frameless

[Instructions for a sound installation]

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*Frameless* (2019) is a verbal/graphic score for organizing a sound installation for a group of 4 to 6 performers. During a performance of *Frameless* the audience should be allowed to visit and leave the performance space at any time it wishes.
The score consists of 40 verbal and graphic instructions. The order in which the actions are presented in this score reflects no structural preference on the part of the composer.

- There are 25 verbal instructions for making sound, moving or making an action. Each performer should choose the instructions s/he likes in collaboration with his/her co-players. Each performer of the group should perform **the same amount** of instructions. The distribution of the instructions should be made collectively (not by one individual), through a process of conversation and rehearsal. Do not distribute the instructions in random.
- There are also 15 graphics. Five for a group of 4 people, five for a group of 5 people and five for a group of 6 people. Each graphic is to be performed **by the whole group** (4, 5 or 6 people). This means that by choosing a graphic, performers agree to make a collective action. There are no specific instructions or durations about the graphics. Performers have to decide collectively during the rehearsals how they are going to 'translate' the graphics to sound. They also have to agree on a sign so they will all know when to play a graphic during the performance.

Players should collectively agree in a total performance duration prior to the performance. A performance begins when a player performs an instruction (or, if so agreed, the group could begin with a collective performance of a graphic). From there on each player can freely use any of their instructions **always depending** on what they hear from the group or the environment. In other words they should react in any way (using the instructions at hand) to the group or environmental sound (except for the moment that the group plays a graphic, meaning a collective action).
The piece is completed when the pre-agreed total duration is reached.
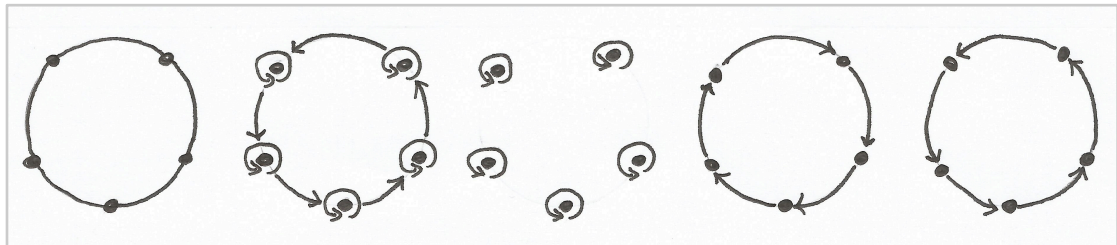No minimum or maximum duration/No frame/Frameless

1. Repeat a calm and quiet melody you like for at least 19 times (no pause between the repetitions except for breathing if the action is performed by a wind instrument)

2. Repeat a quiet long tone 16 times. Make long pauses between the repetitions

3. Play 16 different quiet long tones. Make long pauses between the tones

4. If you hear a long tone, respond by making an extreme slow movement with your hands.

5. If you hear a long tone respond by playing calmly and slowly short quiet tones for 10 minutes

6. Make calm water sounds for 5 minutes

7. If you hear water sounds respond by making a tea (if you want offer a cup of tea to the audience members)

8. If you hear water sounds respond by making calmly and slowly quiet metal sounds

9. Repeat 12 times a sequence of 12 quiet tones, calmly and slowly

10. Use water against other materials for 15 minutes

11. If you hear water sounds respond by calmly reading to the audience a text about water

12. Find a way to make a sound that could continue forever (for example an e-bow on a string) and play the continuous sound for any duration between 10 and 30 minutes.

13. Close your eyes. Play a sound and let it travel through the space. When you fill it, repeat the process. Repeat as many times you like

14. Make a long walk in the space playing throughout a quiet long sound

15. Play a calm and quiet melody consisting of 150 tones (tones may be repeated)

16. Drop calmly the water of one glass to another glass 50 times

17. Repeat a quiet short tone 189 times

18. Play a chromatic scale using at least 50 tones

19. Close your eyes. Hear the sonic environment. Take your time. Hear carefully. Play a calm and quiet continuous sound that ad an interesting layer to the environment. Stop when you cannot hear the sonic environment well. Repeat the process at least 8 times

20. Play a song you like. Play it in such a slow tempo that no one could ever understand what song you are playing. Repeat it at least once

21. Find a way to make a quiet continuous water sound for at least 10 minutes

22. Repeat a calm and quiet sequence of 4 tones 148 times

23. Play a melody that could continue forever

24. Play/Repeat a long tone until you feel that your co-players do not hear it anymore

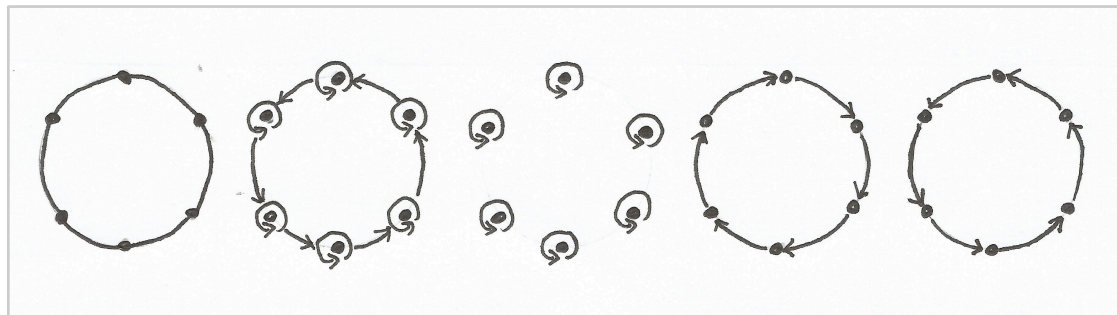25. Play 47 calm and quiet long tones. Make short pauses between the tones

## Graphics for 4 players
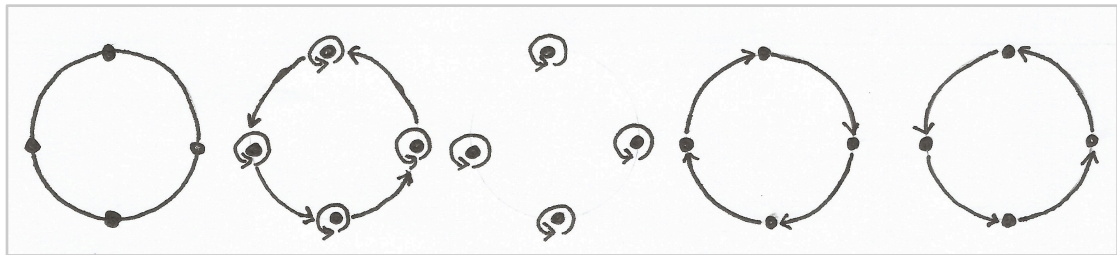


## Graphics for 5 players



## Graphics for 6 players