

Words for Sounds

[a collection of verbal scores]

Alexis Porfiriadis

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Words for Sounds (2010/19) is a collection of verbal scores that have no structural connection with each other. Their purpose is to give ideas for improvisation sessions and not to build a “piece” by combining these scores. Every score in *Words for Sounds* is an autonomous unit.

Dissabandoned

for a group of people

Go to an abandoned home

Listen carefully to the environmental sounds for 5 minutes

[Then]

Create collectively one common continuous sound which matches perfectly with this abandoned place

The sound should last from 30 seconds to 8 minutes

Remember the sound you created (if necessary, note it) and

play it during your next concert precisely as it was (inform the audience how the sound is formed).

Found Object Piece

for a group of people or an orchestra

Choose a part of a music score by a composer you like, originating from any period between 1650 and the present. Agree with your co-players on a total duration of your performance

Play your part as quietly as you possibly can

Repeat your part as many times as necessary and do not make pauses between the repetitions

Begin in time with your fellow players

End with them exactly

Minimum duration: 8 minutes

Song for your people

for one player

Close your **eyes**

Smash the walls around you

And **go**

Take the boat/airplane/car/train

Travel to your favorite place

Keep your eyes **closed**.

Take your **time**

No rush

Travel

Visualise faces you **love**

Talk to them

Tell them you are going to play them some **music**, which is unknown to them,
but which you love

Open your eyes

Play

Canon (*kindoff*)

for string, wind, percussion and a piano players

(string)

Play a glissando from your lowest note, to the highest one

(wind)

Play 12 different notes, starting from plain air to full tone and back to plain air again

(string)

Play 9 different notes, from arco ordinario to arco extreme sul ponticello and back to ordinario

(percussion)

Play on 7 different percussion instruments using metal, wood and membrane

(string)

Play 5 different notes from the lightest arco you can perform to maximal bow pressure and back to the lightest arco

(piano)

Play nail glissandos on 3 different strings (one after the other).
Perform each of the glissandos using the entire length of the string

Perform all the actions slowly (or very slowly), calmly and with the utmost dedication.

Keep dynamics low.

Repeat the whole procedure 1 to 3 times if you wish

Memorandum

for solo performer or a group of people

Fleeting Images

People

Memories

Faces

Visible

Space

History

Movement

Invisible

Listen

for a group of people

play with your fellow performers

listen carefully to what they are playing

don't answer, **don't** let yourself be influenced,

don't follow, **don't** resist

play what you want, **listening** very carefully to what all the others are playing

Joy

for a group of people

let **every sound** you play

celebrate your companionship with your fellow performers

let your **every act** be a response to the joy of playing with them

follow –

help –

complement –

belong

Sound World I

for solo or group of people

Sounds

Your Sound

The World

Your World

Sound Word II

for solo or group of people

use the **sounds** of the **world** around you

bring **your sound** to the **world** around you

FKSOT III

for a group of people

Create a **relaxing** sound-environment with your instruments and/or voices.

Play only isolated tones/sounds, no melodies.

no stress,

no excitement,

no tension,

no intentional sound development,

no perplexity

Use the **music** to calm your thoughts,

to **heal** your stress,

to **relax** your body, to

fly

away

If you sing use only tones or sounds/noises you can perform naturally and without strain.

Remember that you do not have to play constantly but you should make sure that the sound-environment is always present.

6 WHI da EXIt

for a group of people

Play a **free** improvisation

Build a group sound

Hear carefully the group sound and think carefully what you are playing

Slowly transform **collectively** the
sound to something completely different

Hold the new sound for a while. Enjoy it.

Slowly go collectively back to the first
sound you created

Hold the sound for a while.

Now follow your **OWN** path for a while. Your path just **CO-exists** with
those of your co-performers. Carry on.

Lead collectively the music to a standstill. **Abrupt** end.