Convolutions

audioscore for bass clarinet, piano & bass

sofía m. cancino

Composed for the Low Frequency Trio
Arizona State University, Spring 2025

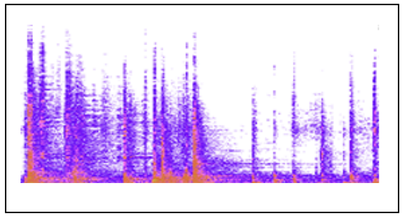
Convolution|noun

· A complication or intricacy of form, design, or structure.

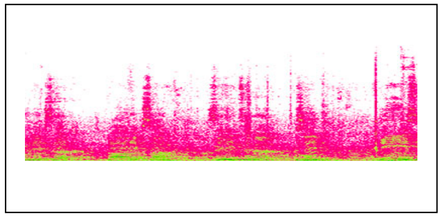
This score explores convolution as a performative process, in which performers receive aural cues as prompts for improvisation. It intends to establish a cause-and-effect dialogue between the ensemble where each transformation builds on the last, shaping real-time structures.

Instructions

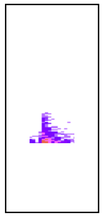
Graphics



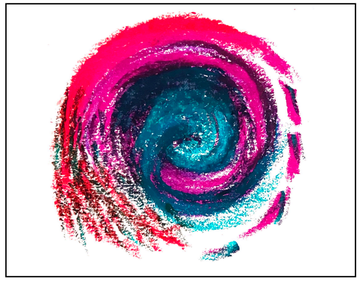
headphone sound event
Listen without playing unless specified by a "play along" action above.



speaker audio event
A simple sound cue played through hall speakers.



headphone beep event
Indicates an **action** or **transition.**



speaker audio event
A layered sound cue played through hall speakers.

Actions

convolute
improvise based on heard sound. Over time, increase in complexity (dynamics, articulations, pitch and rhythmic density, etc.)

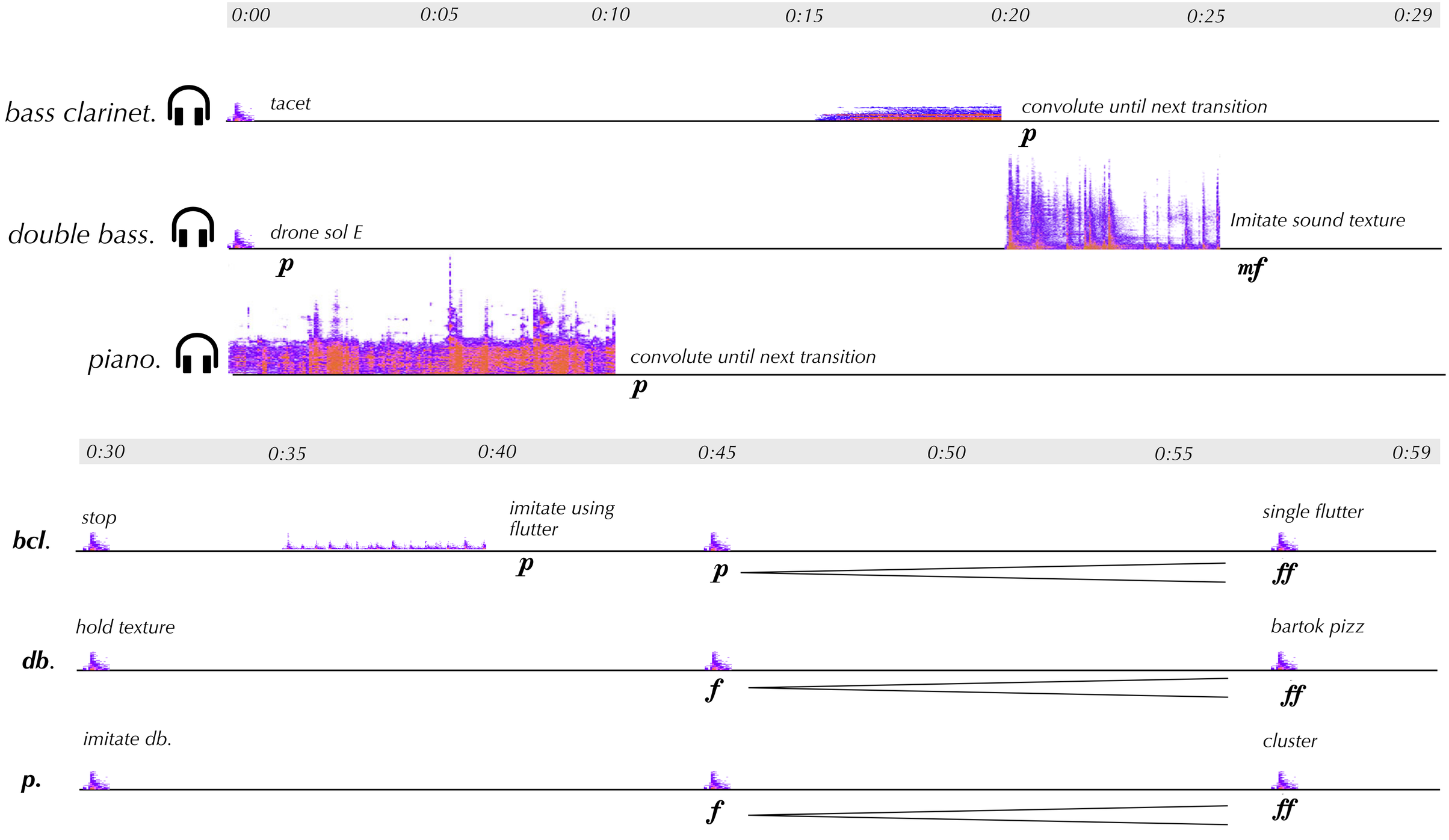
imitate
replicate sound as accurately as possible, or mirror the gesture of another ensemble player.

hold texture
maintain the density of the material played before.

improvise
free improvisation based on the previous sound.

respond
improvise a dialogue between instruments/sound cues that explores contrasting gestures.

play along
improvise while the sound cue is playing.


0:00
0:05
0:10
0:15
0:20
0:25
0:29
bass clarinet.
tacet
convolute until next transition
p
double bass.
drone sol E
p
Imitate sound texture
mf
piano.
convolute until next transition
p
0:30
0:35
0:40
0:45
0:50
0:55
0:59
bcl.
stop
imitate using flutter
p
p
single flutter
ff
db.
hold texture
f
bartok pizz
ff
p.
imitate db.
f
cluster
ff