

Sounded gestures and enacted sounds

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Sound-producing gestures
(excitation and modification)

Communicative gestures
(performer-performer or performer-receiver)

Sound-facilitating gestures
(accompanying, ancillary)

Sound-accompanying gestures
(sound-tracing, sometimes mimetic)

(Godøy and Leman, *Musical Gestures*, 2010)

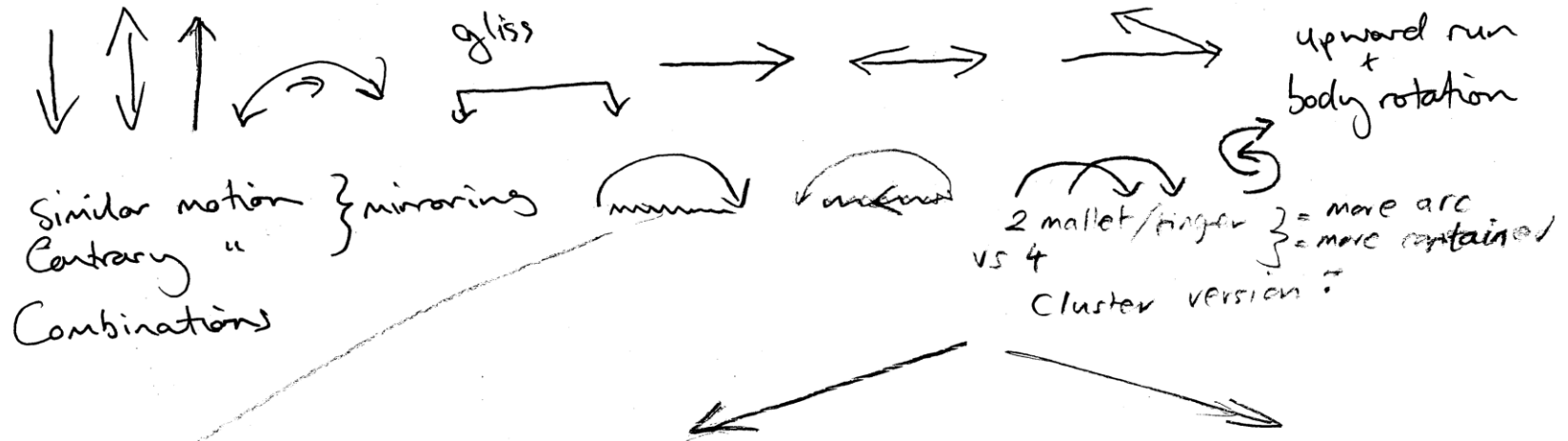
Sketches: Gestures

Possible operations on gestures include: displacement (in space); rotation (in each dimension) in space; time stretching or compressing; enlarging (in space); inversion (in dimensions) or reversal (in time); morphing (two starting gestures); intercutting. These are all possibilities for computer generation, based on some basic recorded material. (Question: how to learn them?)

Possible relationships between performers include: mirroring (function and gesture); borrowing (gesture only, function may differ in the new environment); obstruction; continuation.

Canon on $\frac{3}{4}$ pattern (down, over, up). Leave location unspecified (to be chosen as needed); specify time (in ordinary rhythmic notation) to regulate speed; specify whether a gesture is sound-producing, communicative, or preparatory (rule: never two preparatory gestures in a row). With two hands going, eventually (four parts), this suffices for a nice etude.

Cuing etude. A series of meaningful gestures regulates the continuity of “played” material, itself based on the meaningful gestures. Thus palm up, hand rising, indicates crescendo; it’s also a playing gesture (striking upwards on a cymbal, striking the underside of the keyboard). A circular gesture means keep going; it’s also a tamtam scrape. If the score is in fragments, gestures can signify which is to be played, and the fragments can be “scored” for the same vocabulary.



Lateral motion - quite sim. for the 2 of us (?)
body behind sound

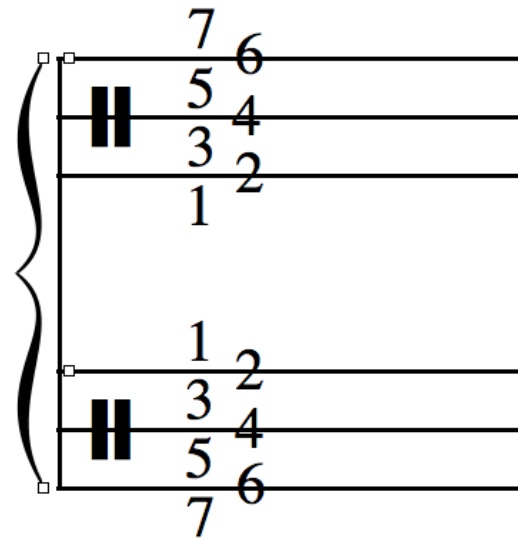
But if foot on vibes pedal, L foot swings behind across body

Bowing vibes/castles → plucks of pro strings or drawing up string

Big glisses

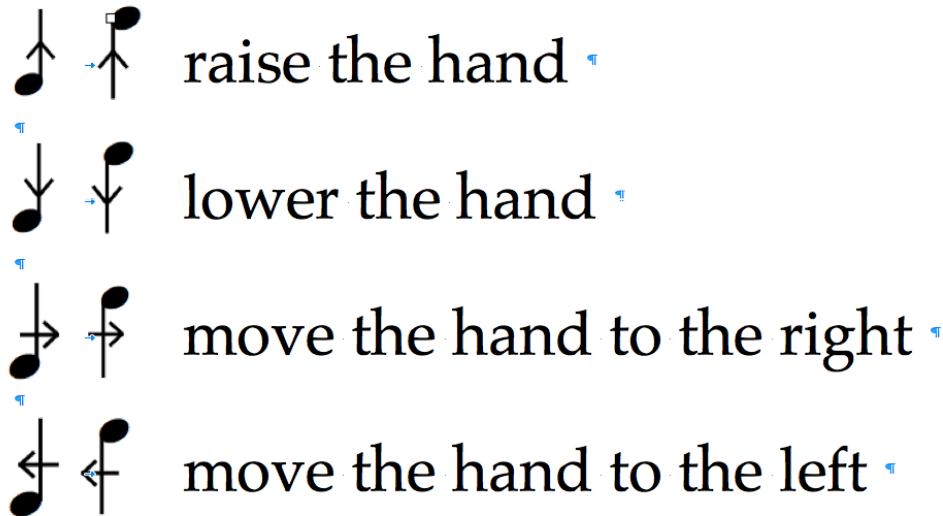
Instruments behind (reaching back - perc?) vs leaning forward over/into inst (pro?)

Disjointed



Staff system

Disjointed



Movement notation

Disjointed



Opening bars, player 1

Disjointed

- ♪ consequential
- ♣ cuing
- signal or sign

Noteheads