Modular Trigger Assignment

"Modular Trigger Assignment" is an open form concept. It provides a notational template, which derives several musical modules, when a specific MTA-version ("gestalt") is worked out. These modules serve as formal parts of the piece.

Each module is activated by a main-trigger. This is a concrete musical action, which is assigned to a specific player and which influences the musical behaviour of all other players. Each player is free to trigger his assigned module during a performance whenever and as often as he likes. The global form of the piece is built during the performance through the (unpredictable) succession of the different main-triggers.

The inner structure of each module (formal part) is determined by certain sub-triggers. Each player is able to influence the musical behaviour of another player through a sub-trigger. This creates a flexible musical structure, which varies each time the part is repeated in the piece.

For the execution of an MTA-gestalt (that means a concrete version) a definite instrumentation and a definite amount of modules has to be fixed. Then, concrete musical material (that means several more or less exactly described musical actions) is assigned to each module and the main- and sub-triggers are chosen. Furthermore one can agree on a musical or non-musical sign for ending the piece.

All the other necessary decisions are made by the players during the performance.

The notational template (module page):

On the top of the page you find the name of the "gestalt" and the instrument – below this the cardinal number of the module. The cardinal number has only the purpose to distinct the different modules and has no influence on their order.

The upmost box on the page shows the main-trigger. It is coloured red, if another player provokes the trigger. The accordant instrument is also announced. The player himself never plays the shown musical action in this case! However, if the box is coloured blue, the player is able to provoke the trigger himself, that means he can play the shown musical action whenever he likes.

Below the box you find two columns: left A and right B: After the main trigger was played, the player starts to choose and play any action from column A. He is free to choose the occurrence of the actions as well as their rhythmical placement. The lowermost action serves as a sub-trigger for another instrument, which is announced above in the little black box with the arrow. As long as the player stays in column A, he can play the sub-trigger whenever he likes in order to influence the musical behaviour of the other instrument.

The lowermost box shows the sub-trigger. It is coloured violet and announces the instrument, which is playing the sub-trigger. Here again the player himself never plays the shown musical action! If the player hears that action, he has to

change the column immediately. That means if he was playing actions from column A in the moment, he now changes to column B and vice versa. As long as he stays in column B he cannot provoke a sub-trigger.

During a performance several players are going to play their assigned maintriggers several times. This is the sign for all the players to change to the accordant module page and to play the musical actions and sub-triggers on this specific page as explained above. Thus, the placement in time and the occurrence of the triggers is the crucial factor for creating the form and structure of the piece and demands highest attention of the players.

Explanations

General Explanations



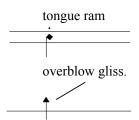
The player can choose the number of repetitions of the quarter notes. It can even be less than three, if it musically makes sense. The tempo is basicly free, but not too fast.

any order of tones, irregular rhythms



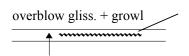
The player chooses from the given tone material and plays short staccato phrases in irregular rhythms. The tempo is free and shall vary constantly.

Explanations for the reed instruments

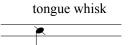


The tongue "rams" against the reed.

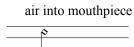
Short ascending glissando, starting from a relatively high overblowed tone.



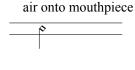
Very expressive "free jazz" action. Starting in the middle register with growl voice and playing a long, ascending overblow glissando.



The tongue "whisks" on the reed in a horizontal fast movement. No actual tone is produced, but a repetitiv "clicking" sound.



Blowing air into the mouthpiece without producing an actual tone. Tongue is in positions like saying "sh".



Blowing air onto the mouthpiece without producing an actual tone. Tongue is in positions like saying "s".

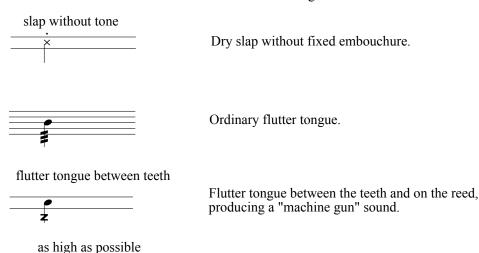


"Kissing" the edge of reed and mouthpiece. A short, squeaking sound is produced.

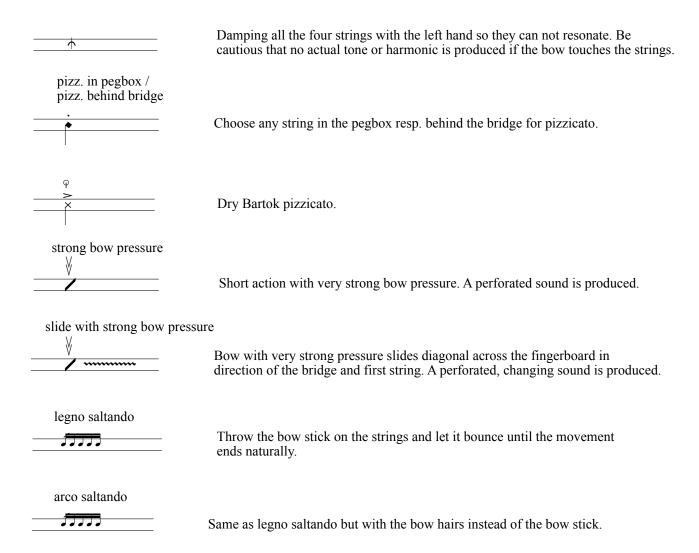
MTA - gestalt hodos

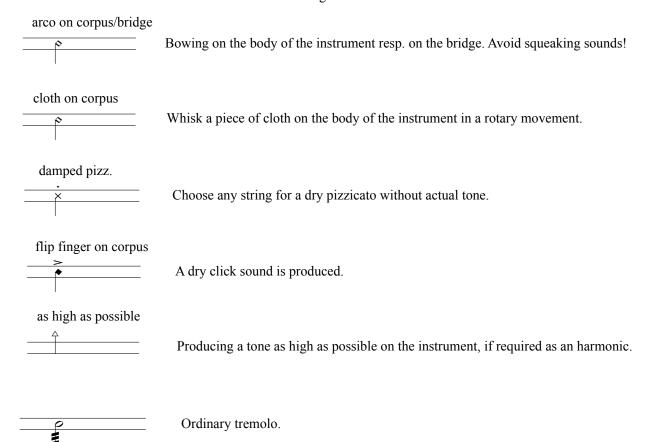
Trill on a tone as high as possible.

The tone may be produced with the teeth on the reed.

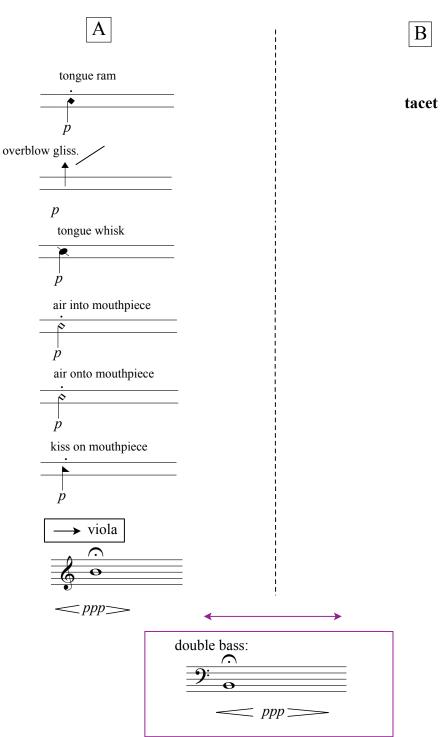


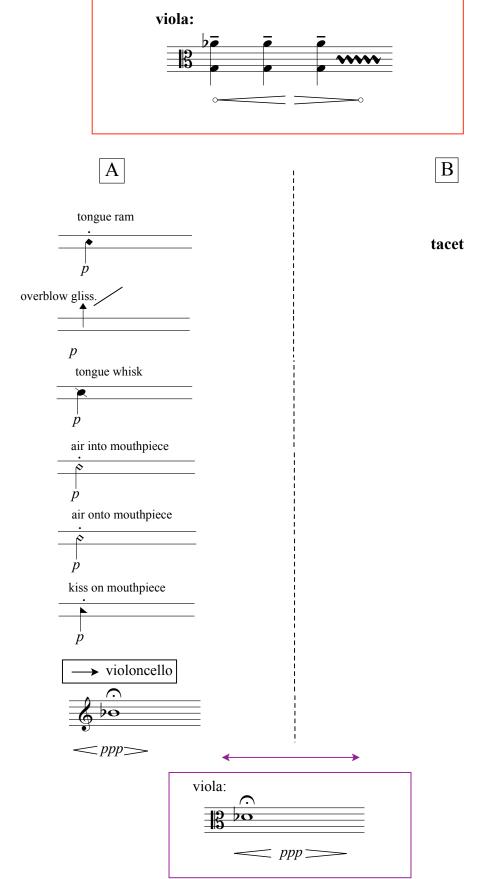
Explanations for the string instruments

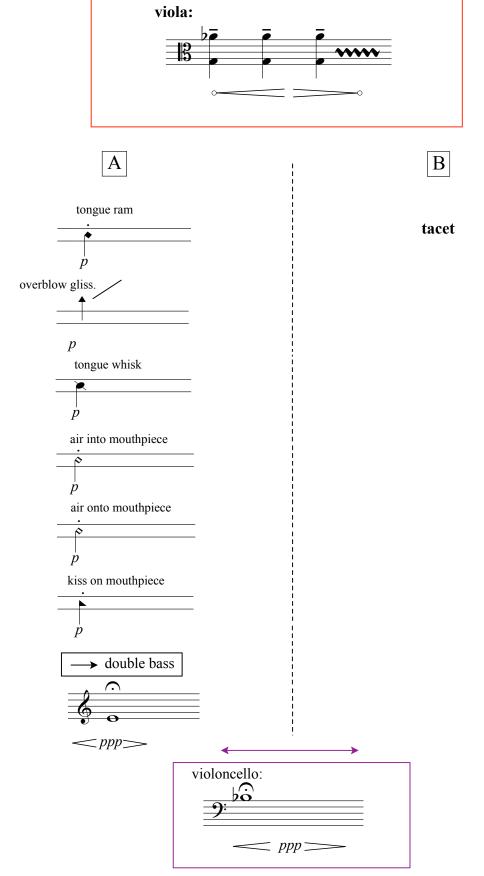




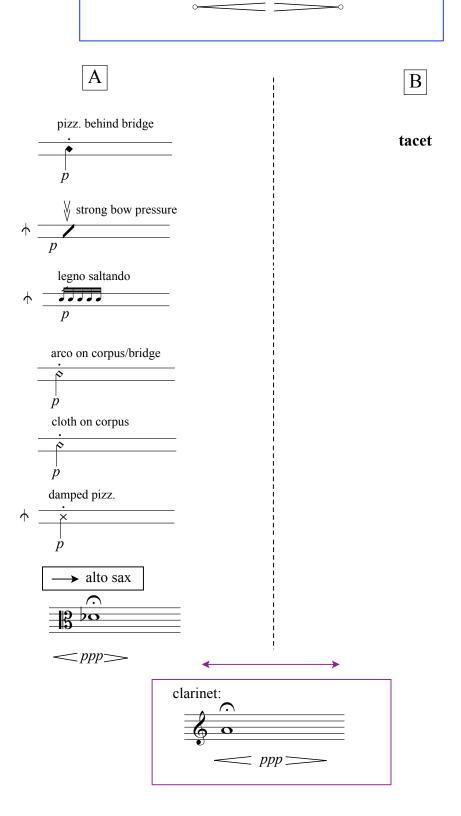




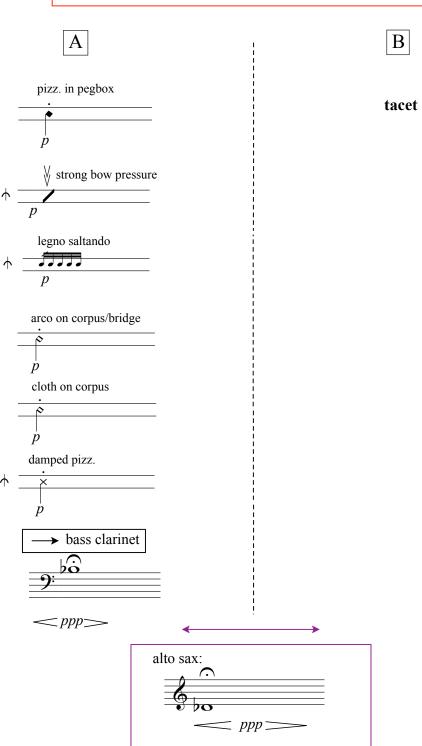


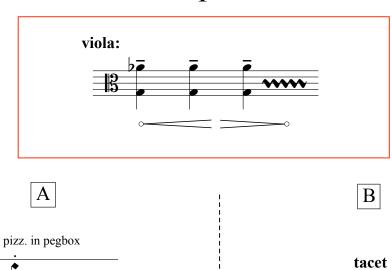


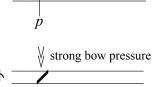




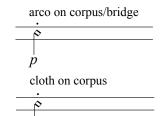


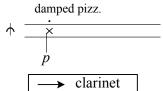




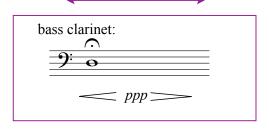


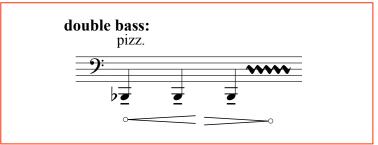


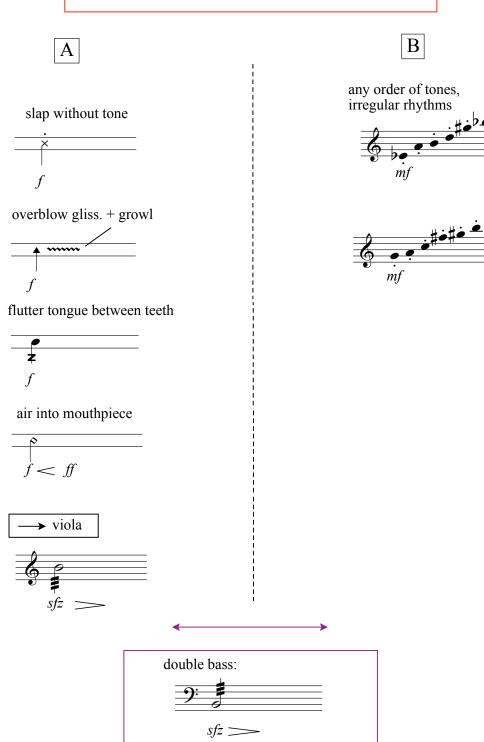






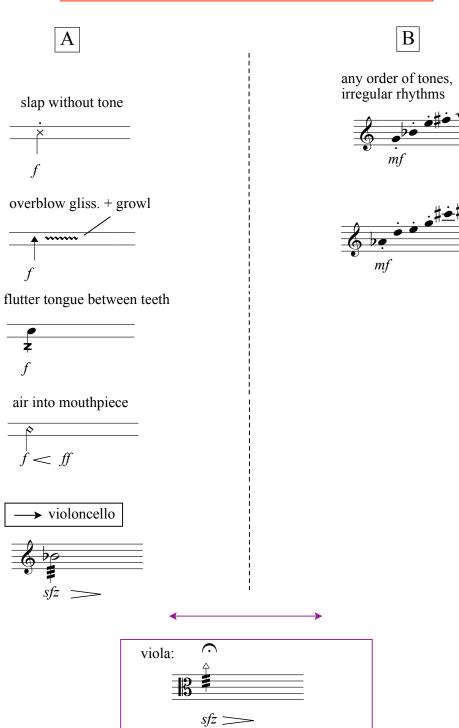






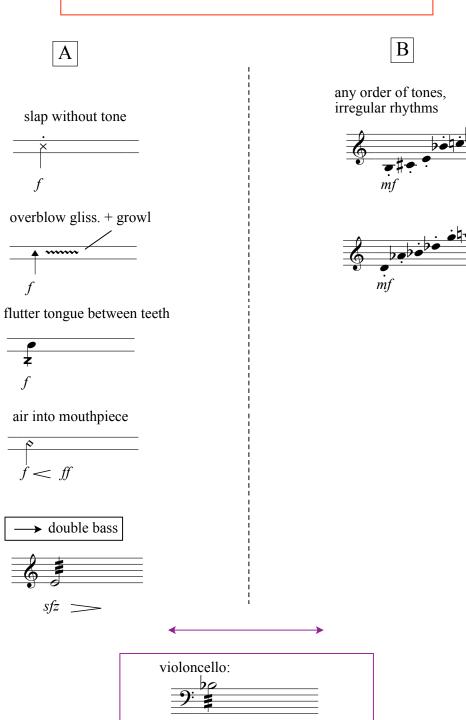
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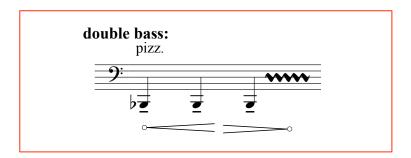
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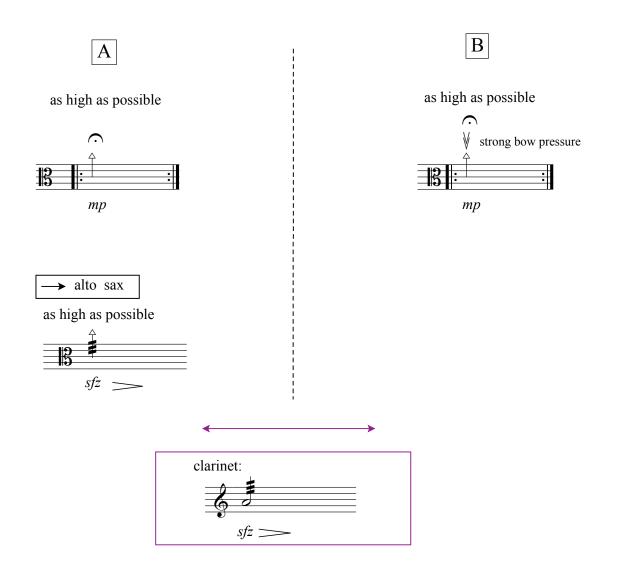




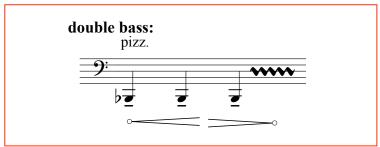
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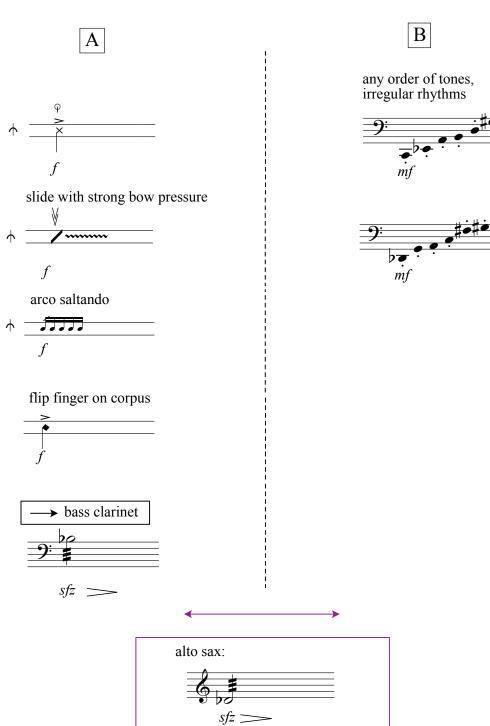
MTA - gestalt hodos Viola





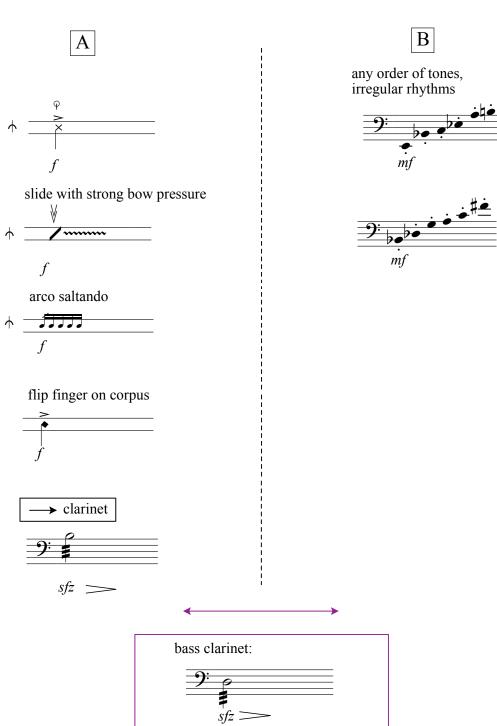
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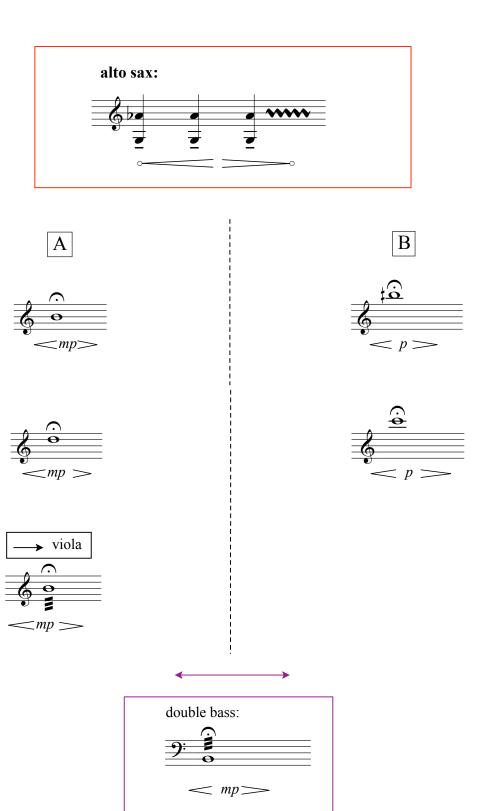


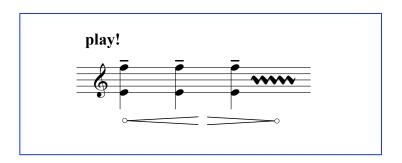


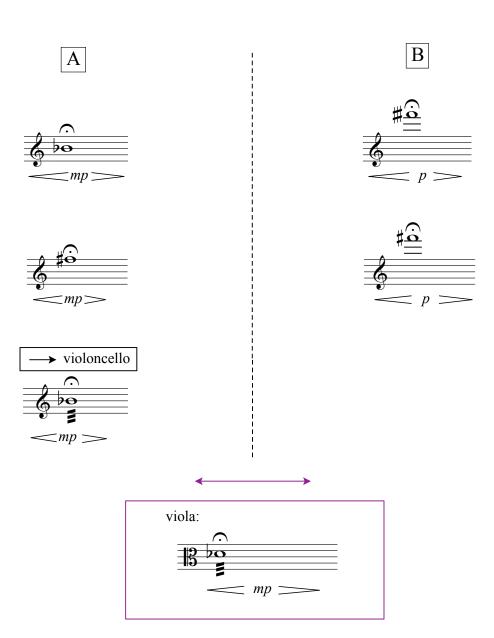
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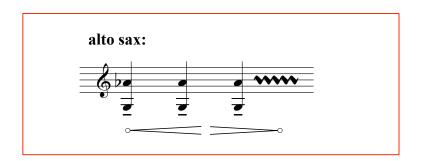


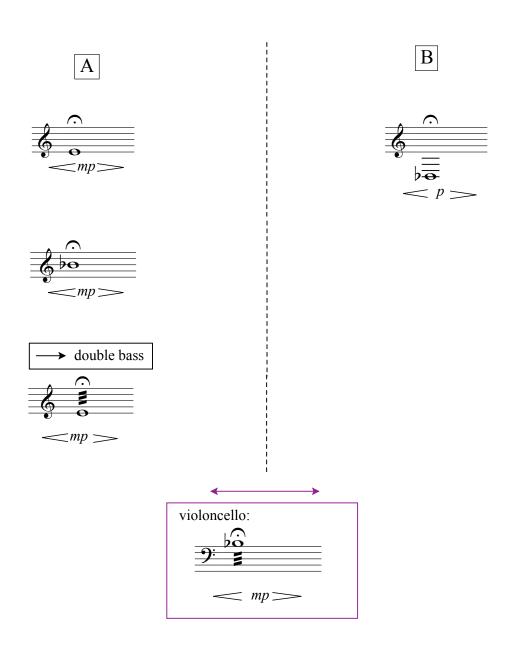


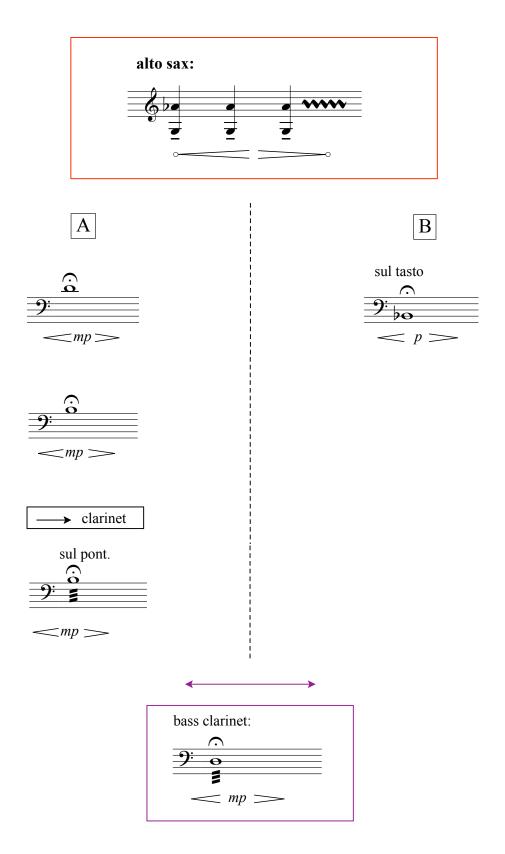


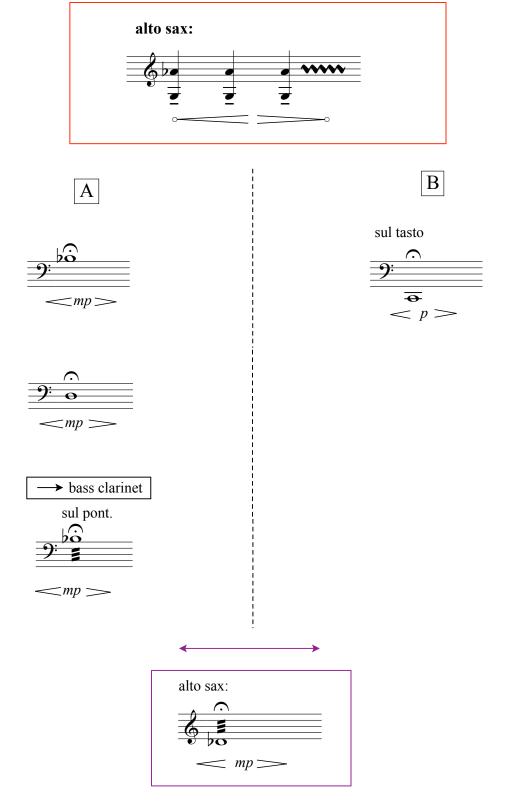


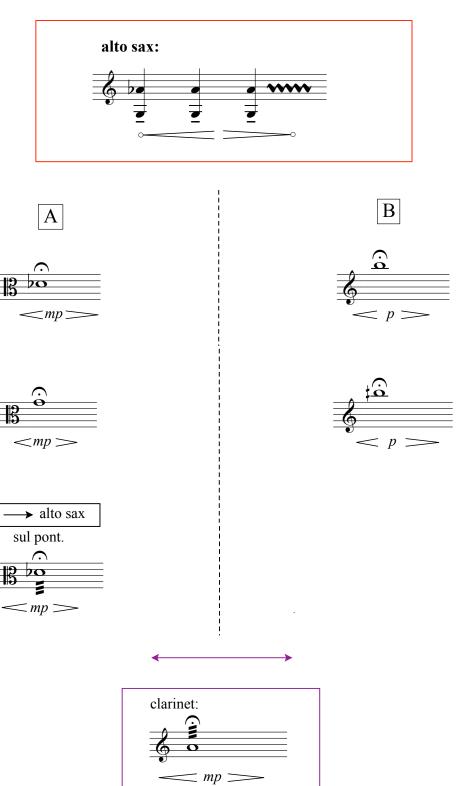


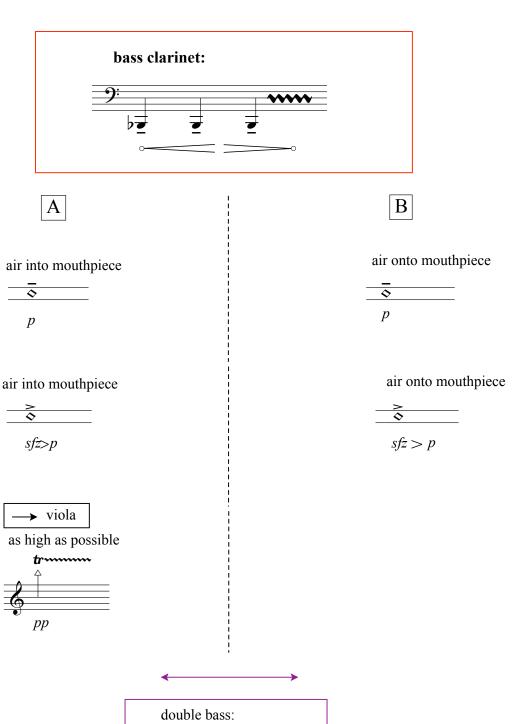


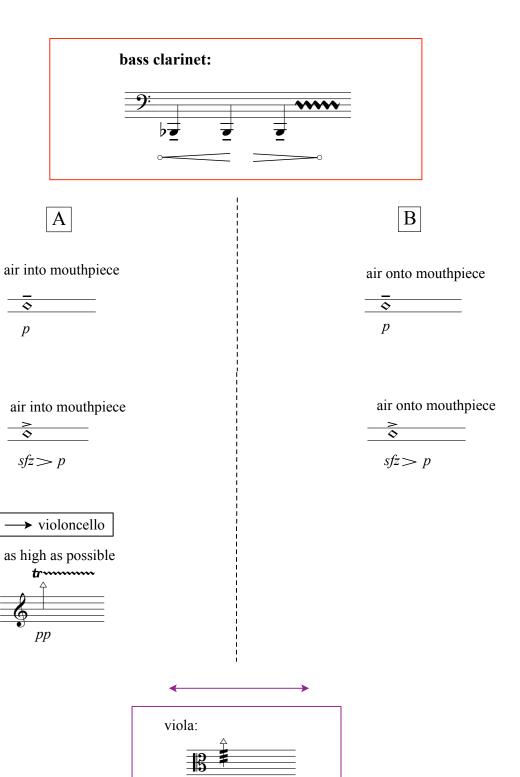


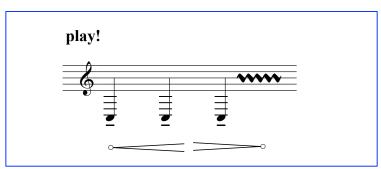


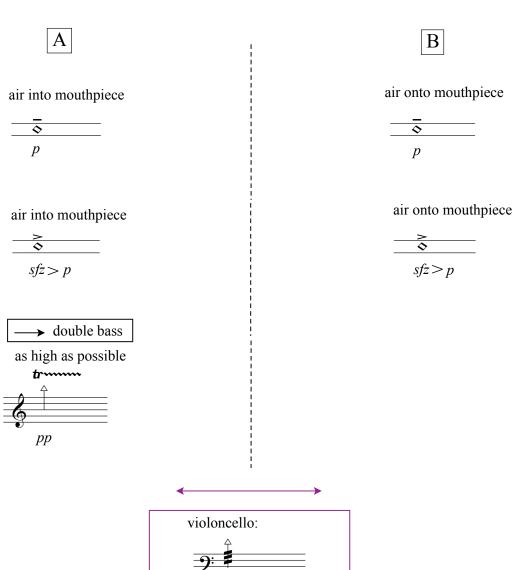


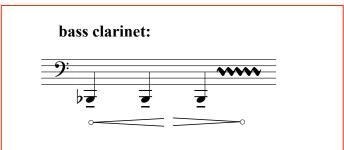


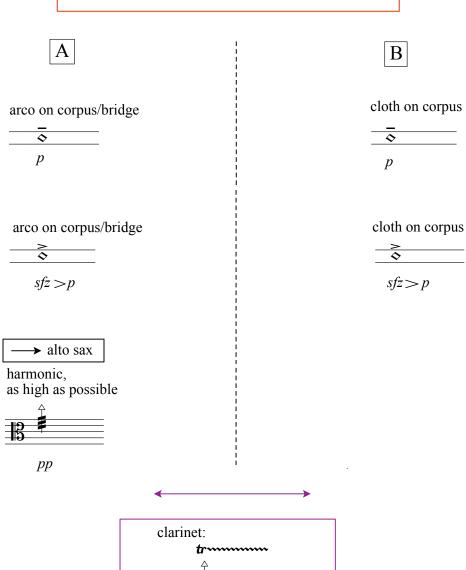


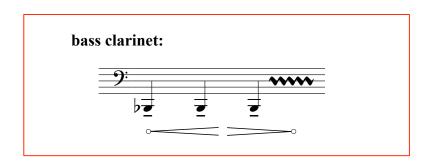












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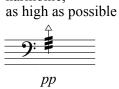
arco on corpus/bridge

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p	

arco on corpus/bridge

$$\frac{\Rightarrow}{\$fz > p}$$

→ bass clarinet harmonic,



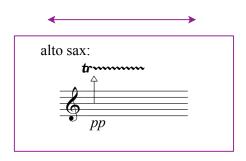
В

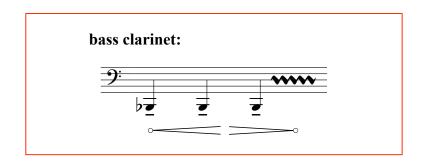
cloth on corpus

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\$	
p	

cloth on corpus







A

arco on corpus/bridge

arco on corpus/bridge

$$\frac{\Rightarrow}{\$}$$

$$sfz > p$$

harmonic, as high as possible

pp

В

cloth on corpus

cloth on corpus

$$\frac{>}{\diamondsuit}$$
 sfz $> p$

