

Constantin Basica

You Are My Happy Place

for three performers and GIFs

2017

Dear musicians,

I am excited that you have chosen to perform this piece and I hope you will enjoy working on it! The composition is based on a video that contains a series of GIFs. Your task is to find appropriate “musical gestures” to accompany each GIF and then perform them by following the 3 pages of the score.

Musical gestures

The overall style of the piece is eclectic, humorous, virtuosic, mechanic, quirky. Do not use direct quotations from other musical works, but feel free to make a few subtle references, if you think of anything appropriate. Use as many extended techniques on your instrument or voice, and “new music” clichés as possible. Try to limit pitch material so that it does not generate clear melodic motifs (let’s avoid earworms).

Use the provided sheets to make notes about each GIF/gesture, so that you can remember their individualities and practice them. Once a musical gesture is assigned to a GIF, it remains the same (unless a variation symbol appears). In concert, you won’t have time to look at the score too often, so, ideally you would perform the piece almost from memory. However, you will have the 3 pages in front of you to glimpse at the numbers and symbols when necessary.

The practice-video contains the colored numbers and symbols from the score, so you can get a better idea about the speed of everything and—after assigning musical gesture to the GIFs—you can use it for practicing. In concert, the three of you will be facing the projection (arranged in a horseshoe formation with the back to the audience) and perform the version of the video without numbers.

Page 1

Each GIF loop has a number of cycles for cueing (black) and a number of cycles for performing (color). For each black number above the image, wait that amount of full cycles before beginning to perform. For each colored number below the image, perform the “musical gesture” exactly in time with the GIF.

Immediately after finishing each gesture, move your eye-gaze as fast as possible to the next GIF. The piece allows a little flexibility: if you have moved on to the next GIF and it’s “in the middle”, wait until the next loop and then count the specified “wait” number. The = symbol means: repeat the musical gesture exactly the same (loop). The < and the > symbols mean: vary only one parameter of the musical gesture of your choosing (dynamics, pitches, register, timbre, etc.) either increasingly or decreasingly.

Page 2

The parameters for each musical gesture are a little more restricted on the second page: approximate registers (low, medium, high), dynamics (piano, mezzo, forte) and variations in pitch/texture (increasing, decreasing) are notated.

Page 3

The piece is accompanied by a Max patch, which will play back the video in performance. The patch automatically records a 1-second video loop of you three (one webcam is necessary) and then splits it into three GIFs for the final part, where the tempo is fluctuating.

Thank you for your interest and please send any questions to email@constantinbasica.com! Also, please let me know of any performances of this piece, as I would be happy to hear about them.

All the best,
Constantin

00:24

wait 0

0 wait  1	5  4 =	3 you ARE MY  HAPPY PLACE 9 >	4  5 =	2  THIS CHANGES EVERYTHING 5 >	4  1
5  3 >	5  1	2  3 <	3 you ARE MY  HAPPY PLACE 5 =	3  1	0  4 <
2  7 >	3  8 >	5 you ARE MY  HAPPY PLACE 4 <	2  4 <	5  5 >	1  3 >

You Are My Happy Place

~3:12

0

~9<

pause while scrolling; no more waiting between GIFs from here on

03:24

low register; vary dynamics

<3 =5 >3

S
c
r
o
l
l
i
n
g

high register; forte; vary pitch/texture

f5>

S
c
r
o
l
l
i
n
g

low register; vary dynamics

<3

S
c
r
o
l
l
i
n
g

high register; forte; move body with kittens

f3

S
c
r
o
l
l
i
n
g

medium register; forte; vary pitch/texture

f3<

S
c
r
o
l
l
i
n
g

high register; mezzo; move body with kittens

m1

S
c
r
o
l
l
i
n
g

low register; vary dynamics

>2

S
c
r
o
l
l
i
n
g

low register; forte; vary pitch/texture

f2>

S
c
r
o
l
l
i
n
g

high register; piano; move body with kittens

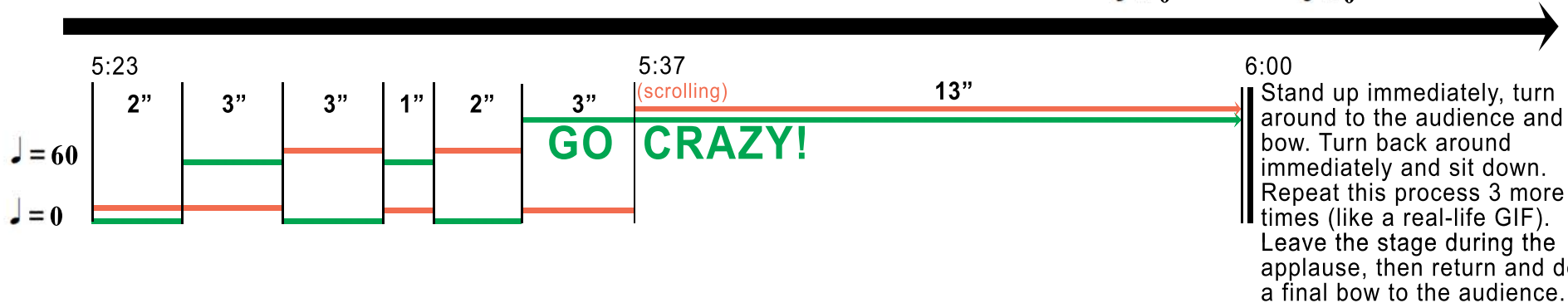
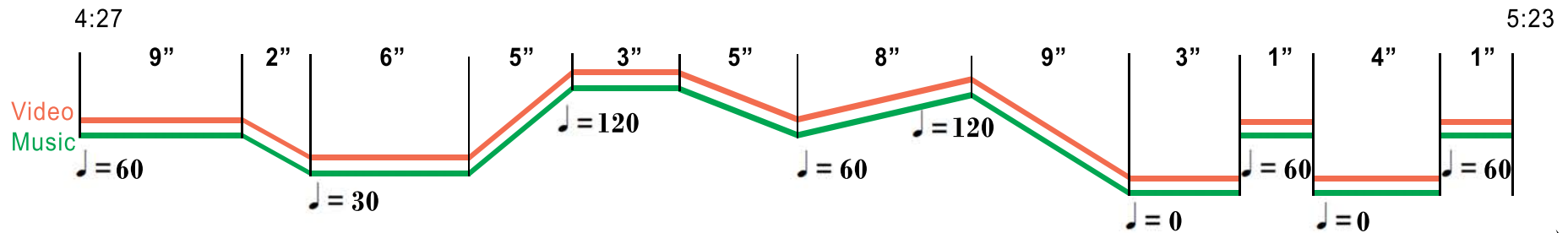
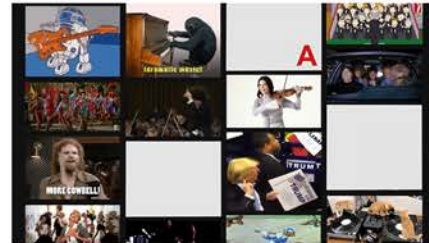
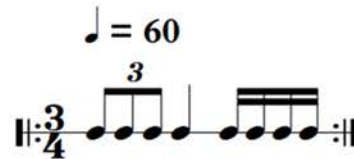
p2

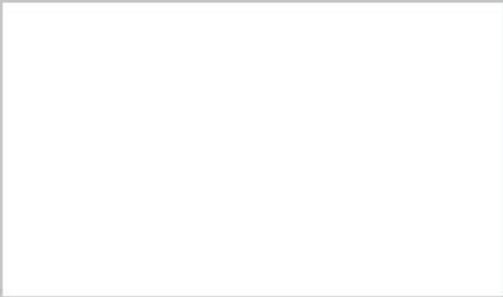
S
c
r
o
l
l
i
n
g

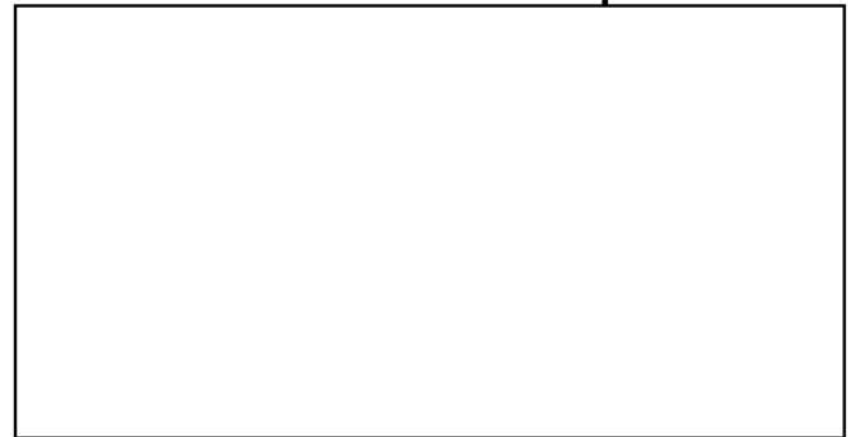
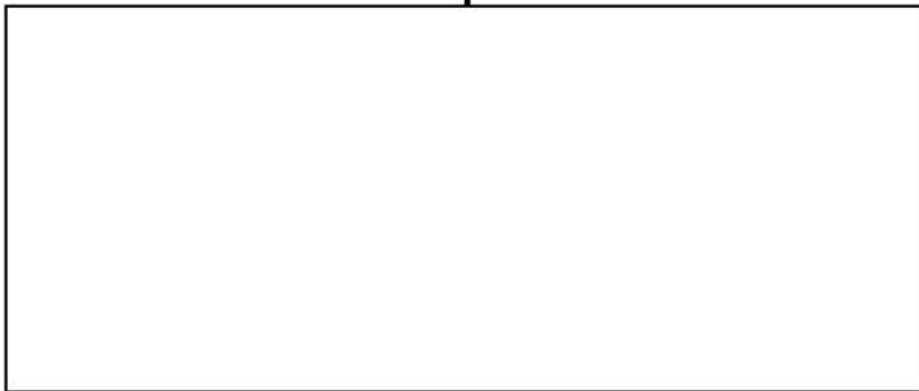
Follow the rhythm below, choosing random pitches and techniques, but do not loop them anymore, only loop the rhythm.

The GIF will be generated in performance with a recording of Player B (while moving in sync with kittens earlier).

The GIF is 1-second long, so you can adapt the tempo from the video to it (accelerando/rallentando).







00:24 After Player A
finishes first
gesture, wait 1 cycle



03:24

~3:12

pause while scrolling; no more waiting between GIFs from here on

medium register; vary dynamics

S
c
r
o
l
l
i
n
g

medium register; mezzo; vary pitch/texture

*m*5>

S
c
r
o
l
l
i
n
g

med.register; vary dynamics

>3

S
c
r
o
l
l
i
n
g

high register; mezzo; move body with kittens

PURRFECT SYNC

*m*3

S
c
r
o
l
l
i
n
g

low register; mezzo; vary pitch/texture

*m*3<

S
c
r
o
l
l
i
n
g

high register; piano; move body with kittens

PURRFECT SYNC

*p*1

S
c
r
o
l
l
i
n
g

med.register; vary dynamics

<2

S
c
r
o
l
l
i
n
g

high register; mezzo; vary pitch/texture

*m*2>

S
c
r
o
l
l
i
n
g

high register; forte; move body with kittens

PURRFECT SYNC

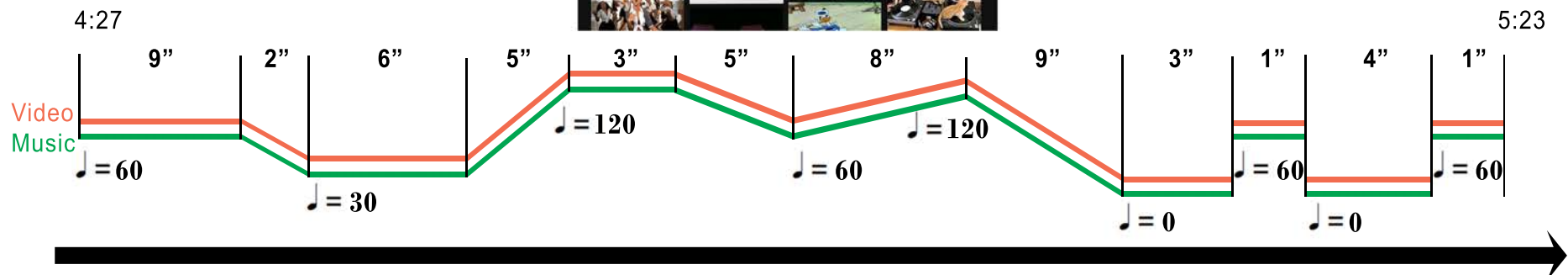
*f*2

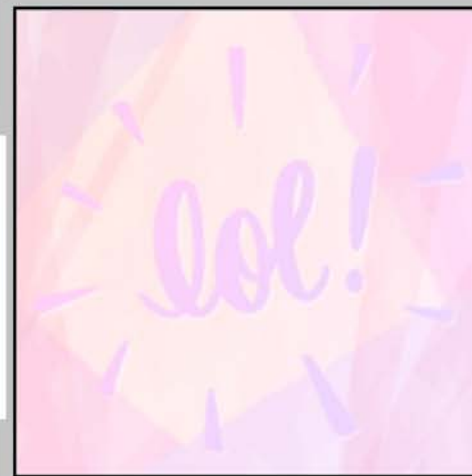
S
c
r
o
l
l
i
n
g

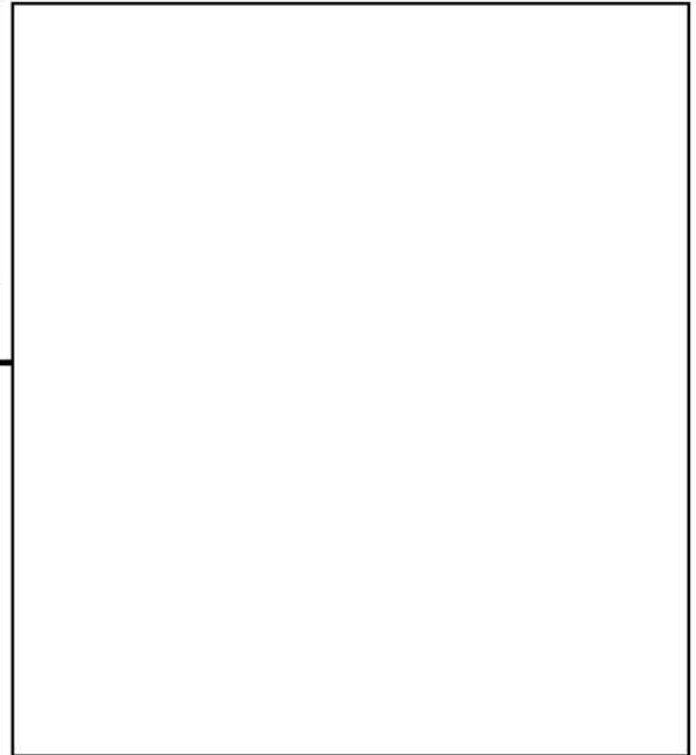
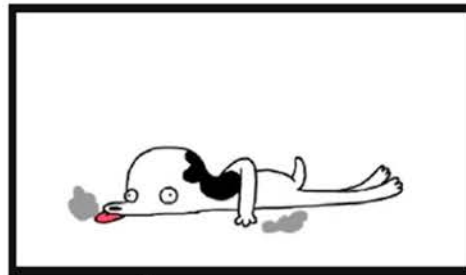
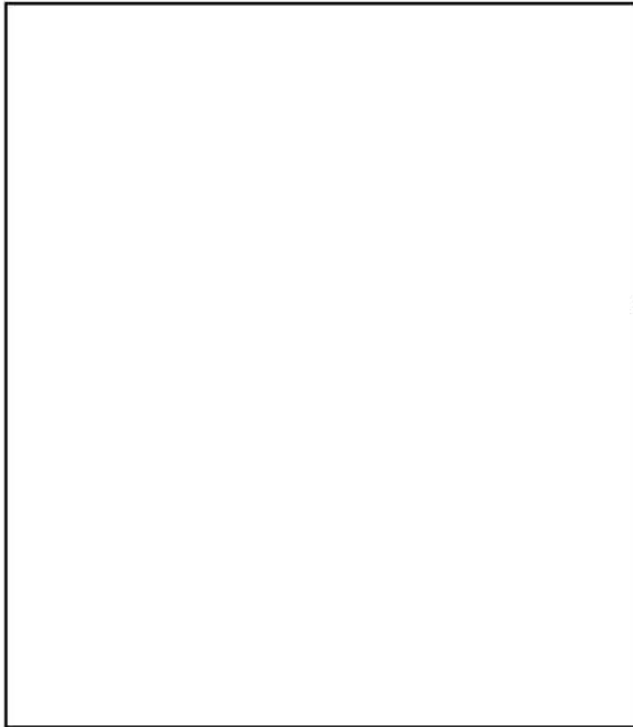
Follow the rhythm below, choosing random pitches and techniques, but do not loop them anymore, only loop the rhythm.

The GIF will be generated in performance with a recording of Player C (while moving in sync with kittens earlier).

The GIF is 1-second long, so you can adapt the tempo from the video to it (accelerando/rallentando).







0:24

After Player B
begins, wait
1 cycle

wait 0

PLAY

1



1

1



1

2



3 =

1



8 =

1



8 <

5



1

3



1

4



7 =

2



2 =

0




2 =

2



3 >

3



5 <

3



1

4



9 =

2




8 <

1



8 =

3



3 =

1



3 <

You Are My Happy Place

~3:12

pause while scrolling; no more waiting between GIFs from here on

03:24

high register; vary dynamics

> $\bar{3}$ < $\bar{5}$ = $\bar{3}$

S
c
r
o
l
l
i
n
g

low register; piano; vary pitch/texture

p $\bar{18}$ >

S
c
r
o
l
l
i
n
g

high register; vary dynamics

< $\bar{3}$

S
c
r
o
l
l
i
n
g

high register; piano; move body with kittens

p $\bar{3}$

S
c
r
o
l
l
i
n
g

high register; piano; vary pitch/texture

p $\bar{12}$ <

S
c
r
o
l
l
i
n
g

high register; forte; move body with kittens

f $\bar{1}$

S
c
r
o
l
l
i
n
g

high register; vary dynamics

> $\bar{2}$

S
c
r
o
l
l
i
n
g

medium register; piano; vary pitch/texture

p $\bar{8}$ >

S
c
r
o
l
l
i
n
g

high register; mezzo; move body with kittens

m $\bar{2}$ →

S
c
r
o
l
l
i
n
g



