

Variations without a theme (drones ongs)

A collection of pieces for small to large ensemble; any instrumentation. Written for the Perth exploratory music community, with love.

Durations: variable.

Sage J Harlow (Sage Pbbbt)
© 2016, revised 2022

SagePbbbt.com

one; two

1. Play a long, slow, quiet drone. Ensemble voices form a stable ecosystem of sound.
2. Continuing the drone, but start to notice the individual sounds that comprise it. Pick one and move your voice towards this individual sound.

morphing

1. Play a long, slow, quiet drone. Ensemble voices form a stable ecosystem of sound.
2. Move your individual contribution to the drone very slowly through different timbres (and possibly pitches) that you already hear (or have heard) present in the ensemble sound. Strive for a slow, seamless morphing sound for individual players, and for the group.

distance

1. Play a long, slow, quiet drone. Ensemble voices form a stable ecosystem of sound.
2. Allow slightly more variation in timbre, though still within the 'sound' of the group drone; keep to this for the remainder of the piece. Follow the score for either 2a or 2b:
 - 2a. Pick out an individual sound you can hear clearly. Try to match your intensity with the sound you have chosen as exactly as possible.
 - 2b. Pick out an individual sound you can hear clearly. Try to play slightly quieter than this sound.

[For a very small ensemble, to ensure at least some people play each part, someone could assign parts—but without the other players knowing who plays what.]

inverse

1. Play at a quiet volume, long, slow phrases with whatever timbres (or pitches) you like. Strive for constant ensemble sound but of any quality. Feel free to adjust your sound within a phrase and between phrases.
2. Very slowly move towards creating a stable ecosystem of sound.