# BCII 2D 

by Parker Speirs

## NOTES: <br> All performers will have to listen and react to the other performers' decisions. It is recommended that all performers read the full score rather than individual parts. Below are general performance and sound guidelines.

## Performance:

-5 performers preferred: in principle, "synth pad $1 \& 2$ " and "lead $1 \& 2$ " can respectively be performed by one individual, so it is possible to utilize 3 performers if wanted (see "sound" below) -In sections 1 and 3, "lead 1 " sets the pace and is free to stretch and phrase to taste, although guitar will have to decide on some entrances. As such, "pad 1" and "lead 2" need not worry about temporal precision; rests are for spatial reference.
-"Guitar" and "pad 1" co-lead section 2; decisions on entrances will rely on interaction -Rests and note placement should be observed in regard to alignment, but tempo should operate within a rather wide margin, at the discretion of the leader.
-Initial dynamic markings are provided. The ensemble may stay generally within those markings, but ensemble interaction should guide phrasing and expressive volume variations.

Sound:
-Guitar: electric preferred; use reverb or other dimensional effects; no modulatory effects -Synth 1: Something flute-ish; moderate reverb with slow attack and release parameters
-Sytnh 2: Something Saw-ish; large reverb with slow attack and release parameters
-Lead 1: Can be a processed instrument or synth lead; worn tape-wobble effect
-Lead 2: Can be a processed instrument or synth lead; extremely worn tape effect and reverb with very slow attack and release parameters




