Luciphage

for piccolo, glockenspiel and live electronics

Bill Sack 2003

Performance notes:

The performers should be at some distance from each other on stage - just close enough to make comfortable eye contact possible. The piccolo should be on stage right, glockenspiel stage left. During the lengthy rests, the players should stand as still as comfortably possible, with instruments in position to play. Cues and the like should be given as subtly as possible.

The electronics part is realized using PD, a real-time computer music program: the patch is available from the composer. The two channels of output from the computer should be played through two speakers on far sides of the stage. In performance, care should be taken to balance the output of the computer with the musicians. The electronics should always sound well under the glockenspiel and piccolo. There is a significant amount of very low-frequency information contained in the computer's output; the sound system should be equipped to handle these sounds effectively.

Program note:

Luciphage is constructed around, or as a commentary to, a previously composed piece of music. In this case, the precomposed material acts as an armature upon which the actual notes of the piece are arranged; various rules and processes determine how much of the "background" can actually be heard as the piece progresses. The title, "eater-of-light," is mainly allusive and has no programatic meaning.















