

persequor (2019)

Max Chung

Performance Notes

Persequor (persequi, persecutes sum)

1. *chase, pursue, take vengeance.*
2. *follow up with an action.*

This piece examines the dynamic between the performer and piano. To the audience, a performer is in complete control of their instrument. The instrument is viewed as the means, and the performer brings about the ends. However, this piece looks at the possibility of the instrument “challenging” the performer. It amplifies and almost personifies the smallest bit of control the instrument has to the point of a struggle, an equal dialogue between the two.

The top line of the staff is the performative aspect of the piece. There are instructions for the general behavior of the pianist that is to be interpreted by the performer. The instructions start at the given barline and continue until the next instruction. The electronics written are to assist the pianist for what they “should” be hearing.

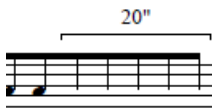
The MAX patch is a simple cue patch. The playlists in the subpatcher “cue 1” must be filled with the file “rumble.wav” The playlist in the subpatcher “cue 3” must be manually filled with the “interjection#.wav” files in numerical order. Instructions on how to use the cue system is in the patch.

The computer/device running the MAX patch should be hooked up to a speaker which is not visible, or an overhead sound system. However, it is preferable to make the illusion that the sound is coming from the instrument itself.

Key



Cluster chord: next to the cluster chord, it will be specified how to play it. Assume that the way to play the cluster chord is the same until written otherwise.



Ad lib: a similar (but not identical) pattern to the written notes should be played for the allotted amount of time. The performer should stick to the same written chords, accents, or rests, but can be played in any order, replacing the ostinato A at any time.



Cue #: press the MIDI pedal to trigger this cue #.

persequor

Written for Keith Kirchoff

Max Chung

 $\text{♩} = 92$

Performance

Play as if each hand were rebounding from an attack

Piano

1

p *f*

without pedal

Electronics

6

8^{va}

Perf.

2

Pno.

ff *p*

cluster chords (play with forearm)

15^{ma}

3

Elect.

ff *mf*

15^{ma}

3

8^{va}

Perf.

Pno.

Elect.

3

4

mf *f* *fff*

8^{va} 15^{ma}

Perf.

Pno.

Elect.

5

become demoralized

mf *f* cluster chords (play with palm)

8^{va} 15^{ma}

Perf. slouch in resignation ----- have good posture and look determined

6

18

20"

10"

Pno.

p

ff

Elect.

15"

15"

Perf. precise and efficient

7

22

20"

15"

Pno.

pp rubato (*ad lib*)

ad lib. etc.

ad lib. etc.

ffz

ffz

ffz

ffz

Elect.

pp slightly distorted

ad lib. etc.

ad lib. etc.

ffz

ffz

ffz

ffz

Perf.	become more and more frantic and disraught
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The musical score for measures 24-32 is divided into two systems. The first system is for the Piano (Pno.) and the second is for the Electric Piano (Elect.). Both systems have a treble and bass staff. The Pno. part starts with a piano (*p*) dynamic and features a melodic line in the treble staff and a harmonic line in the bass staff. The Elect. part also starts with a piano (*p*) dynamic and features a melodic line in the treble staff and a harmonic line in the bass staff. Both parts include dynamic markings such as *mf* (mezzo-forte) and *ffz* (fortissimo, crescendo), and a 15-second time signature. The Pno. part includes a cluster chord instruction: "cluster chords (play with palm)".

Perf.	winding down, like a toy
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The musical score is divided into two sections by a dashed line. The first section is marked with a tempo of 92 and a dynamic of *pp*. The second section is marked with a tempo of 40 and a dynamic of *pp*. The Piano part consists of eighth notes in both hands, while the Electric part consists of eighth notes in both hands. The score is written for Piano (Pno.) and Electric (Elect.) instruments.

Suspended, Timeless ♩ = c. 40

Perf. in a stupor or dream

9

27

Pno. *ppp* rubato *pp*

Elect. *ppp* lightly off sync *pp*

30

Perf. act as if the accents are disturbances to the "dream"

30

Pno. *p* *sfz* *pp* *p* *sfz* *pp* *sfz*

Elect. *p* *sfz* *pp* *p* *sfz* *pp* *sfz*

The atmosphere becomes more and more uneasy...

36

become increasingly lost and confused

The musical score for measures 36-41 features two staves: Pno. (Piano) and Elect. (Electric). Both staves have a treble and bass clef. The Pno. staff includes dynamic markings: *sfz*, *sfz p*, *mf*, *sfz*, *sfz*, *sfz*, and *sfz (p)*. The Elect. staff includes dynamic markings: *sfz*, *sfz p*, *mf*, *sfz*, *sfz*, *sfz*, and *sfz (p)*. The notation includes various musical symbols such as notes, rests, and articulation marks.

Perf. starting up again

11 $\text{♩} = 40$ $\text{♩} = 92$

Pno.

44

p *ff*

choose random 3-5 note chords of any spacing within the ranges specified, and do not repeat chords twice in a row.

Elect.

Tempo I

Perf. violently lift pedal up and freeze before continuing casually

12 $\text{♩} = 40$ $\text{♩} = 92$ 13 $\sim 5''$ 14 $\sim 10''$

Pno.

45

mp *f* *p*

without pedal

wait for electronics to finish

Elect.

45

f *p*

50

Perf. stop abruptly, look irritated about interruption

(15) ~12"

Pno. *mf* *sfz* *sfz*

Elect.

p *sfz* *mp* *pp*

53

Perf. an argument breaks out...

(16) ~10"

Pno. *p* interrupt electronics *f* *dim.*

Elect. *p* *mf* *sfz* *f* *p*

Perf.

Pno.

Elect.

Perf.

Pno.

Elect.

57 (17) ~7" interrupt electronics *mf*

60 (18) 3" (19) 2" eye keys angrily

Perf. : very annoyed : become more and more exhausted

20

Pno. Repeat 8x

fff cluster chords (palm) *molto rall.*

mf *molto rall.* n

Elect. Repeat 8x

fff slightly off sync *molto rall.*

mf *molto rall.* n

21

Perf. raise hand as if to smash piano keys with fist, but stop short and hold fist right above the keyboard, then give up

Elect. 15"

66