

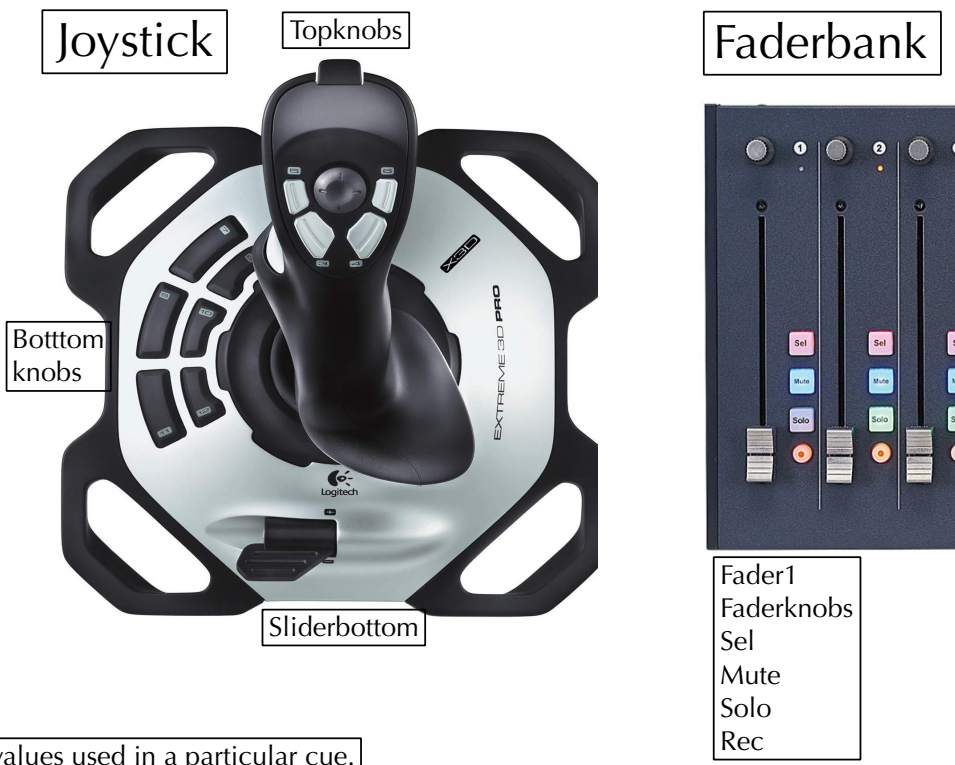
Dustin Zorn

Metastasia

for Solo live electronics

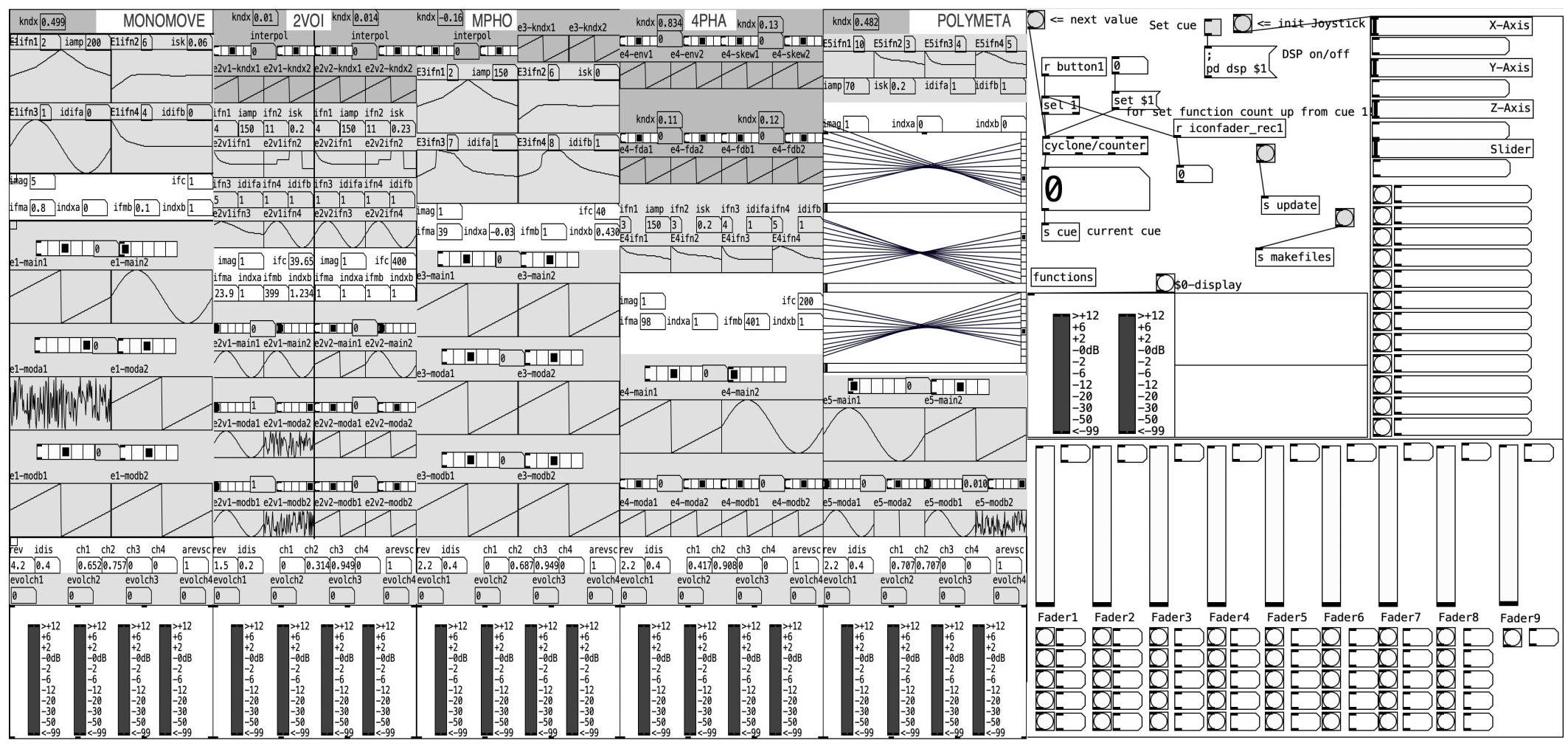
Performance Notes

Metastasia is written for solo performer live electronics. Two interfaces control five FM patches in pure data.
 The mapping between interfaces and patches is dynamic and accumulative, changing from cue to cue. Therefore the piece must be played from beginning to end in the the correct cue order.
 The mapping is contained in the text documents within the patch folder.
 The rehearsal letters mark the parts where different sound engines are used.



Pd Patch

Each column on the left is a visual representation of one of the five sound engines, showing the parameter values used in a particular cue. On the right, the current state of the interfaces, their mapping, the active cue number and output volume are displayed.



- Active engines at rehearsal letter
- A = E1
 - B = E1+E2
 - C = E2
 - D = E1+E3
 - E = E4
 - F = E2+E3
 - G = E5
 - H = E1+E2+E3+E4+E5
 - I = E3
 - J = E1+E3
 - K = E4+E5
 - L = E1+E3+E4+E5
 - M = E2

A

Lento

B

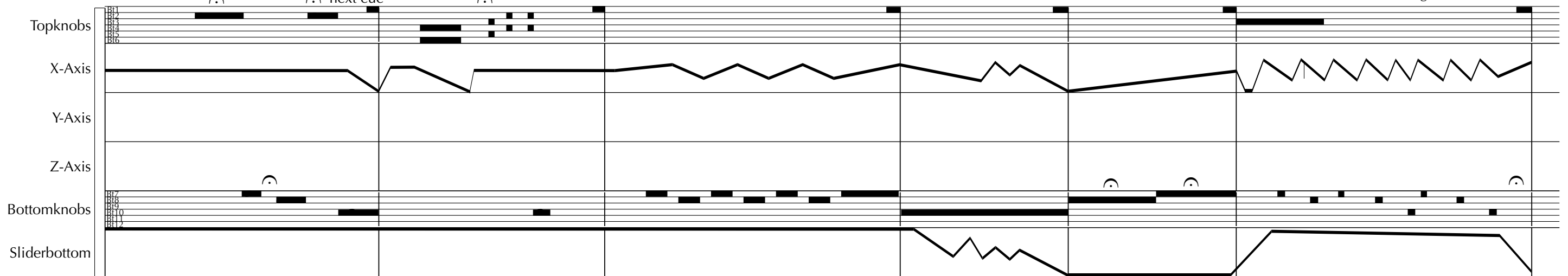
wait for bang
then hold a bit longer

wait for bang

next cue

accel. rit.

change to Faderbank !



1 2 3 4 5 6

Fader	1	2	3	4	5	6
Fader 1						
Faderknobs	Sel Mute Solo Rec					
Fader 2						
Faderknobs	Sel Mute Solo Rec					
Fader 3						
Faderknobs	Sel Mute Solo Rec					
Fader 4						
Faderknobs	Sel Mute Solo Rec					
Fader 5						
Faderknobs	Sel Mute Solo Rec					
Fader 6						
Faderknobs	Sel Mute Solo Rec					
Fader 7						
Faderknobs	Sel Mute Solo Rec					
Fader 8						
Faderknobs			accel.	rit.		

C

Empty musical staves for rehearsal marks 7 through 11.

7

8

9

10

11

Musical score with piano and conductor parts for rehearsal marks 7 through 11. The piano part includes a 'next cue' label. The conductor part includes a series of black bars indicating cues.

change to Joystick!

A set of five empty musical staves, each consisting of five lines, arranged in a system. The staves are positioned above a row of measure numbers.

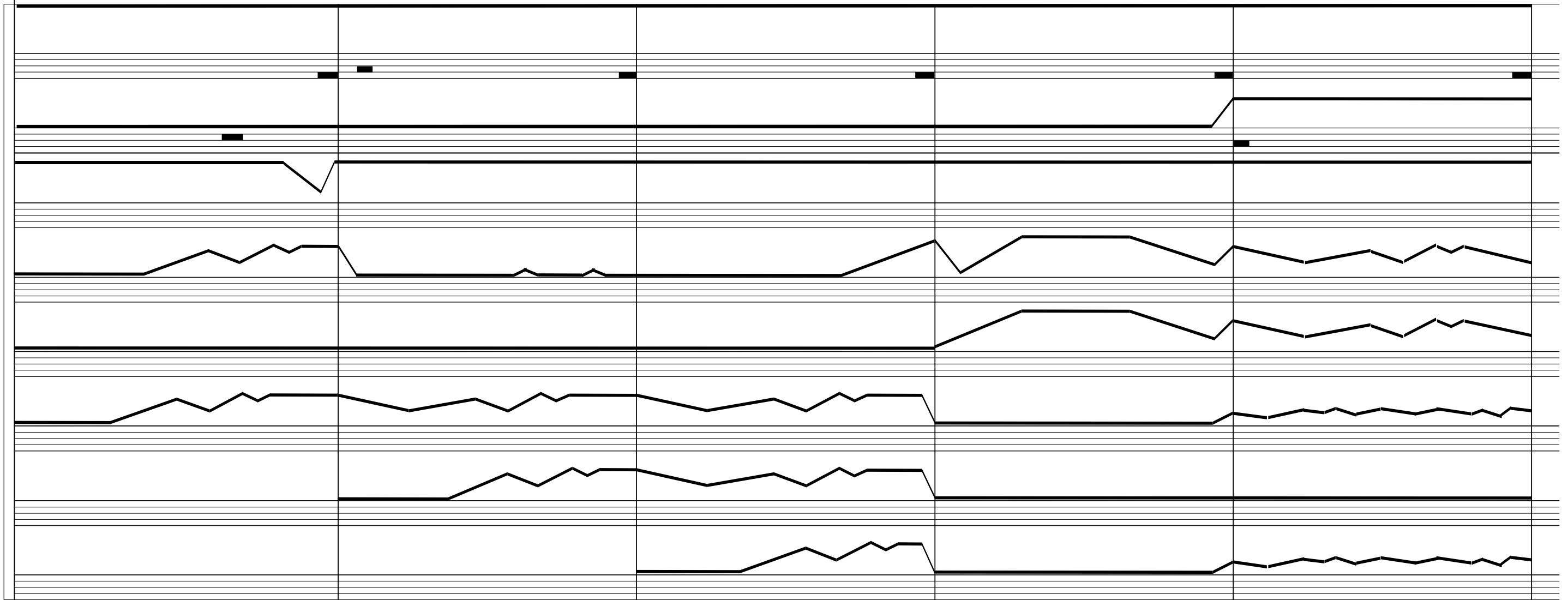
12

13

14

15

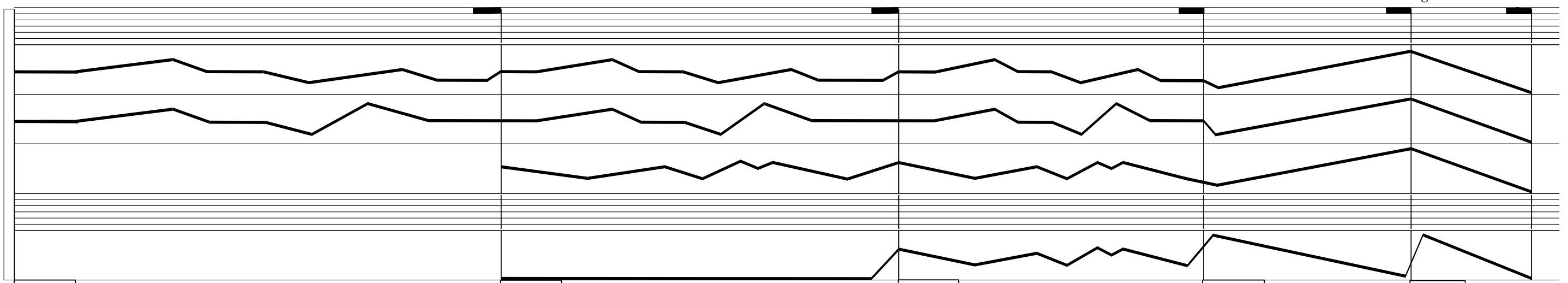
16



D

6
17

change to Faderbank !



17 **18** **19** **20** **21**



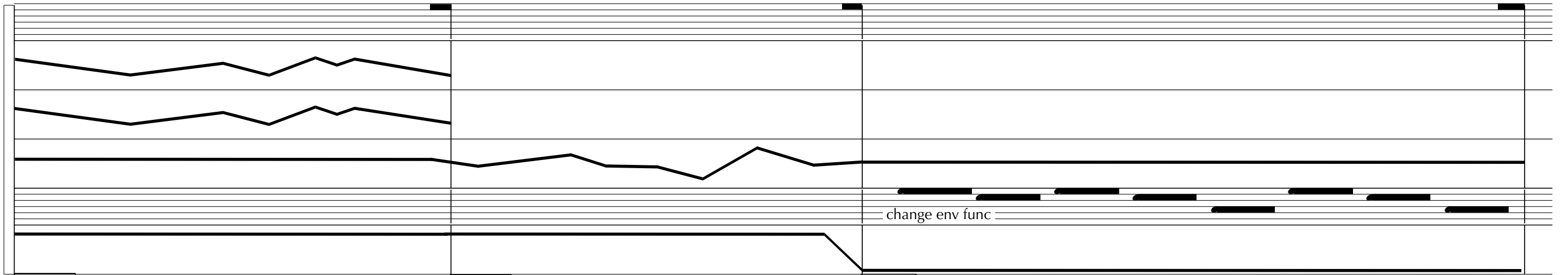
E

22 23 24 25 26 27 28

touch open when sound disappears drum machine

The musical score consists of seven systems of staves. The first system contains measures 22 through 28. The notation includes various rhythmic patterns, such as jagged lines and horizontal dashes, which correspond to the performance instructions. The second system contains a long horizontal line that spans across measures 24 and 25, with a small downward tick mark at the end of measure 25. The third system contains a long horizontal line that spans across measures 26 and 27, with a small upward tick mark at the beginning of measure 26. The remaining four systems are empty.

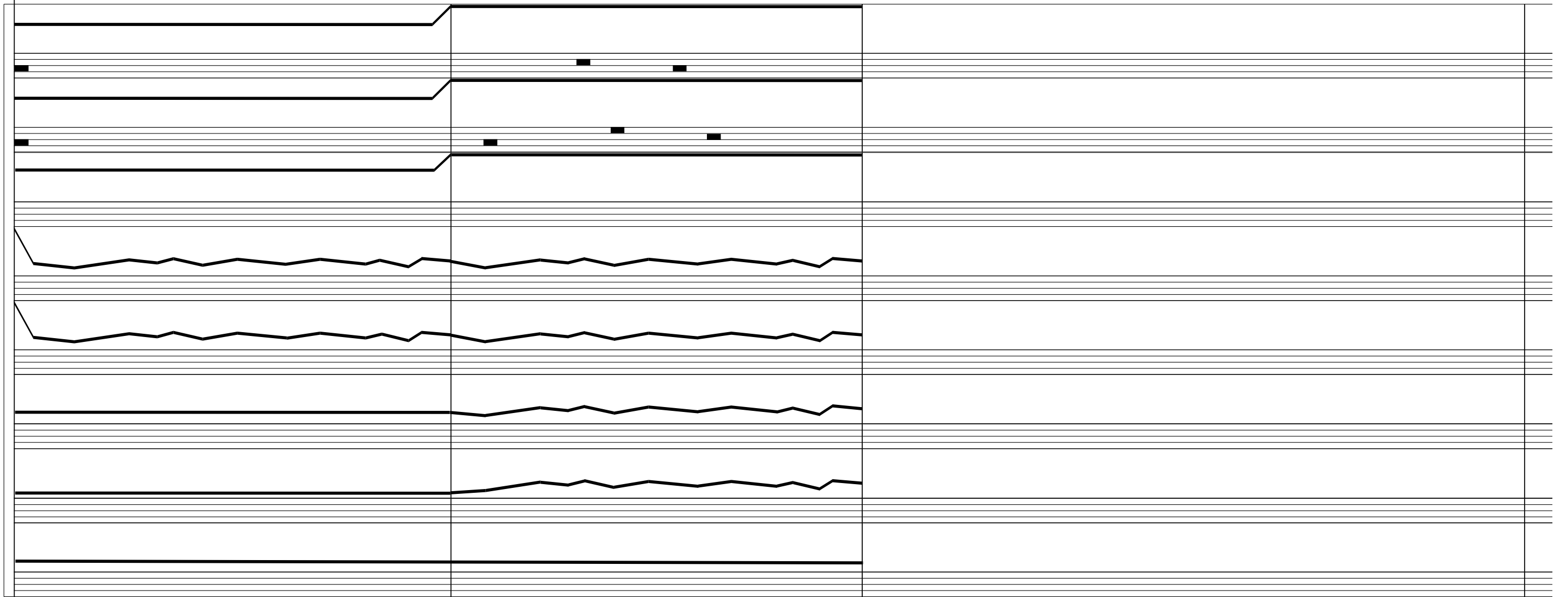
F



29

30

31



G

32

Musical score for measures 32-35, top system. It consists of five staves. Measures 32 and 33 are empty. Measures 34 and 35 contain a single melodic line on the top staff, with a wavy, oscillating pattern. There are two thick black bars at the top of the page, one above measure 34 and one above measure 35.

32

33

34

35

Musical score for measures 32-35, bottom system. It consists of five staves. Measures 32 and 33 show a wavy melodic line on the top staff. In measure 33, the word "touch" is written above the staff. Measures 34 and 35 show a wavy melodic line on the top staff, with several short, horizontal lines below it, possibly indicating fingerings or articulation. A thick black bar is located above measure 33.

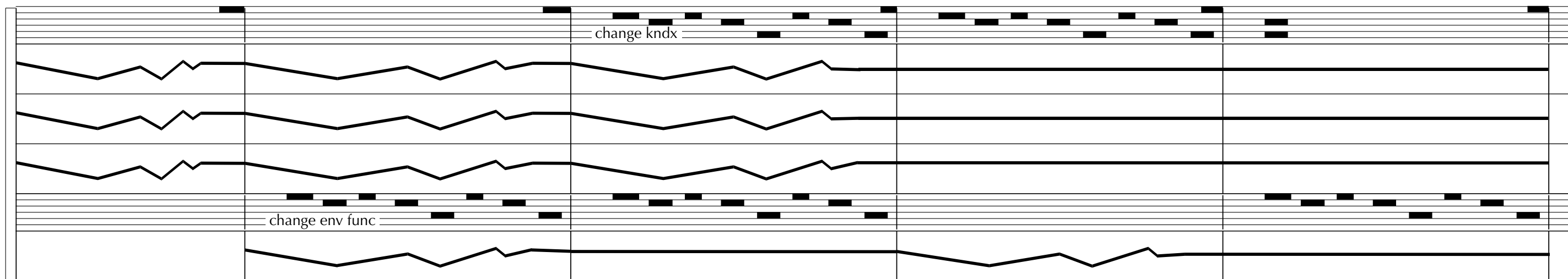
H

I

J

10

36



36

37

38

39

40

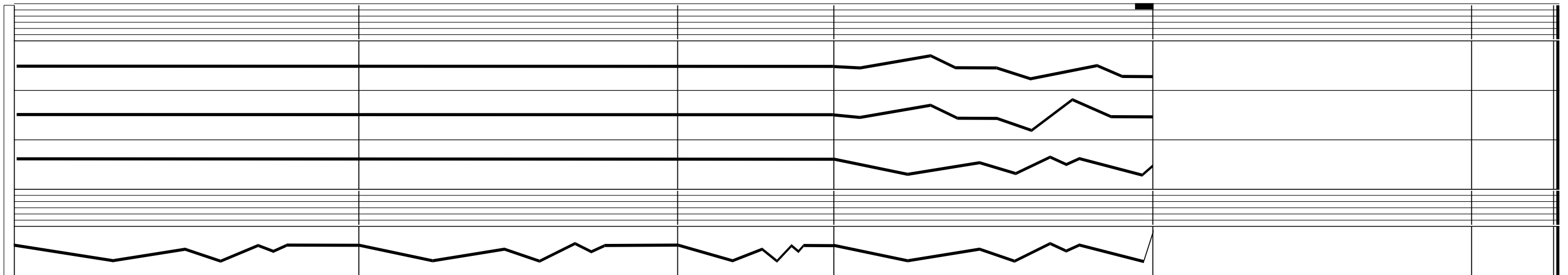
A large empty grid area consisting of 10 columns and 10 rows of empty musical staves, intended for further notation or analysis.

K

L

M

molto rit. STOP



41

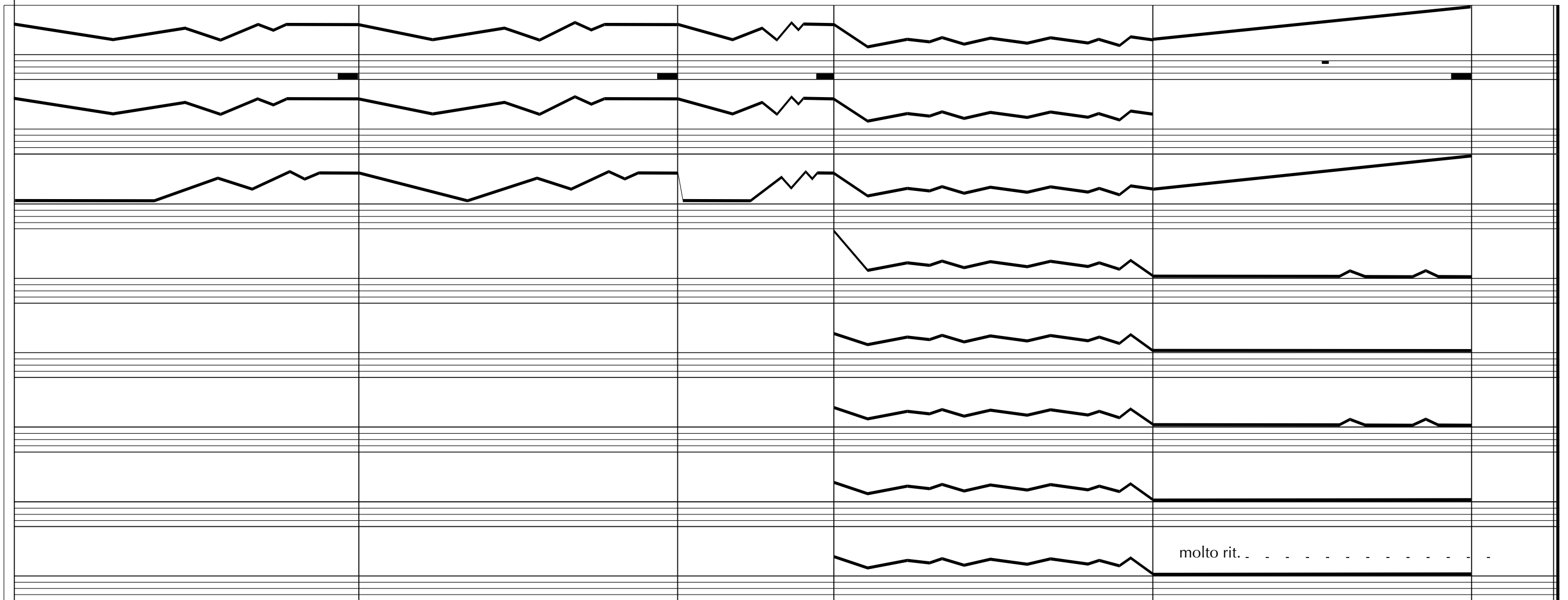
42

43

44

45

46



molto rit.