When I created this melody I decided to use the random function in clay to non deterministically play a note or a rest on each beat with both the wood block and agogo. While the percussion was non deterministically chosen to play or rest I was repeating a rising melody containing a reed organ, piano, and cello. The combined melody is meant to imitate dark looming suspense with the percussion sounding like the tic-toc of a clock. Although the percussion is not constant and non deterministically chosen to rest or play a note on each beat some people might hear the auditory illusion that the percussion is played on each beat. I felt that the composition sounded like a ticking time bomb after listening to it, hence the name.

MxM CODE

Time Bomb

TBOMB >> INTR BOMB BOMB BBANG
BOMB >> SEC1 SEC2 SEC3 SEC4 SEC5
BANG >> MAXVOL TAIKODRUM P
BBANG >> BANG^BANG^BANG
INTR >> PRE^RNPERC
SEC1 >> COM^RNPERC
SEC2 >> RP SEC1 LP
SEC3 >> 2RP SEC1 2LP
SEC4 >> 4RP SEC1 4LP
SEC5 >> 6RP SEC1 6LP
PFLAT >> CHROMATIC RP P LP
PART1 >> PIANO RP P RP P 2RP PS LP PS 3RP PFLAT 6LP PL
PART2 >> CELLO LP P LP P 2LP PS RP PS 3LP PFLAT 6RP PL
COM >> PART1^PART2
PRE >> REEDORGAN PL 4RP PL 3LP PS 2RP PS 4RP PL 7LP
RNDW >> WOODBLOCK PFLAT P?R
RNDS >> AGOGO PFLAT P?R
RNPERC >> 2RNDS^2RNDW

Assignment 5

Some Non Determinism

MxM OUTPUT

Clay> PART1
PIANO / D1[120] / E1[120] / G.5[120] \ F.5[120] / C1[120] \ C2[120]
Clay> PART2
CELLO \ B1[120] \ A1[120] \ F.5[120] / G.5[120] \ Eb1[120] / C2[120]
Clay> PRE
REEDORGAN C2[120] / G2[120] \ D.5[120] \ F.5[120] / C2[120]
Clay> RNDW
WOODBLOCK / Db1[120] S1[120]
Clay> RNDS
AGOGO / Db1[120] S1[120]
Clay> RNPERC
Clay> BANG

TAIKODRUM C1[120]

Clay> BBANG

[ TAIKODRUM / C1[120] ]

Clay> SEC1


Clay> SEC2


Clay> SEC3
