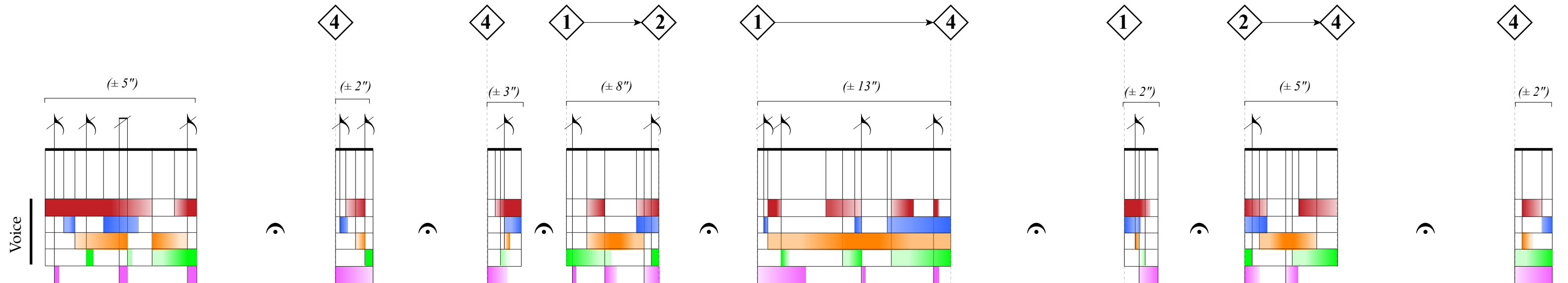


# colors #1

a provoked improvisation for solo voice  
Ryan Carraher (2020)



## Considerations:

Improvise whilst considering the following:

= unvoiced/unpitched sounds [tongue motion, air-based events, plosives, teeth, clicks, fleshy sounds, salivic sounds, fricatives, dental sucks, horse clicks, snoring sounds, lip trills, etc.]

= Text events (you may choose any text source to pull from); any characterization can be imposed [i.e. robotic, sarcastic, fatigued, baby, angry, out-of-breath, drunk, academic, sprechstimme, whispering, alien, laughing, crying, etc.]; semantic communication of text is not a priority.

= Whistles and articulations [fixed pitched whistle, glissando whistle, whistle full of air, quick whistle, growls, flutters, diaphragm pulses, etc.]

= Using the body [i.e. cheek manipulation, body percussion, covering your mouth with your hand, finger snapping, clapping, stomping, rubbing hands together, etc.]

= Pitched events; use full range; any stylistic or timbral style can be imposed [i.e. Bel Canto, jazz, scat, vocal fry, senze-vib., nasalized, breathy, wild ululations, etc.]

- experiment with the rate and manner of transition between these considerations [i.e. rapid, disjunct shifting between a wide array of options or occasional, smooth transitions between a limited pool of options, etc.]
- In the score, you may only improvise using the active events [i.e. when the color is present in the score, you may improvise with its associated attributes, if it is absent you may not use those attributes]
- The shading of the color reflects its grounding within the overall texture; if the color is lighter, the events occur less frequently and are relegated to the background, if the color is darker, these events occur most frequently and are foregrounded]; transitions between these states can and do occur. [For context, the colors above in the instructions are shown at 100% opacity]
- The duration of silences (the fermatas) are decided by the performer.
- The numbers in diamonds refer to “level of differences”; 1 represents a high degree of similarity relative to the previous texture, 4 represents the highest degree of contrast relative to the previous texture. [e.g. the first diamond number is “4” and is linked to the second event. This means that the texture of this second event will highly contrast with the texture/identity of the previous 5” event. For example, if the 5” event is generally quiet and favors rapid disjunct transitioning between material, the 2” event will be loud and favor smooth transitions between material. Difference levels “2” and “3” fall on this spectrum [i.e. a level of “2” indicates slight differences]
- Transitions between level of differences occur.
- Durations are approximate/suggestions; onset and termination points of the color-coded material are indicated graphically
- Events attached to grace notes indicate a quick, accented insertion of the related material