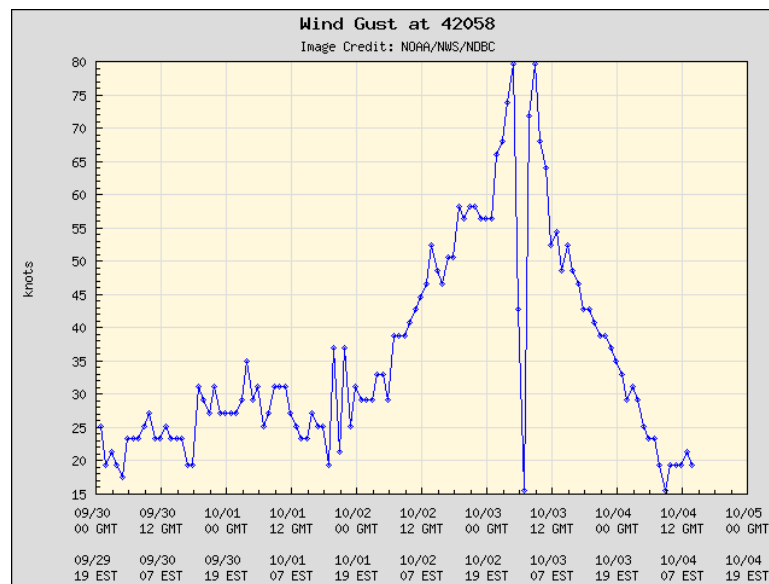


# Wind Gust 42058

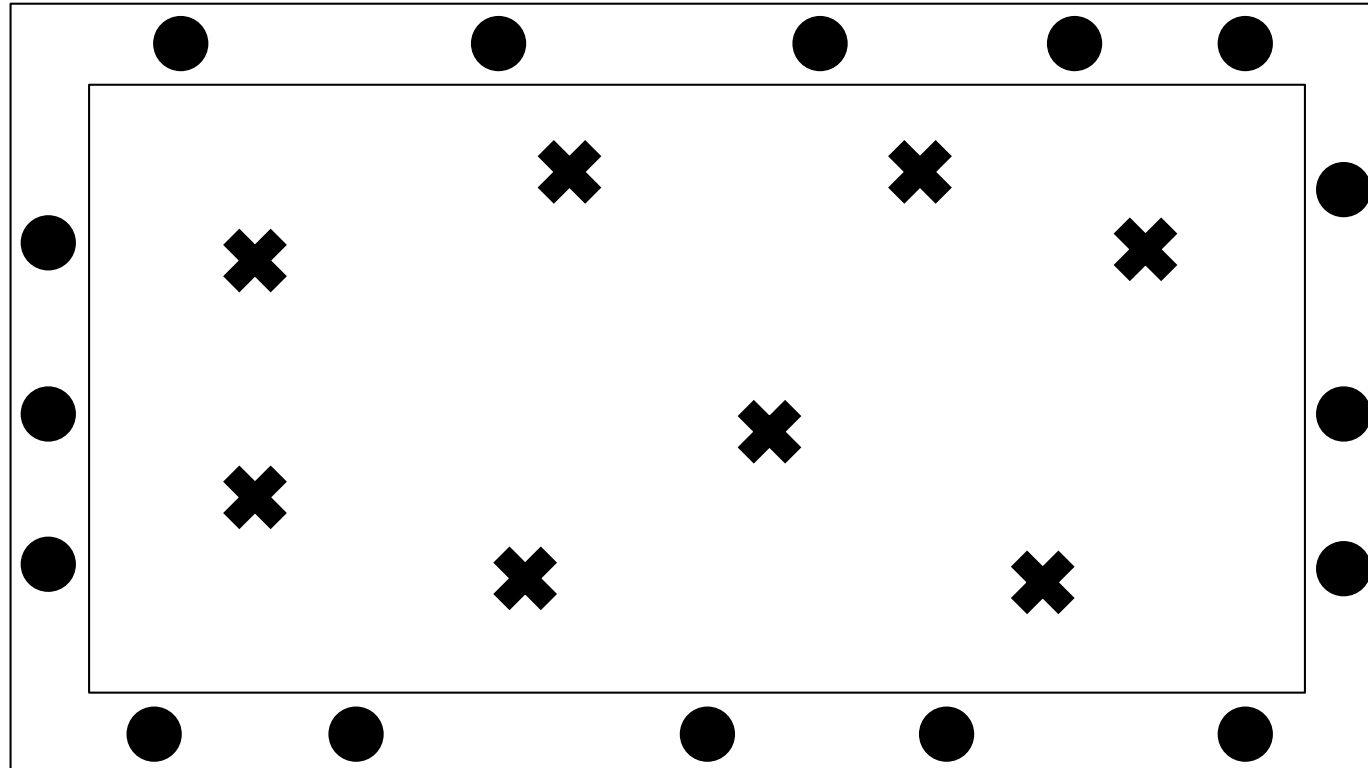
By Matt Gio

For 20 – 200 performers



Wind Gust 42048 is based on wind data from a buoy in the Atlantic Ocean during a time span of 5 days, when the recent Hurricane Matthew passed overhead. The piece is built using a series of recurring motifs which grow in dynamic and intensity, correlating closely to the intensity of the data from the storm. The musicians will surround the audience, in an attempt to place the audience in the chaotic storm interior. The proportions of the piece relate directly to the time data, and the pitch and intensity relate to the wind speed. The piece will end as calmly as it began.

# Layout

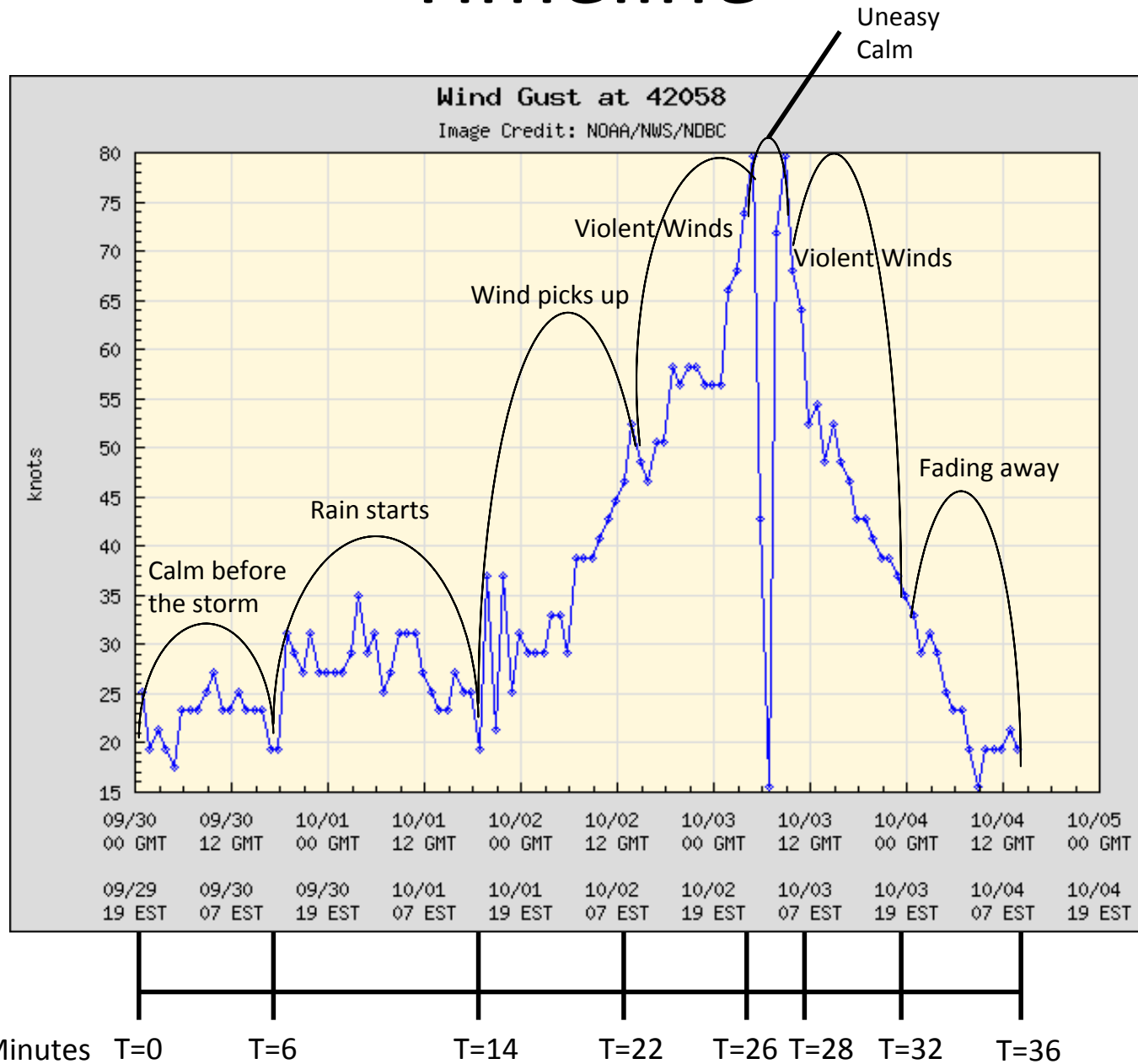


● = Musicians

✕ = Audience

**\*\*The musicians should ideally be above the audience\*\***  
Musicians can walk around to change the timbre/conversation  
At the start, musicians should synchronize timers.

# Timeline



# A Brief Note

*Begin quietly*

*Only add sound to fill gaps*

*When the sound is growing, join the growth*

*When the sound has reached a maximum, start to withdraw*

*Find your own voice, but always be part of the larger group*

The music for this piece is long and intense - If you need a break, take one, but try to play as much as possible. In particular, make sure to save enough energy for around the T=22 to T=32 span.

After you have looked over the score, think about some 3-letter words that can be turned into a morse code rhythm, and think about what that means for playing it on your instrument. Ideally, together, the ensemble will create a 'wall of rhythm', so send your message quickly and often. Feel free to change your message, or even perhaps send random letters, always attempting to blend with and respond to others.

Performers should feel free to walk around, creating new timbre combinations by changing their position in relation to others. As the piece gets more intense, the breaths/bows should be shorter and more frequent.

Singers should start with soft consonants (fa, sah, la), and move to harder consonants (ka, tah, pah) during the more intense sections. During the beginning, end, and the uneasy calm at T=26, feel free to hum, or mute your voice in other ways.

Lastly, in each section, try to create a 'macro melody' by looking at the Timeline (on the previous page) and finding pitch material that fits both the aesthetic as well as the data. Below are two various melodies – both increasing in pitch/intensity, but the first goes back to where it started, while the 2<sup>nd</sup> stays in the higher register.

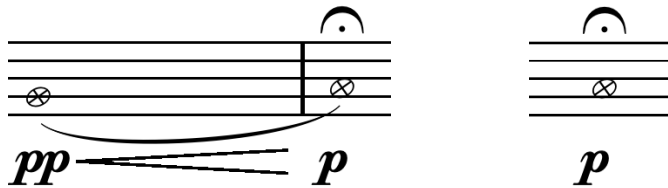


(T= Time in minutes)

# T=0

Start on any note, use entire breath or bow. Move between the two motifs given.

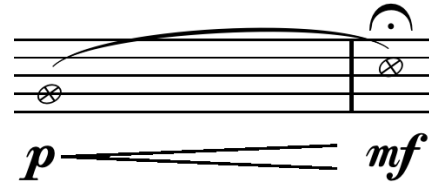
Breathy, quiet, low in register, dark tone. If you hear a gap in the sound, try to thoughtfully fill it in. If you hear a nice harmony, stay on it.



Whole or Half step up only!

# T=6

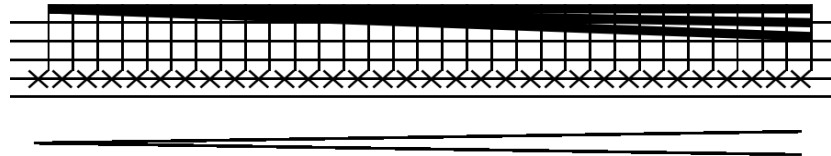
Move between the two motifs given. Breathy, and louder, use mid register, getting brighter. Listen to other people and try to mimic their rhythms.



Jump up larger than 2<sup>nd</sup>, smaller than 7<sup>th</sup>.

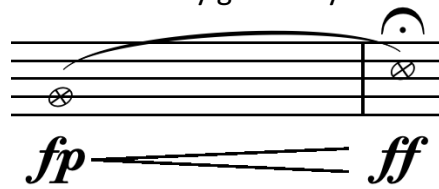
Play this around 70% of the time.

Full breath. Add notes, and ad lib rhythm. Play only 30% of the time



# T=14

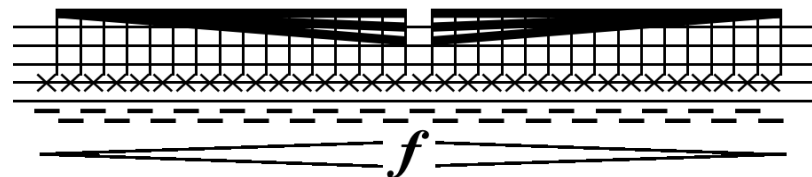
Firm tone. Build from mid to high register over the next 8 minutes. Increase intensity gradually.



Add notes, ad lib rhythm.



Play 50% of the time

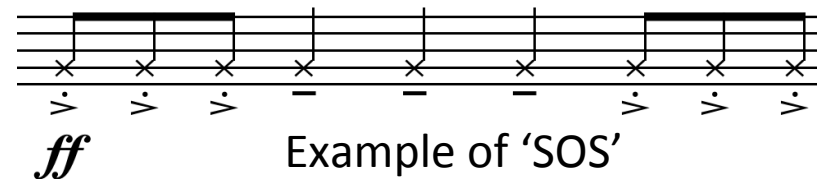
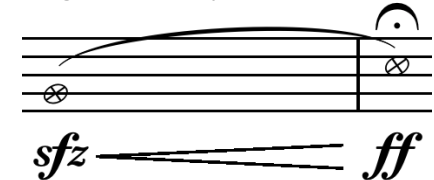


# T=22

Highest register. Loud! Play a 3-letter word or random letters using morse code. If you recognize someone else's word or letter, play it back with added emphasis.

A ● -	J ● - - -	S ● ● ●
B ● ● ● ●	K - ● -	T -
C - - - ●	L ● - ● ●	U ● ● -
D - ● ●	M - -	V ● ● ● -
E ●	N - ●	W ● - -
F ● ● - ●	O - - -	X - ● ● -
G - - ● ●	P ● - - ●	Y - ● - -
H ● ● ● ●	Q - - ● -	Z - - ● ●
I ● ●	R ● - ●	

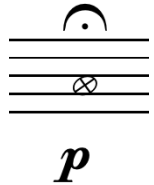
Jump up, Long notes only 20% of the time.



Example of 'SOS'

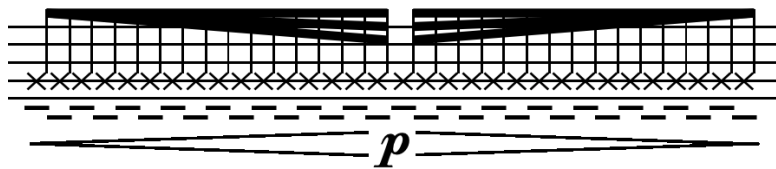
# T=26

Finish your phrase from T=22, and then suddenly quiet!!!



Middle register, comfortable, but very quiet – muted or hummed. Any note, different each time.

Play 25% of the time



# T=28

SUDDENLY LOUD!!!!

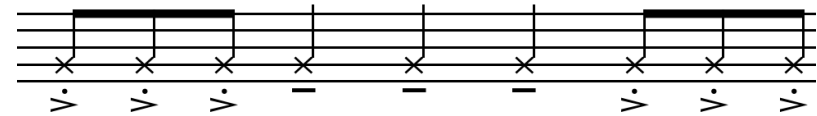
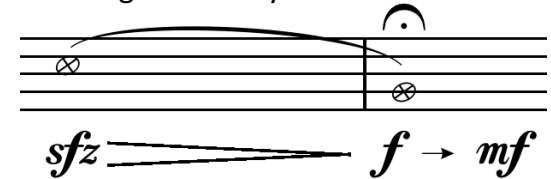
Same as before - Highest register. Loud, but getting quieter. Play letters and words using morse code, and if you recognize someone else's word or letter, play it.

A ● -	J ● - - -	S ● ● ●
B - ● ● ●	K - ● -	T -
C - ● - ●	L ● - ● ●	U ● ● -
D - ● ●	M - -	V ● ● ● -
E ●	N - ●	W ● - -
F ● ● - ●	O - - -	X - ● ● -
G - - ●	P - - ● ●	Y - - - -
H ● ● ● ●	Q - - - -	Z - - ● ●
I ● ●	R ● - ●	

Jump DOWN

Larger than 2<sup>nd</sup> smaller than 7<sup>th</sup>

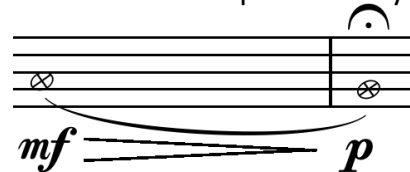
Long notes only 20% of the time.



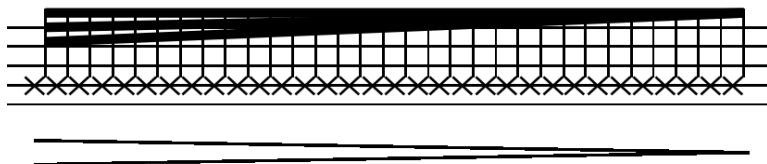
# T=32

Breathy, in mid register, getting darker. Gradually get quieter over the next 4 minutes. Play long notes 70% of the time.

Whole or Half step down only!



Full breath. Add notes, and ad lib rhythm. Mimic other rhythms you hear



# T=36

Hold any note for a full breath/bow very quietly, with a dark tone, and low in register.

Repeat this on any note, getting quieter every time until it feels right to stop. The piece should have a natural decay to silence.

