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NCAF

# Recurrence

## Performance Directions & Signs

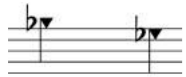
### Synth 1



1. Prime. 2. to slide in pitch from one note to the next.



1. Retrograde. 2. to slide in pitch from one note to the next.



With effect. e.g., Reverse delay

### Marimba

Marimba with 4 1/2 octaves: F2 – C7



Soft Stick



Hard Stick



The material in the box is repeated for the duration indicated by the arrow.

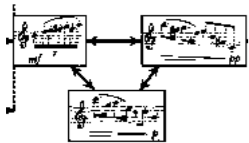


or



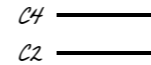
If the phrase:

- starts from 2 or more boxes
  - goes to 2 or more arrows
- the performer can choose one of them freely.



When the double arrows show up, the performer can jump back to the former box freely or just keep forward.

### Synth 2



The relative pitch range from C2 to C4 (or to C6)



Drones



Gliding pitches



Atemporal staccato spatters



Tone cluster



Pre-recorded sound

### General



Average dynamics changing

# Recurrence

Synth 2

C4

C2

Detailed description: This block shows the upper part of the score for Synth 2. It consists of two horizontal lines representing the notes C4 and C2. Below these lines is a wide, grey shaded area that tapers from left to right, indicating a volume or amplitude envelope.

A1

Synth 1

All

Marimba

C6

C4

Detailed description: This block contains the musical notation for section A1. At the top, there are two staves for Synth 2 with notes C6 and C4. Below them is a staff for Synth 1 with a treble clef and a melodic line. The line is colored teal for the first part and orange for the second. Below the Synth 1 staff are three boxes containing Marimba notation, with a 'Marimba' label and a small icon to the left. The first box is connected to the Synth 1 staff by a horizontal arrow. Below the Marimba boxes are two staves for Synth 2 with notes C6 and C4, showing a rhythmic pattern of dots and lines. The section is labeled 'A1' and 'All' in a cursive font.

A111

Synth 1

A1V

Mar

C6

C4

Detailed description: This block contains the musical notation for section A111. It features a staff for Synth 1 with a treble clef and a melodic line colored orange and teal. Below it are three boxes containing Marimba notation, with a 'Mar' label to the left. The first box is connected to the Synth 1 staff by a horizontal arrow. Below the Marimba boxes are two staves for Synth 2 with notes C6 and C4, showing a rhythmic pattern of dots and lines. The section is labeled 'A111' and 'A1V' in a cursive font.

B I

B II

Synth 1

Mar

Synth 2  
C6  
C4

B III

B IV

Synth 1

Mar

Synth 2  
C6  
C4



C1

C11

Synth 1

Mar

Synth 2

C6  
C4

C111

C1V

Synth 1

Mar

Synth 2

C6  
C4

QI

QII

Synth 1

Musical staff for Synth 1 showing a melodic line with a green-to-orange color gradient and a grey volume envelope above it.

Mar

Musical staff for Maracas (Mar) with two paths of musical notation and dynamic markings. The first path starts with *mf* and *p*. The second path starts with *f*. The notation includes a 7-measure rest and various dynamic markings like *pp*, *accel.*, and *rit.*

Synth 2

Grey rectangular blocks representing the envelope for Synth 2.

QIII

QIV

Synth 1

Musical staff for Synth 1 showing a melodic line with an orange-to-teal color gradient and a grey volume envelope above it.

Mar

Musical staff for Maracas (Mar) with multiple paths of musical notation and dynamic markings. The notation includes dynamic markings like *f*, *ff*, *pp*, *p*, *mf*, and *pp*, along with *rit.* markings.

Synth 2

Grey rectangular blocks representing the envelope for Synth 2.

E1

E11

Synth 1

Musical staff for Synth 1 showing a melodic line with notes and a grey volume envelope above it.

Mar

Musical staff for Maracas with four boxed segments and performance markings: *p*, *pp*, *mf*, *p*, *accel.*, *p*, *rit.*

Synth 2

A solid black rectangular block representing a whole rest for Synth 2.

whole rest...



E111

E1V

Synth 1

Musical staff for Synth 1 showing a melodic line with notes and a grey volume envelope above it.

Mar

Musical staff for Maracas with a boxed segment and performance markings: *rit.*, *p*, *mf*, *pp*.

Synth 2

Two empty musical staves for Synth 2 labeled C4 and C2.

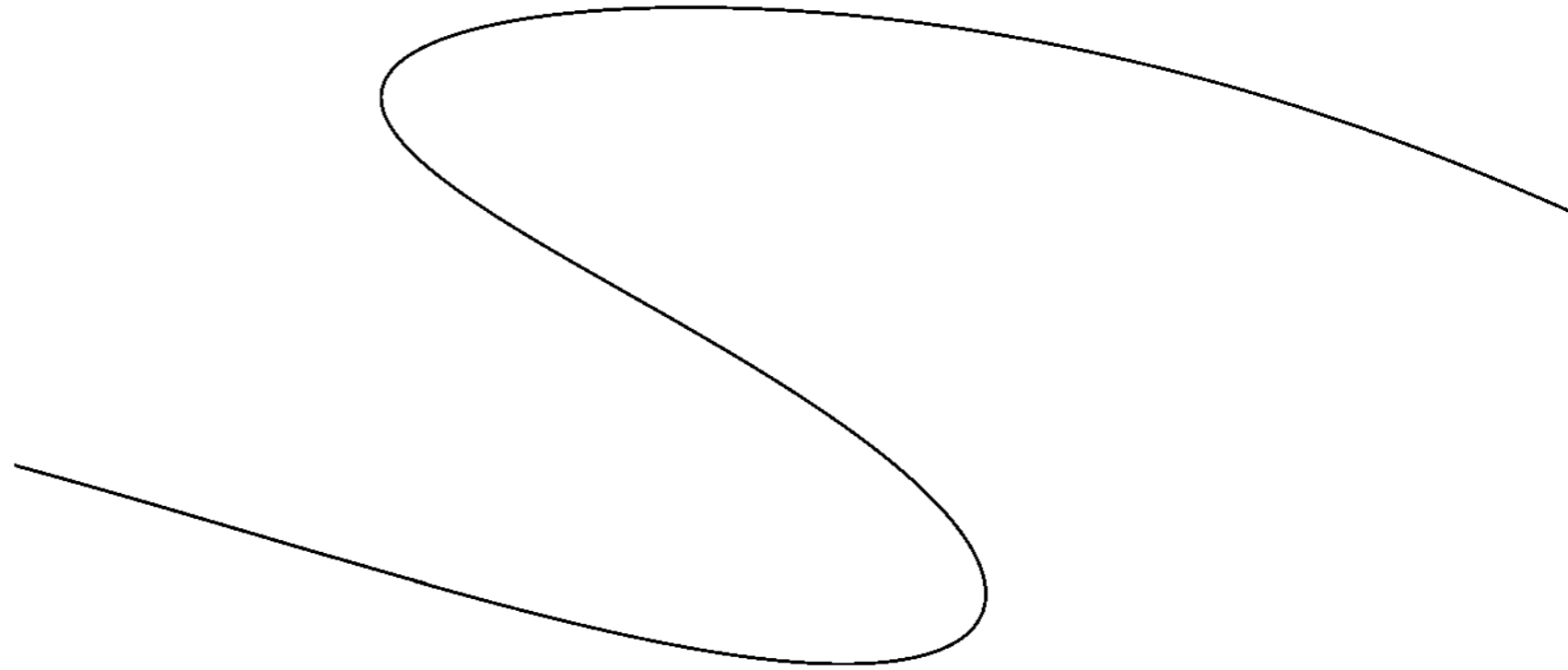
A grey shaded area at the bottom of the page.

# *Hooked*

*for human and artifacts*

*Composen: Do-hao Chi*

*Graphic designer: Shih-pong Chen*



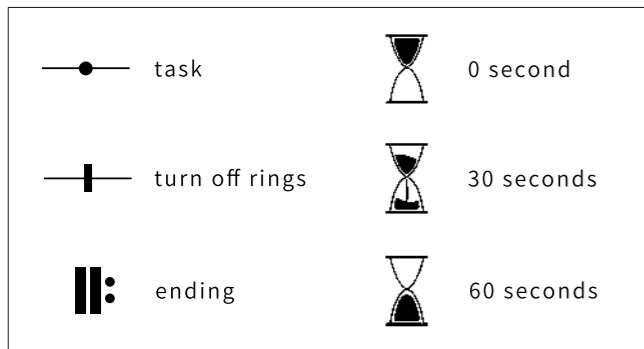
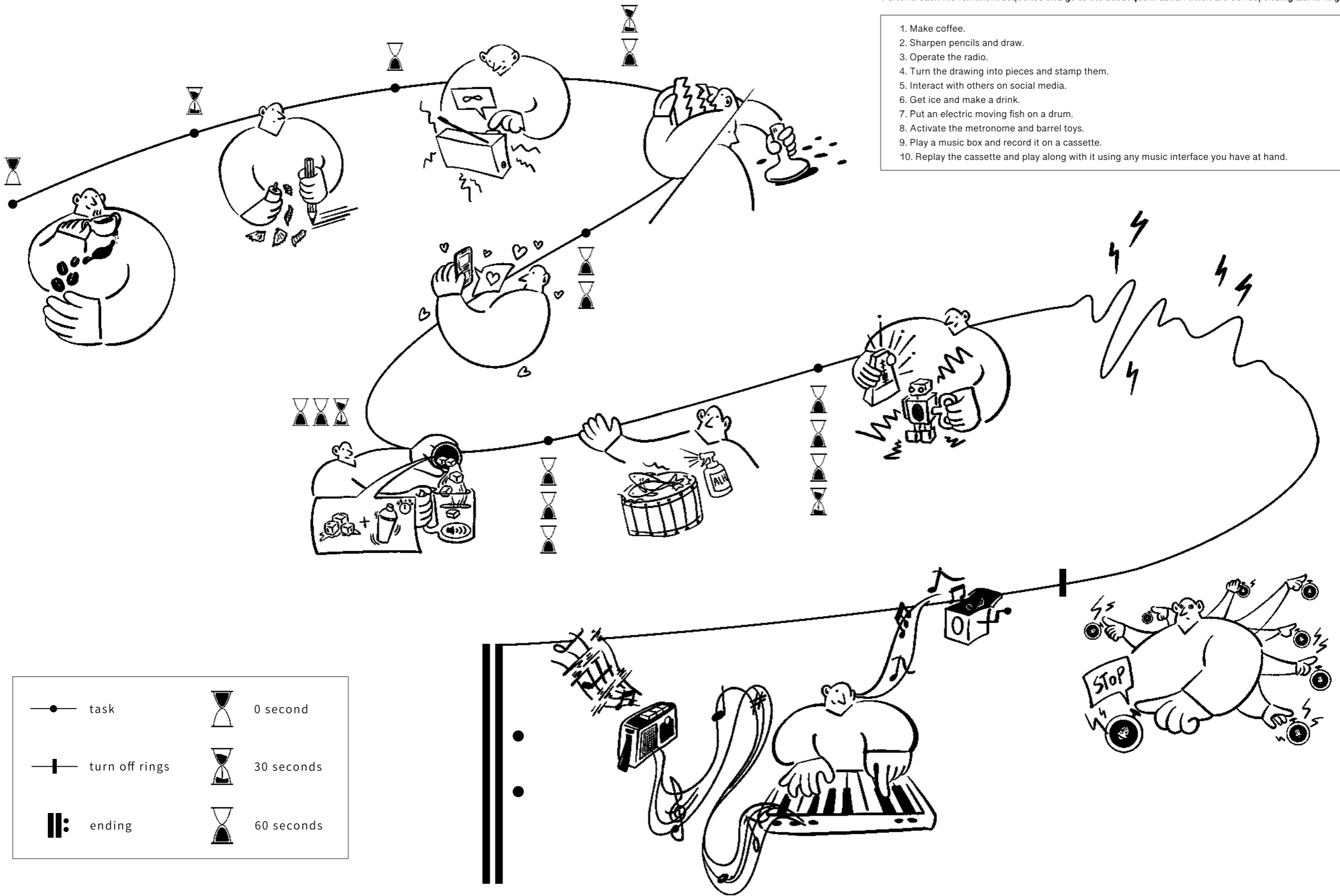


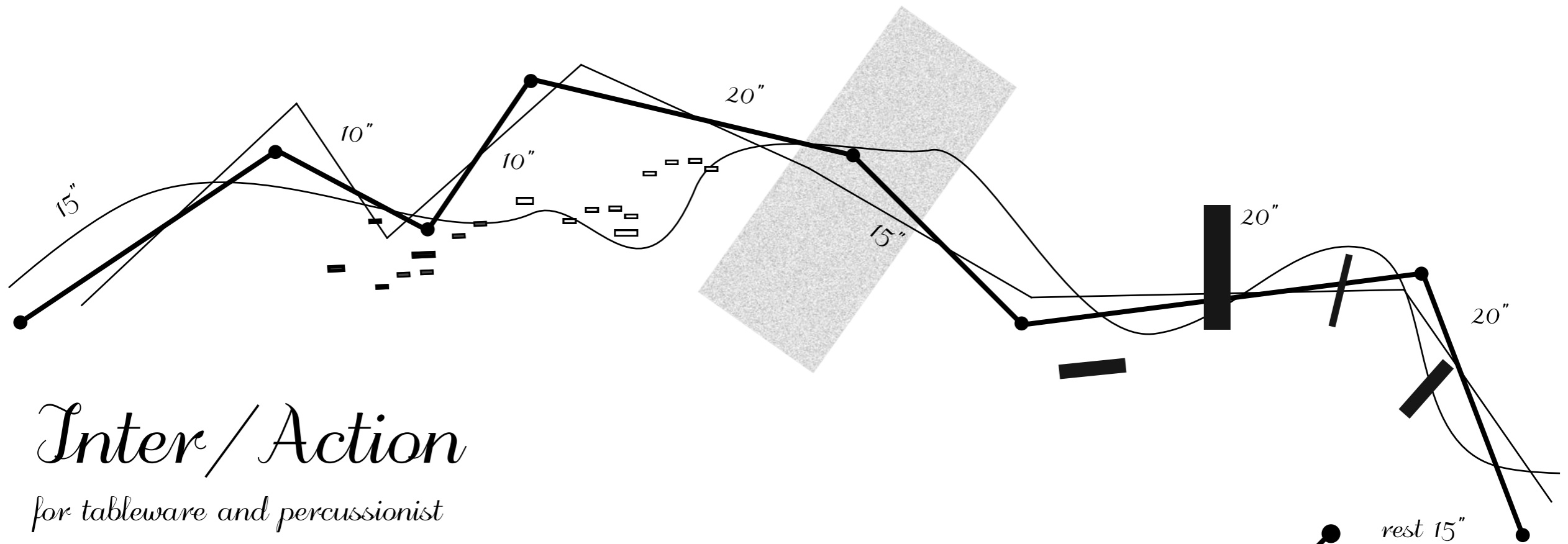
### Instructions:

Follow the preset alarms to implement each task.

Perform each movement in sequence and go to the subsequent action when the corresponding alarm rings.

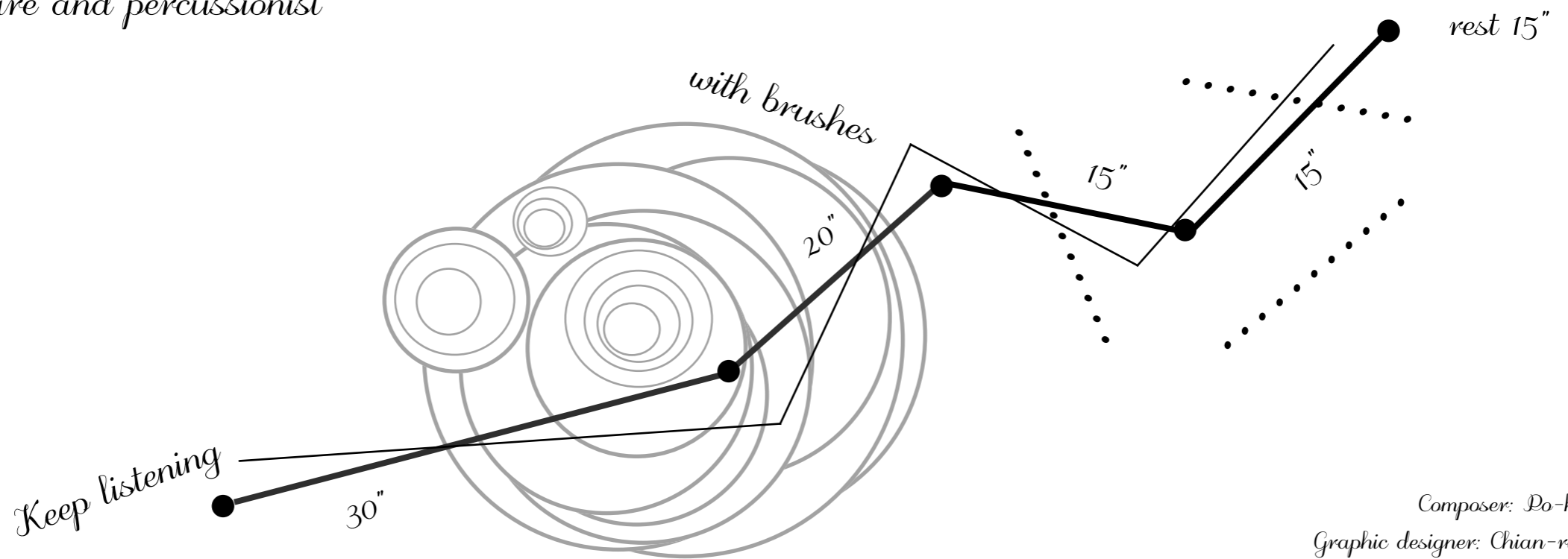
1. Make coffee.
2. Sharpen pencils and draw.
3. Operate the radio.
4. Turn the drawing into pieces and stamp them.
5. Interact with others on social media.
6. Get ice and make a drink.
7. Put an electric moving fish on a drum.
8. Activate the metronome and barrel toys.
9. Play a music box and record it on a cassette.
10. Replay the cassette and play along with it using any music interface you have at hand.





# *Inter / Action*

*for tableware and percussionist*



*Composer: Po-hao Chi  
Graphic designer: Chian-ru Yang*

