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Life: Blood. Water. Seeds. Water. Oxygen.

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Zack Kear

Candidate

Music

Department

This thesis is approved, and it is acceptable in quality and form for publication:

Approved by the Thesis Committee:

,Chairperson

LIFE: BLOOD. WATER. SEEDS. WATER. OXYGEN.

BY

ZACK KEAR

B.M. MUSIC THEORY AND COMPOSITION
UNIVERSITY OF NEW MEXICO, 2007

THESIS

Submitted in Partial Fulfillment of the
Requirements for the Degree of

Master of Music

The University of New Mexico
Albuquerque, New Mexico

July, 2010

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ABSTRACT OF THESIS

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ABSTRACT

Several basic biological needs must be satisfied for a Human to remain alive on this planet. Despite cultural differences, differences in belief systems and language barriers, four Human biological needs we have in common are: Blood, Water, Seeds and Oxygen.

This work has three movements—*Blood, Seeds* and *Oxygen*—which are connected by two *Water* interludes. It is an acousmatic music composition meaning that it exists in recorded form and is designed for reception via loudspeakers only. The score, therefore, acts as a graphic illustration of the sonic contents rather than a set of instructions for live performers. The score for *Blood*, the first movement, does not use traditional notation but instead provides a graphic display of sounds and composed textures. The first *Water* interlude consists of a rain shower and bird songs both of which are recorded in a forest. This first interlude waters *Seeds*, the second movement. *Seeds* has a traditional music score and uses recordings of a homemade seed shaker, a rainstick, a piano and two synthesized sounds as sound sources. The second *Water* interlude consists of a mountain stream and bird songs. *Oxygen*, the third movement, also has a traditional music score and uses two viols, glass bottles and an oud as sound sources.

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Life: Blood. Water. Seeds. Water. Oxygen.

an acousmatic composition

by

Zack Kear

Performance Notes

This work has three movements—*Blood, Seeds *and* Oxygen*—which are connected by two *Water* interludes. This work is an acousmatic music composition which means that it exists in recorded form and is designed for reception via loudspeakers only. The score, therefore, acts as a graphic illustration of the sonic contents rather than a set of instructions for live performers

Without Blood, our hearts would not have anything to pump and our bodies would not be nourished.

Without Water to hydrate us, our cells would soon cease to function and we would soon cease to exist.

Without Seeds, we would have limited food, clothing and shelter because we would have no plants or trees.

Without Oxygen to breathe we would not be able to talk, sing or move the muscles of our bodies.

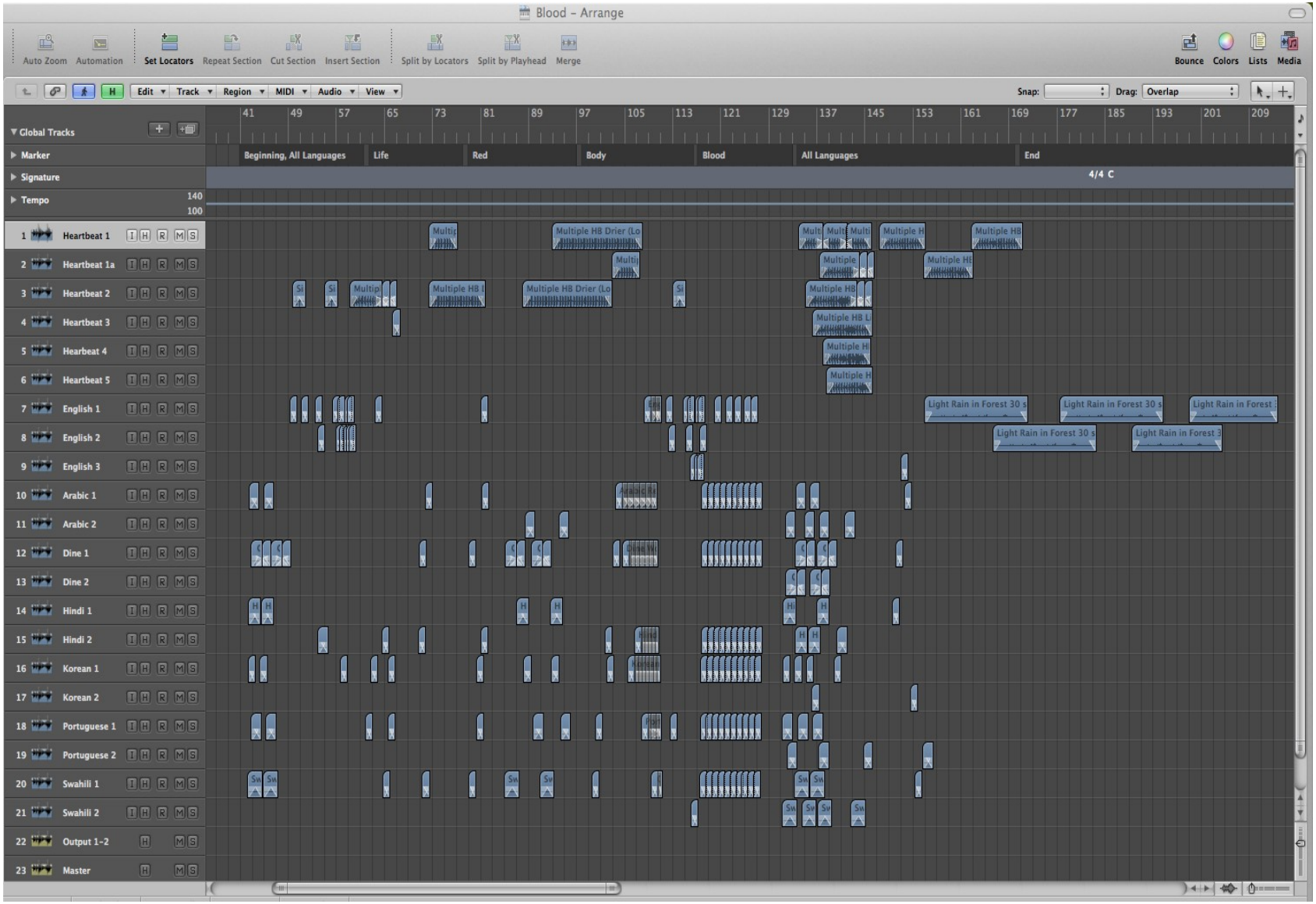
I. Blood

Human voices and human heartbeats are the sound sources I have used for this movement. I have recorded several native speakers of several different languages: Arabic, Diné, English, Hindi, Korean, Portuguese and Swahili. The English texts I have used are: Body, Blood, Life is, Pump, Red, Flow, Throb, Nourish, and Human. The texts I have had translated from English into the other languages are: Body, Blood, Life, Red, Human and Life is in the Heartbeat.

Each language was selected because it expresses a culture and a geographic region of the world. I deliberately avoided using two languages which were closely related so I had a better chance of getting a greater variety of sounds. For example, I did not choose both Portuguese and Spanish because they both belong to the Romance language family.

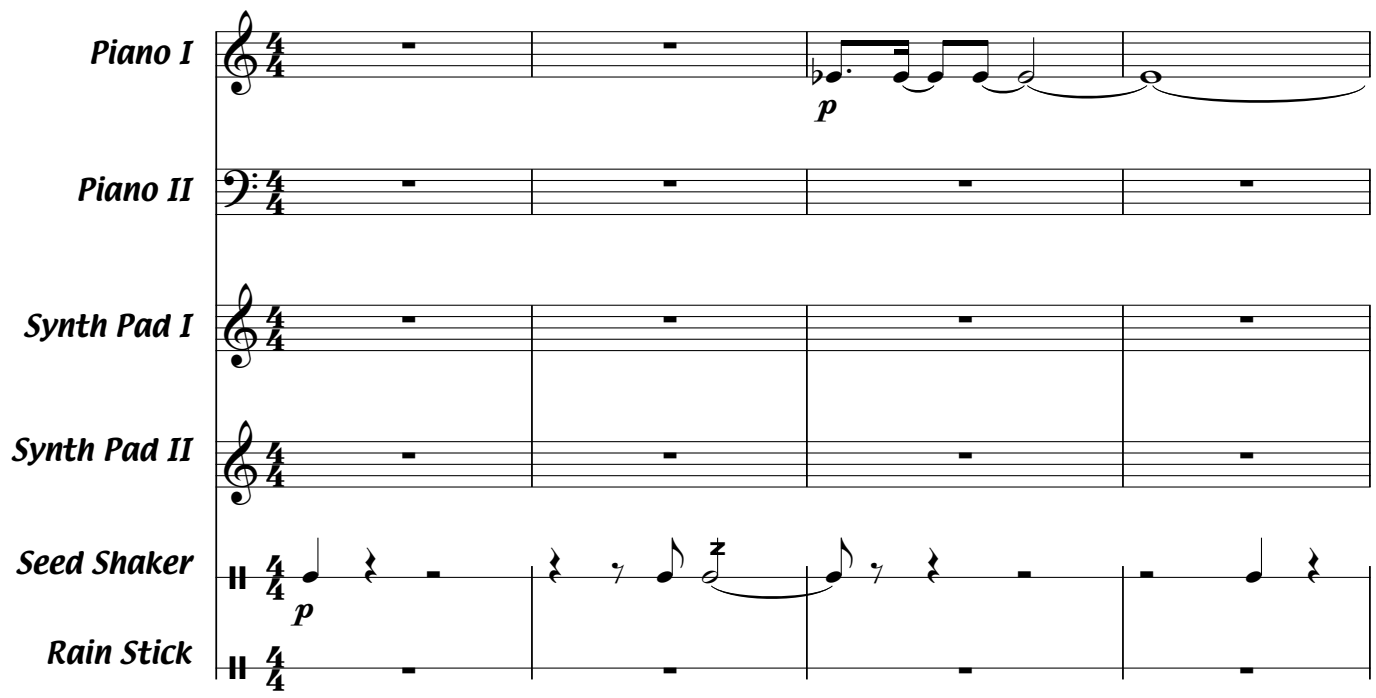
The heartbeats are from two different recordings I obtained. In one of the recordings one can hear the blood pulsing through the heart and surrounding veins along with the thud of the pumping action. The other recording is drier in the sense that one can hear the percussive thud more than the liquidity of the blood.

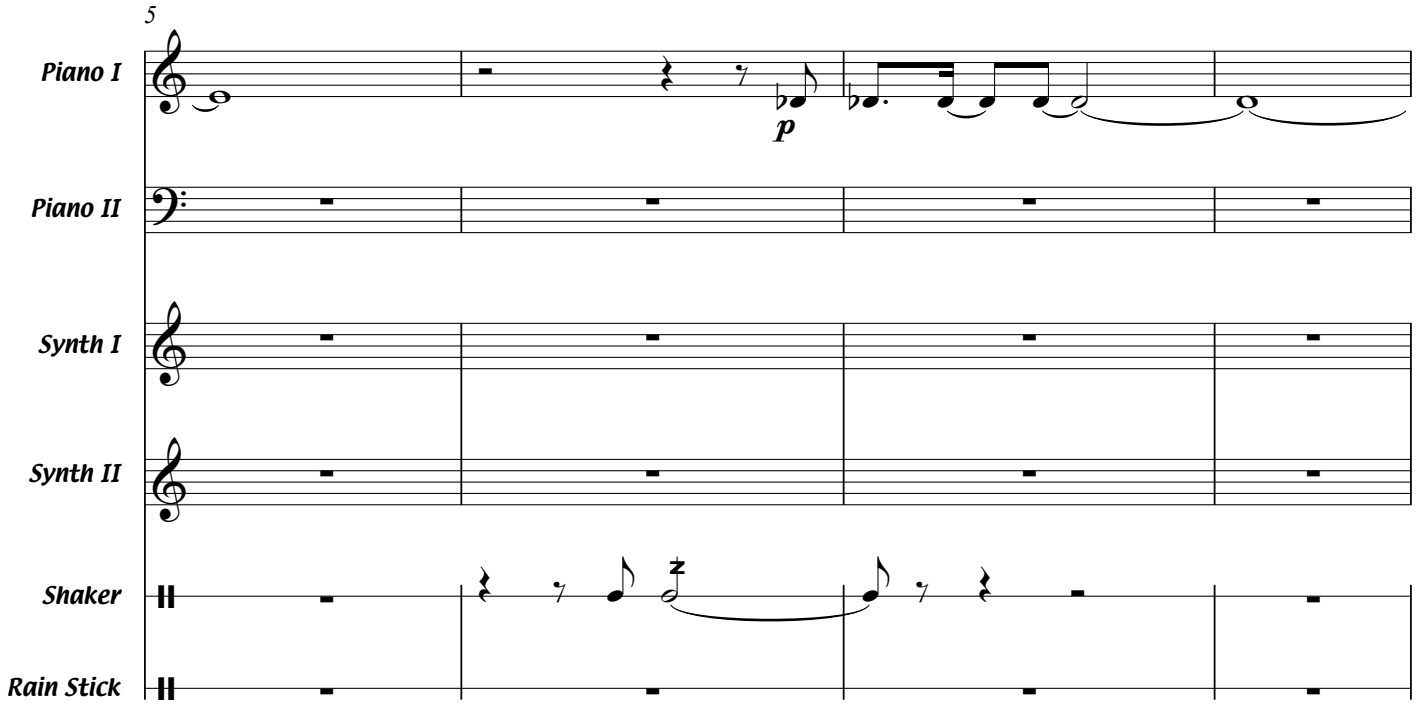
On the following page I have included a screenshot of the audios edits made in Logic Pro for the first movement, Blood. It serves as a description or a graphic score of the various sounds and composed textures.

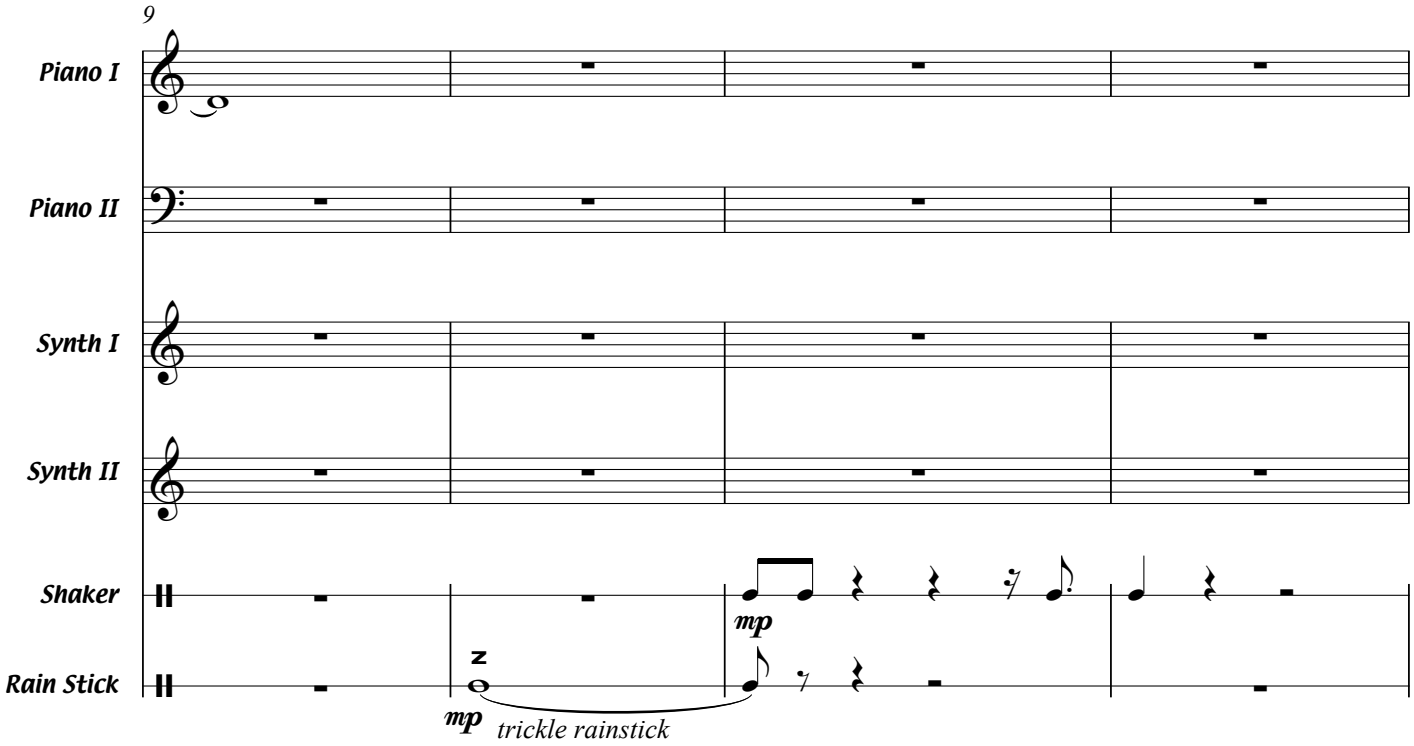

Blood – Arrange
Auto Zoom
Automation
Set Locators
Repeat Section
Cut Section
Insert Section
Split by Locators
Split by Playhead
Merge
Bounce
Colors
Lists
Media
Edit
Track
Region
MIDI
Audio
View
Snap:
Drag:
Overlap
Global Tracks
Marker
Signature
Tempo
Beginning, All Languages
Life
Red
Body
Blood
All Languages
End
4/4 C
1 Heartbeat 1
2 Heartbeat 1a
3 Heartbeat 2
4 Heartbeat 3
5 Hearbeat 4
6 Heartbeat 5
7 English 1
8 English 2
9 English 3
10 Arabic 1
11 Arabic 2
12 Dine 1
13 Dine 2
14 Hindi 1
15 Hindi 2
16 Korean 1
17 Korean 2
18 Portuguese 1
19 Portuguese 2
20 Swahili 1
21 Swahili 2
22 Output 1-2
23 Master
Multiple HB Drier (Lo
Light Rain in Forest 30 s

II. Seeds

Rhythmically ♩ = 90



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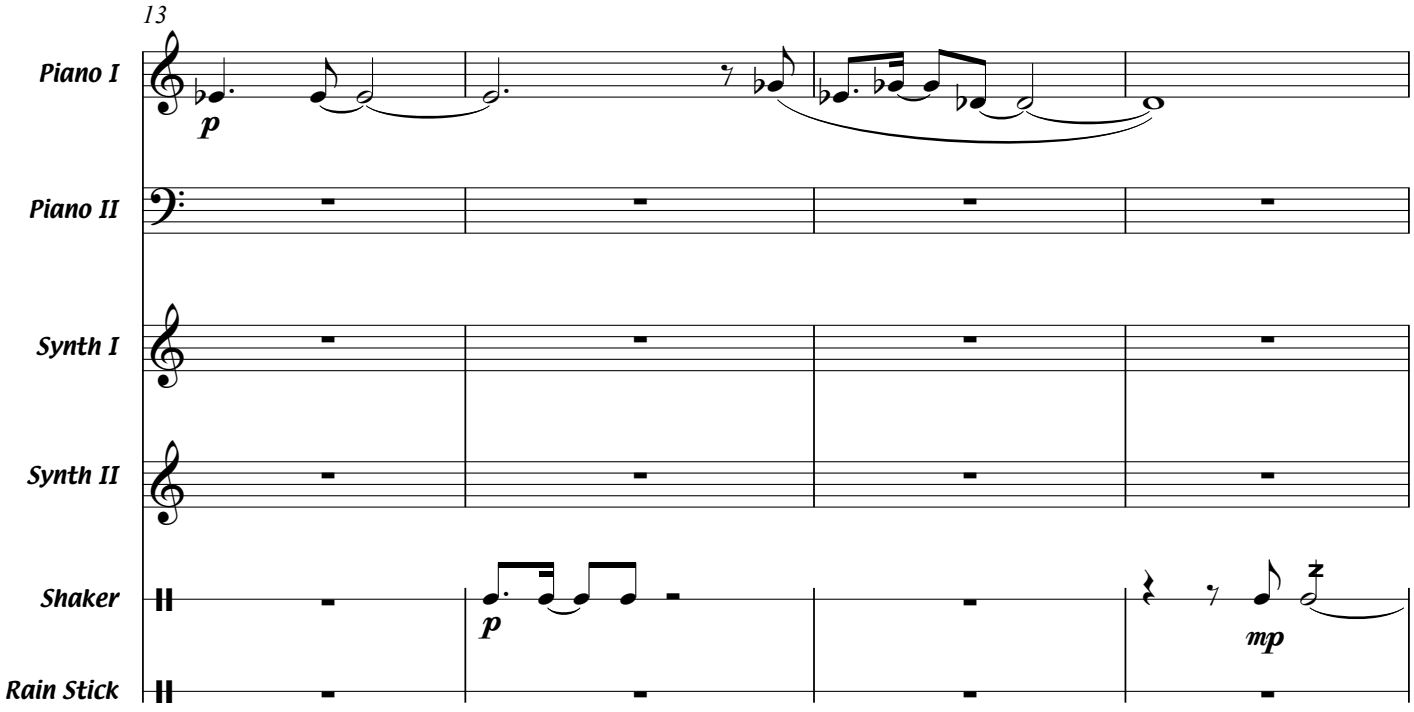
Piano I
Piano II
Synth I
Synth II
Shaker
Rain Stick
mp
mp
trickle rainstick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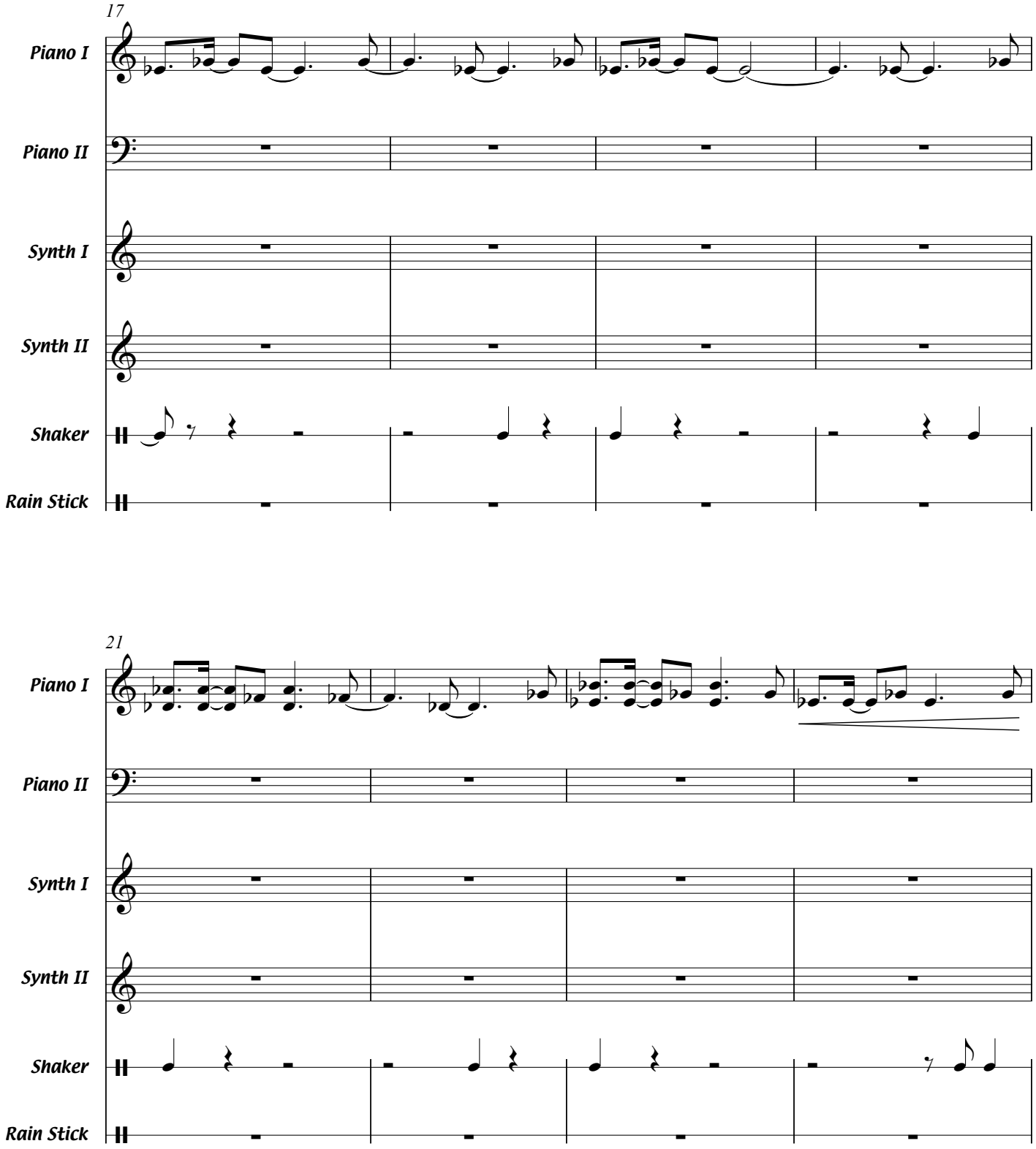
Piano II
Synth I
Synth II
Shaker
Rain Stick
p
p
mp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Piano I
Piano II
Synth I
Synth II
Shaker
Rain Stick
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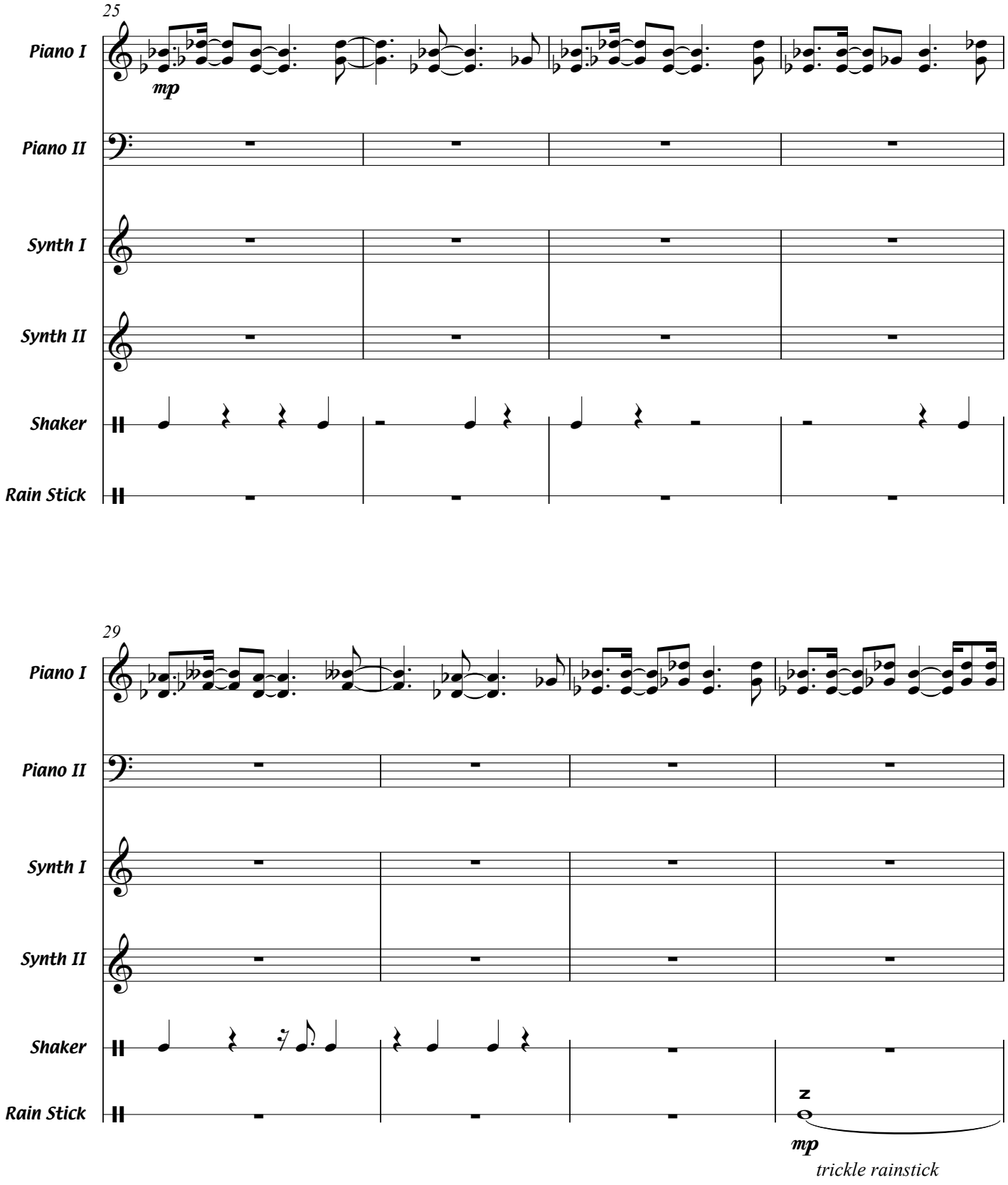
Piano II
Synth I
Synth II
Shaker
Rain Stick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Piano I
mp
Piano II
Synth I
Synth II
Shaker
Rain Stick
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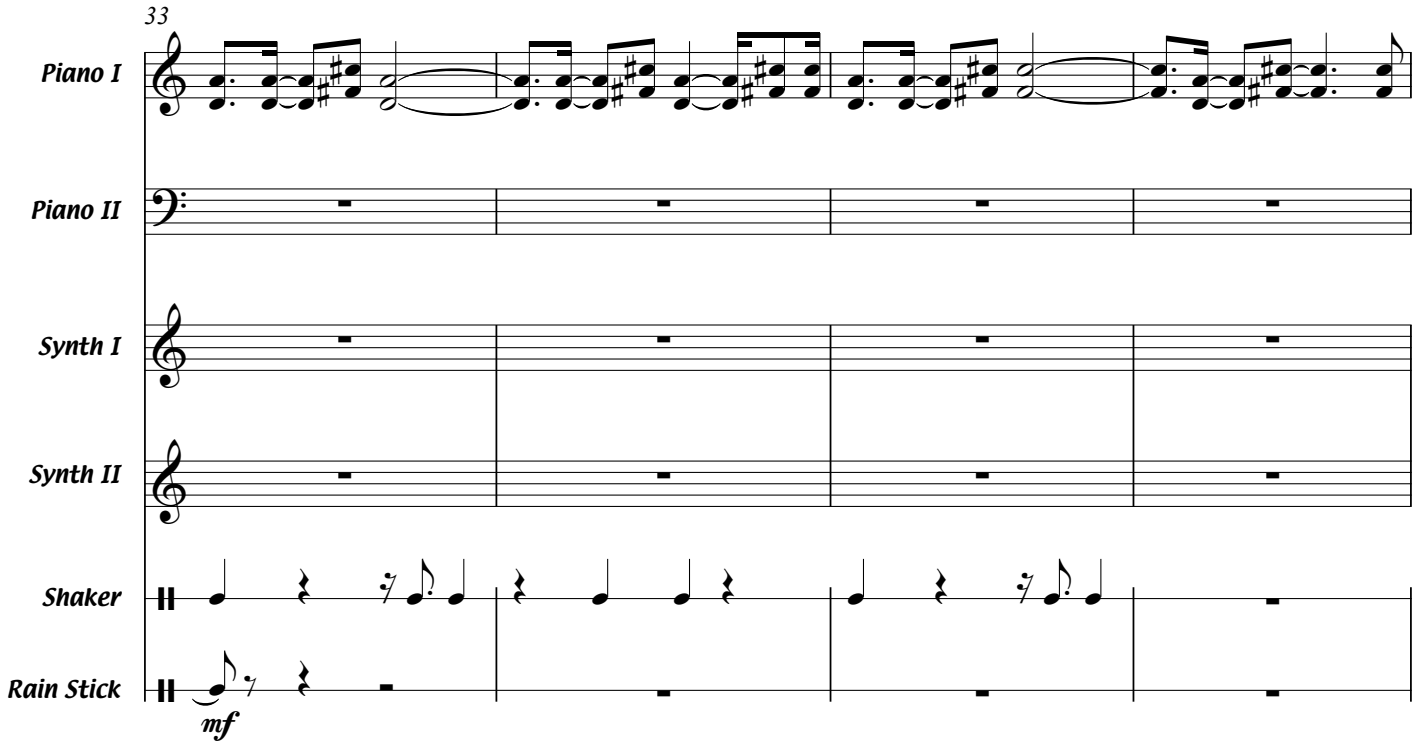
Piano I
Piano II
Synth I
Synth II
Shaker
Rain Stick
mp
trickle rainstick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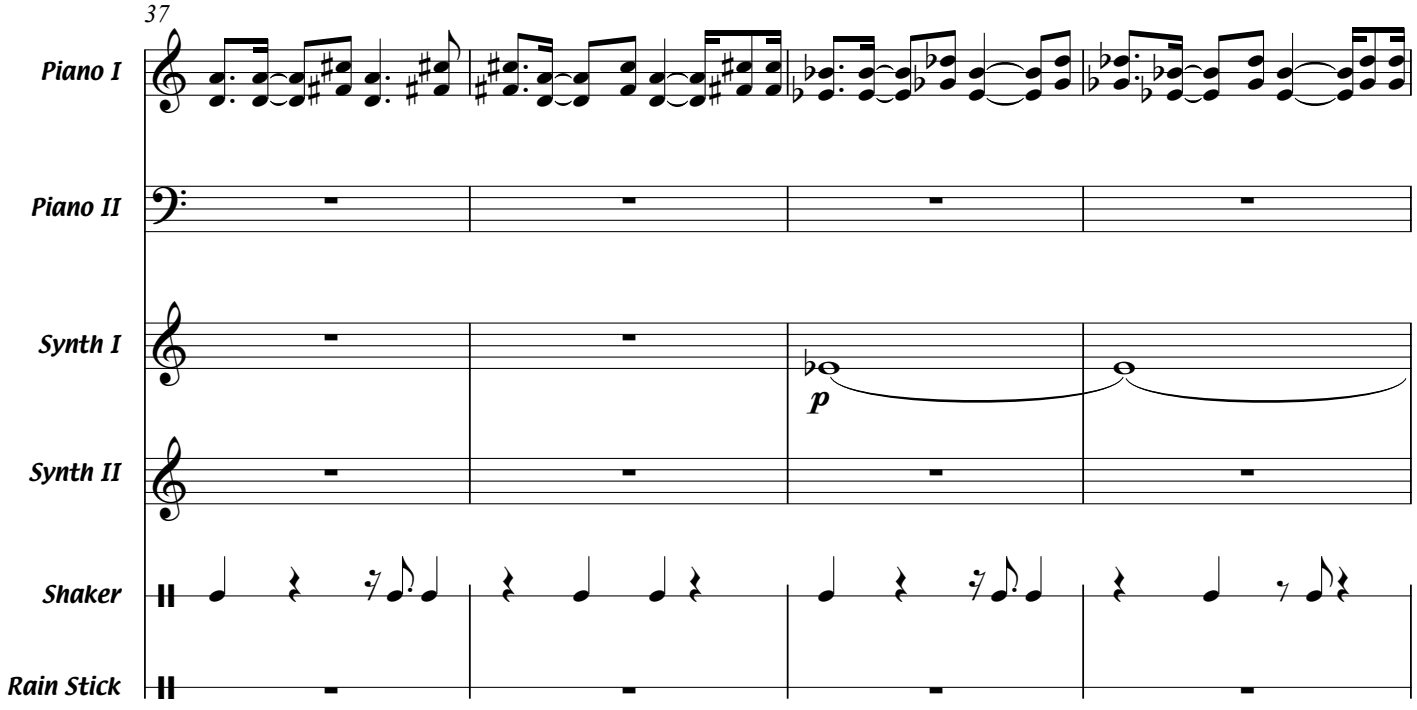
Piano I
Piano II
Synth I
Synth II
Shaker
Rain Stick
mf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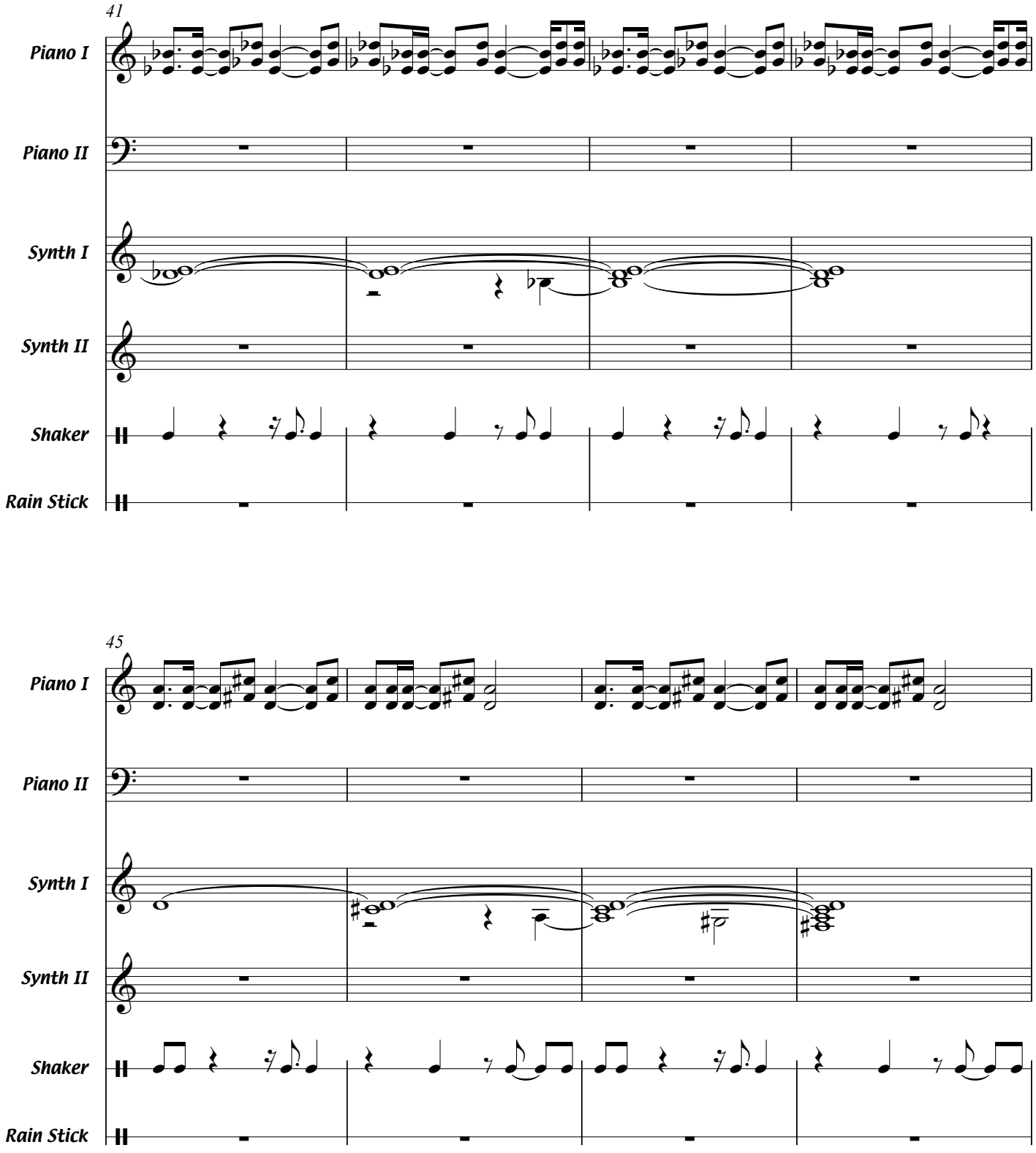
Piano I
Piano II
Synth I
Synth II
Shaker
Rain Stick
p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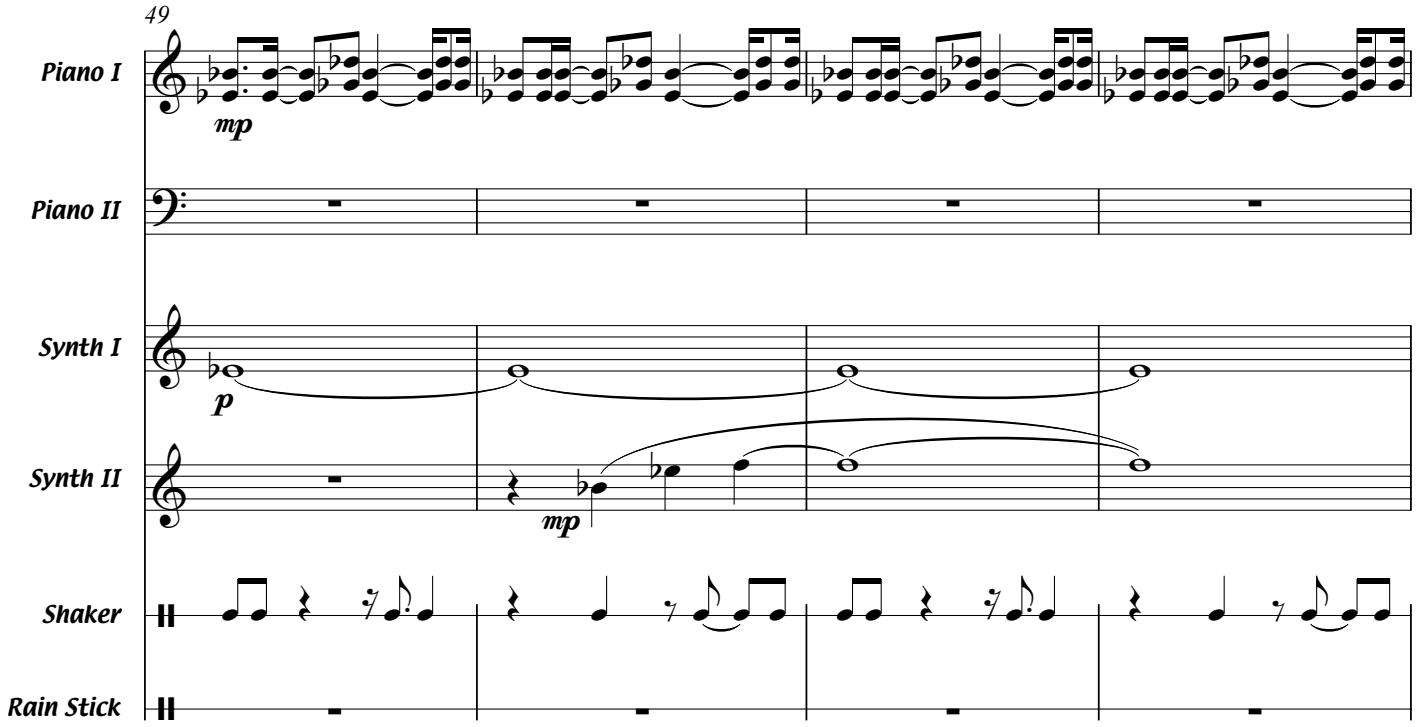
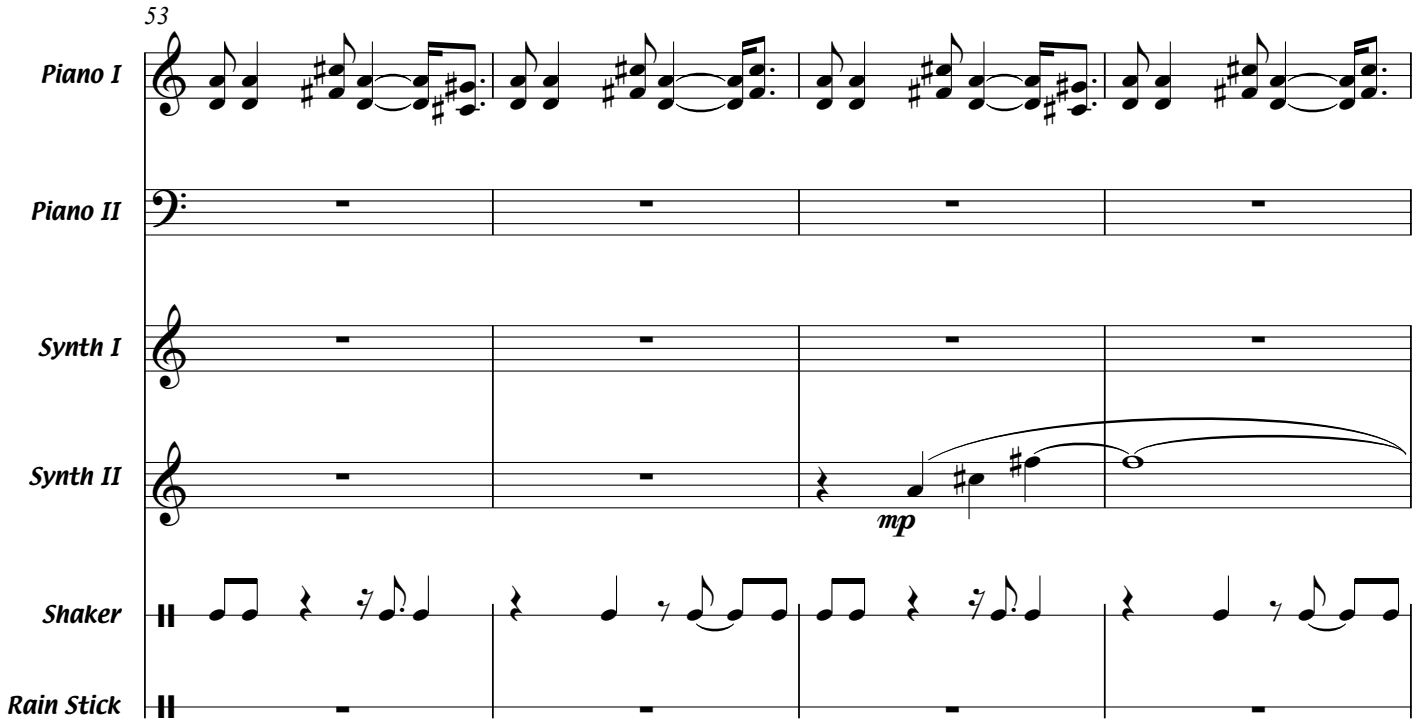
Piano I
Piano II
Synth I
Synth II
Shaker
Rain Stick
45
Piano I
Piano II
Synth I
Synth II
Shaker
Rain Stick


49
Piano I
mp
Piano II
Synth I
p
Synth II
mp
Shaker
Rain Stick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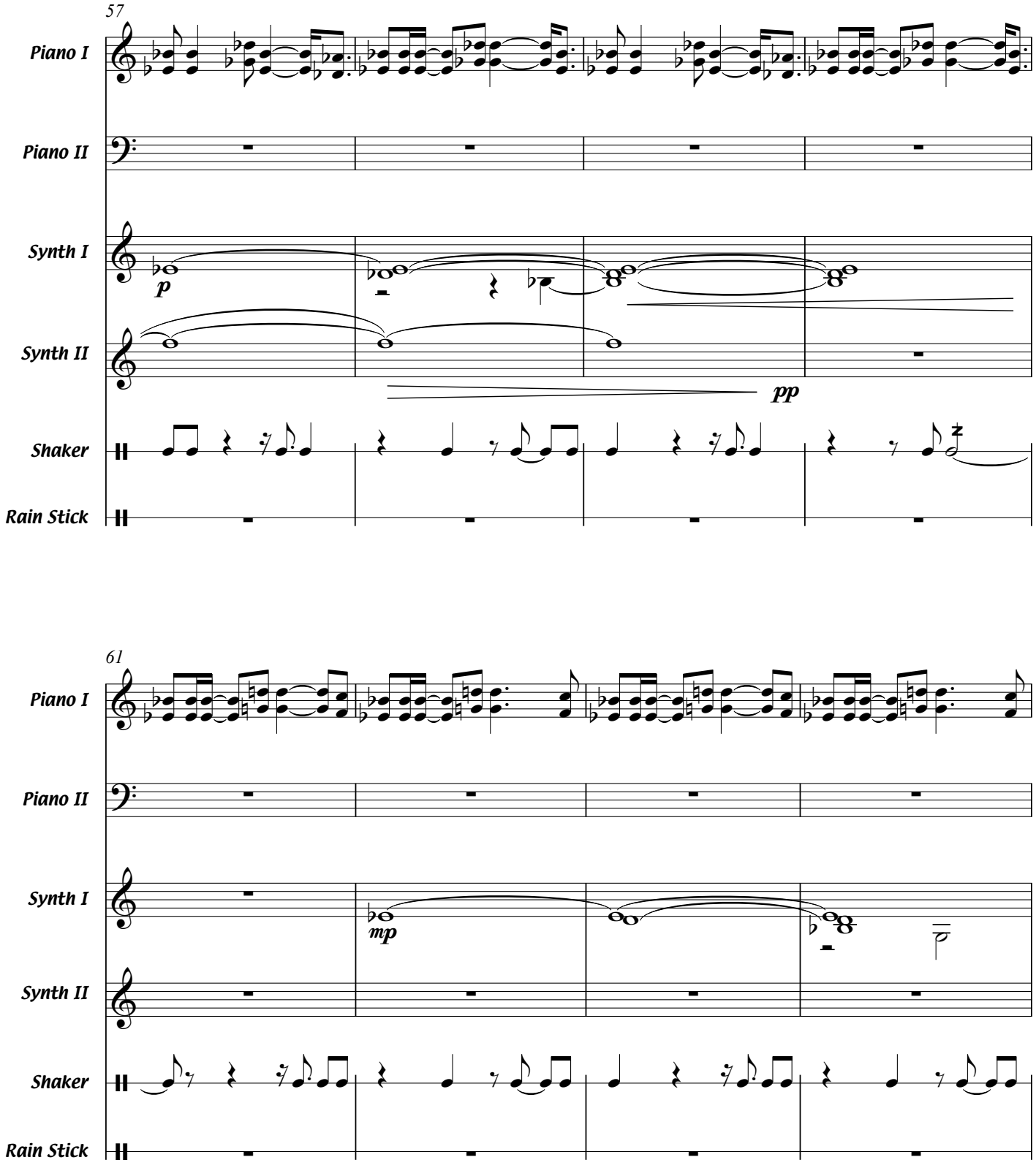
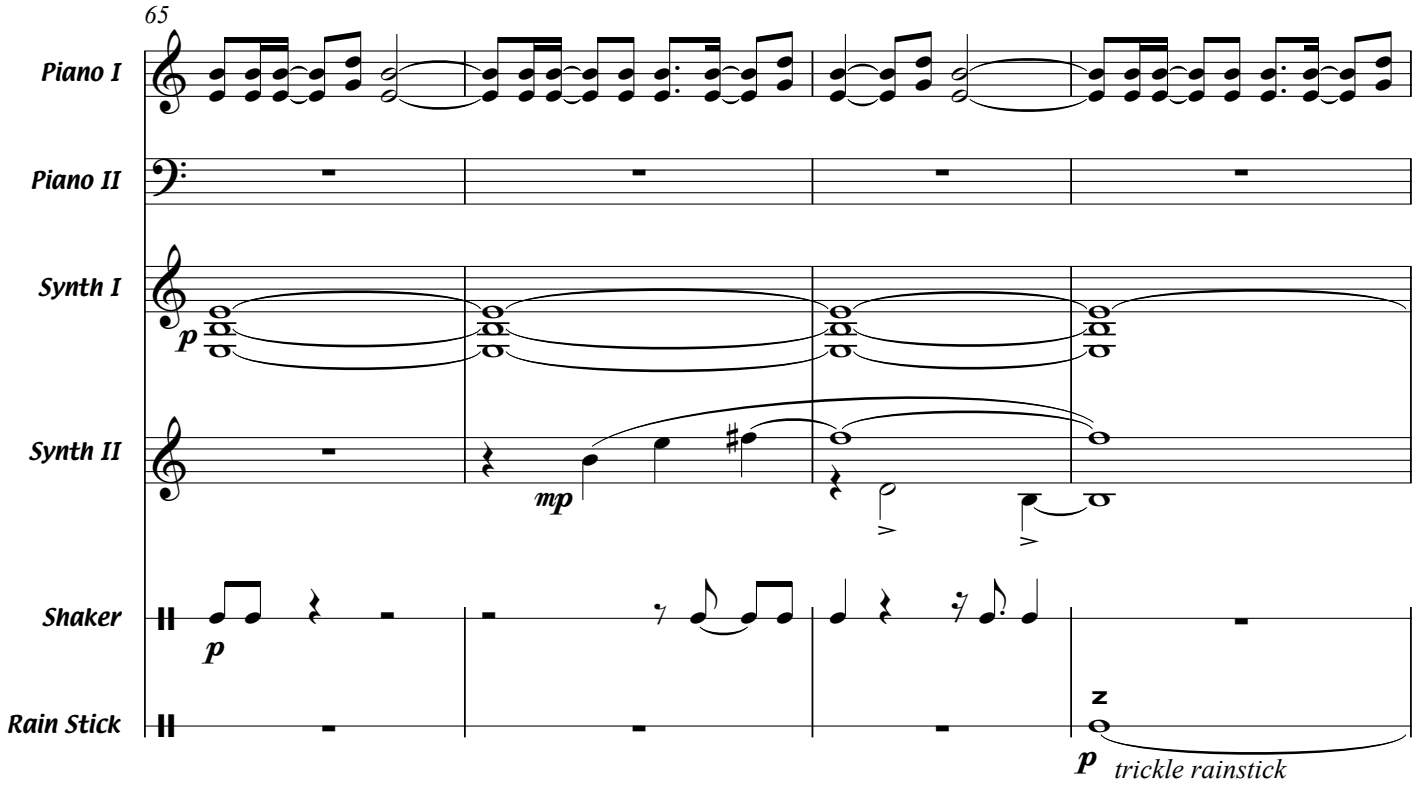
Piano I
Piano II
Synth I
Synth II
mp
Shaker
Rain Stick


57
Piano I
Piano II
Synth I
Synth II
Shaker
Rain Stick
p
pp
61
Piano I
Piano II
Synth I
Synth II
Shaker
Rain Stick
mp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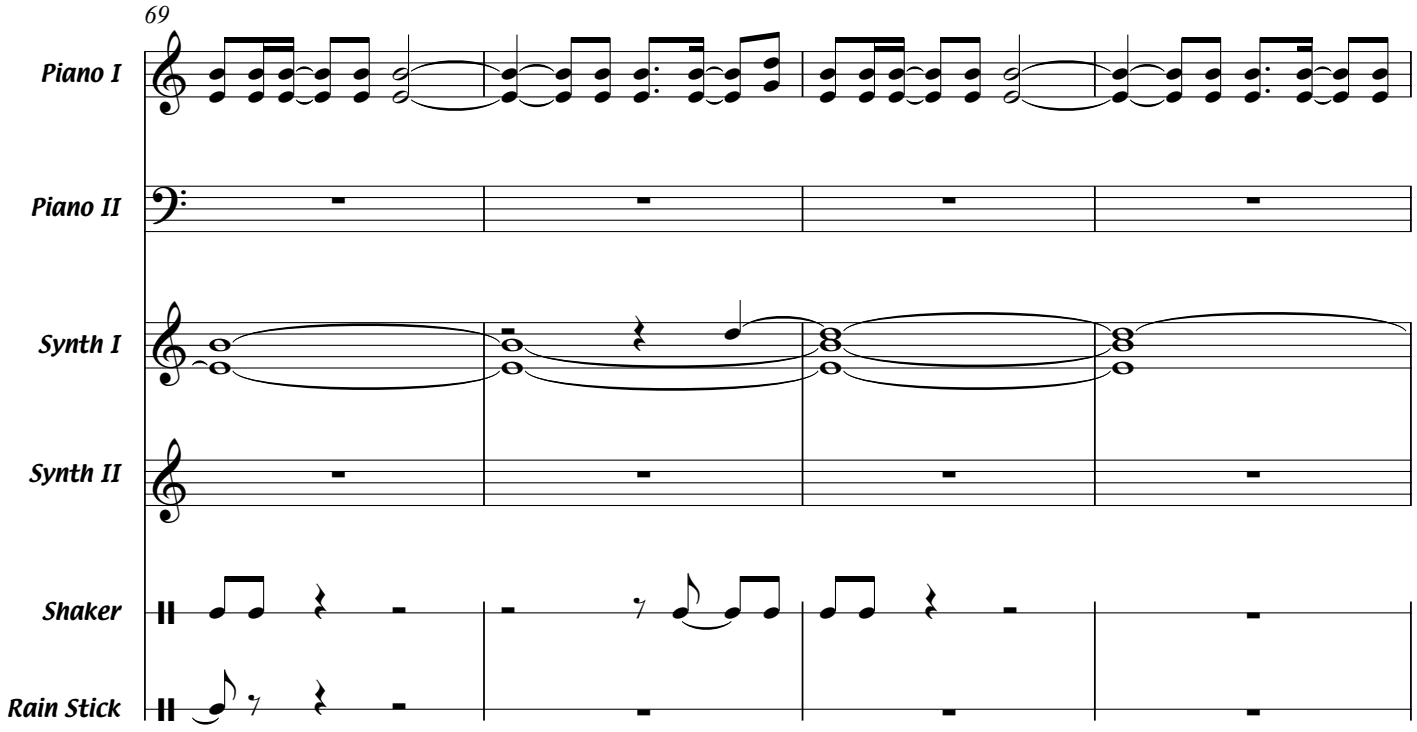
Piano I
Piano II
Synth I
Synth II
Shaker
Rain Stick
p
mp
p
trickle rainstick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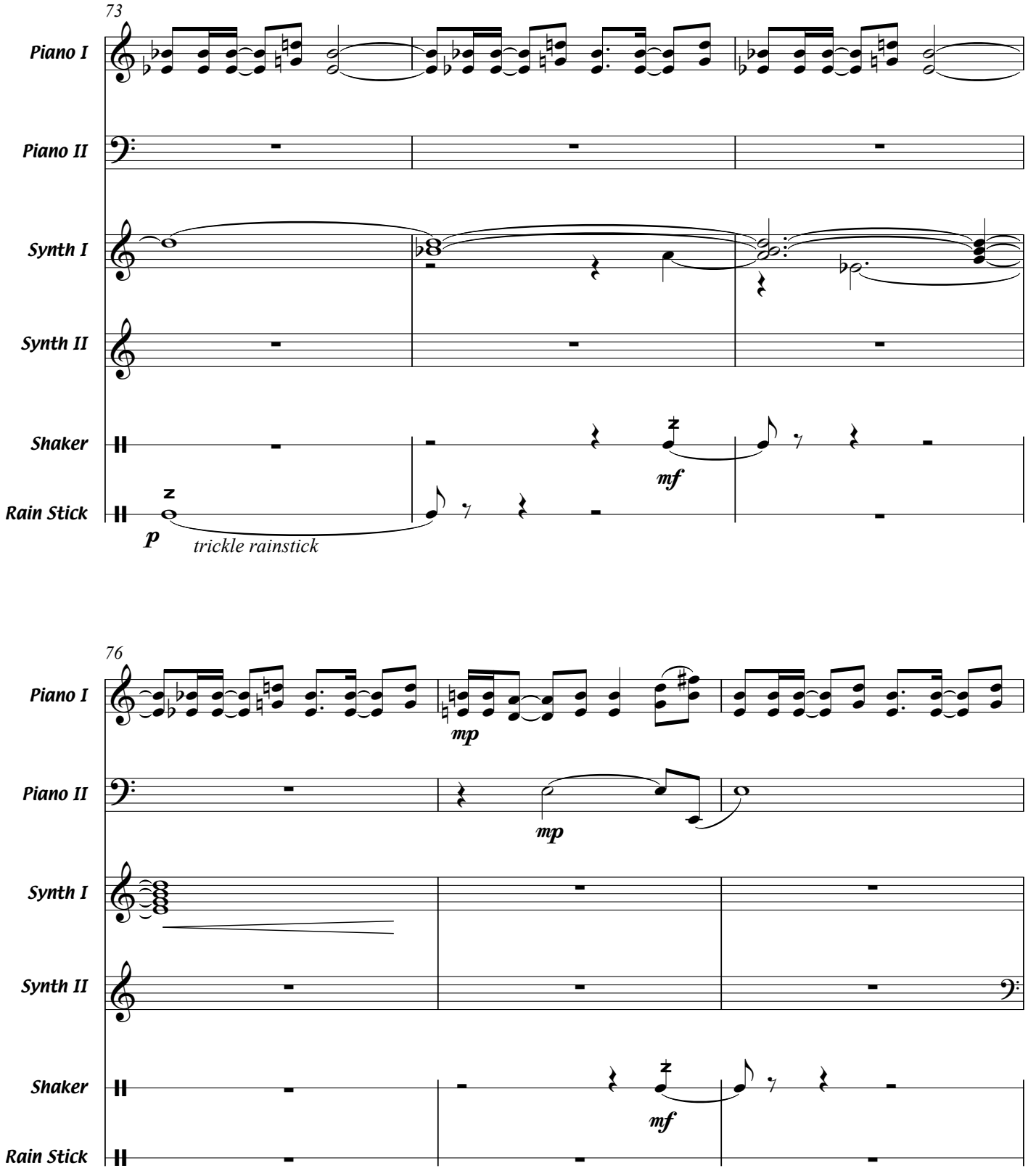
Piano I
Piano II
Synth I
Synth II
Shaker
Rain Stick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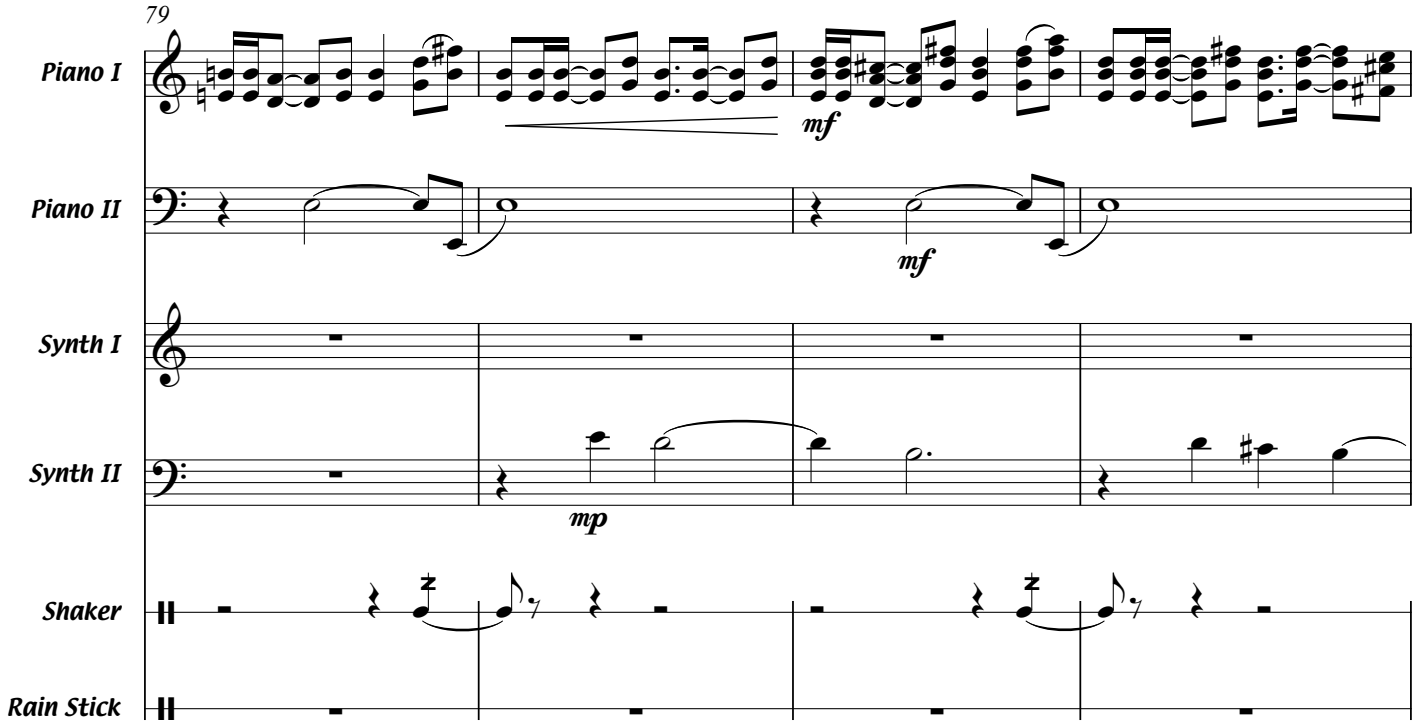
Piano I
Piano II
Synth I
Synth II
Shaker
Rain Stick
p
trickle rainstick
mf
76
Piano I
mp
Piano II
mp
Synth I
Synth II
Shaker
mf
Rain Stick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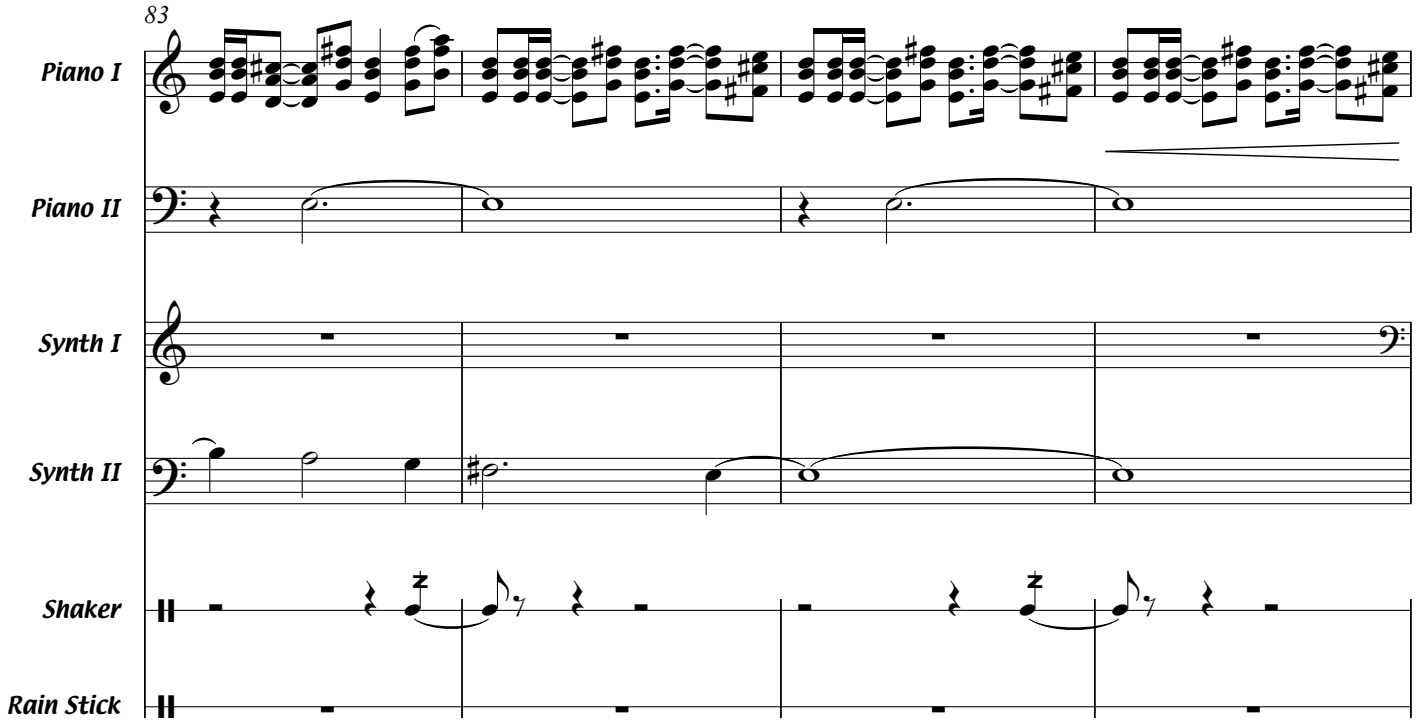
Piano II
Synth I
Synth II
Shaker
Rain Stick
mf
mf
mp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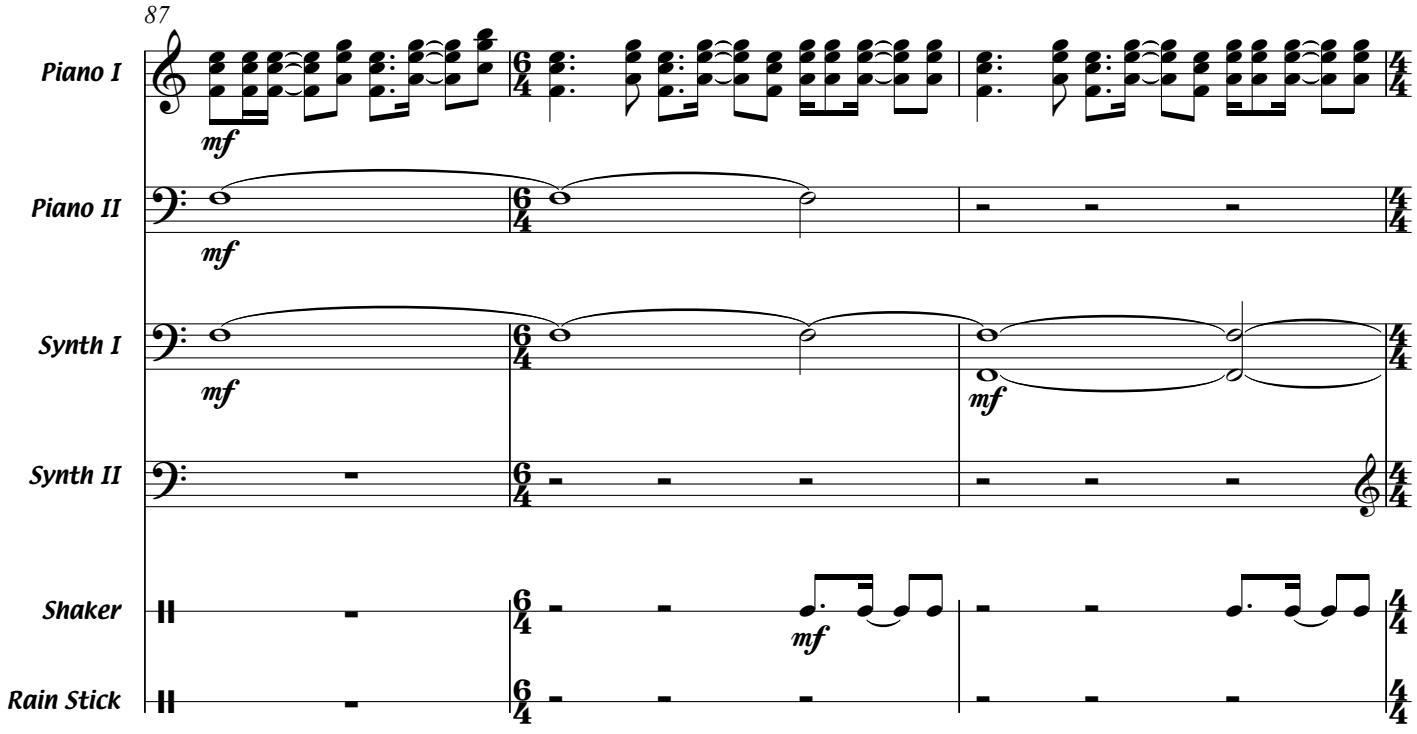
Piano I
Piano II
Synth I
Synth II
Shaker
Rain Stick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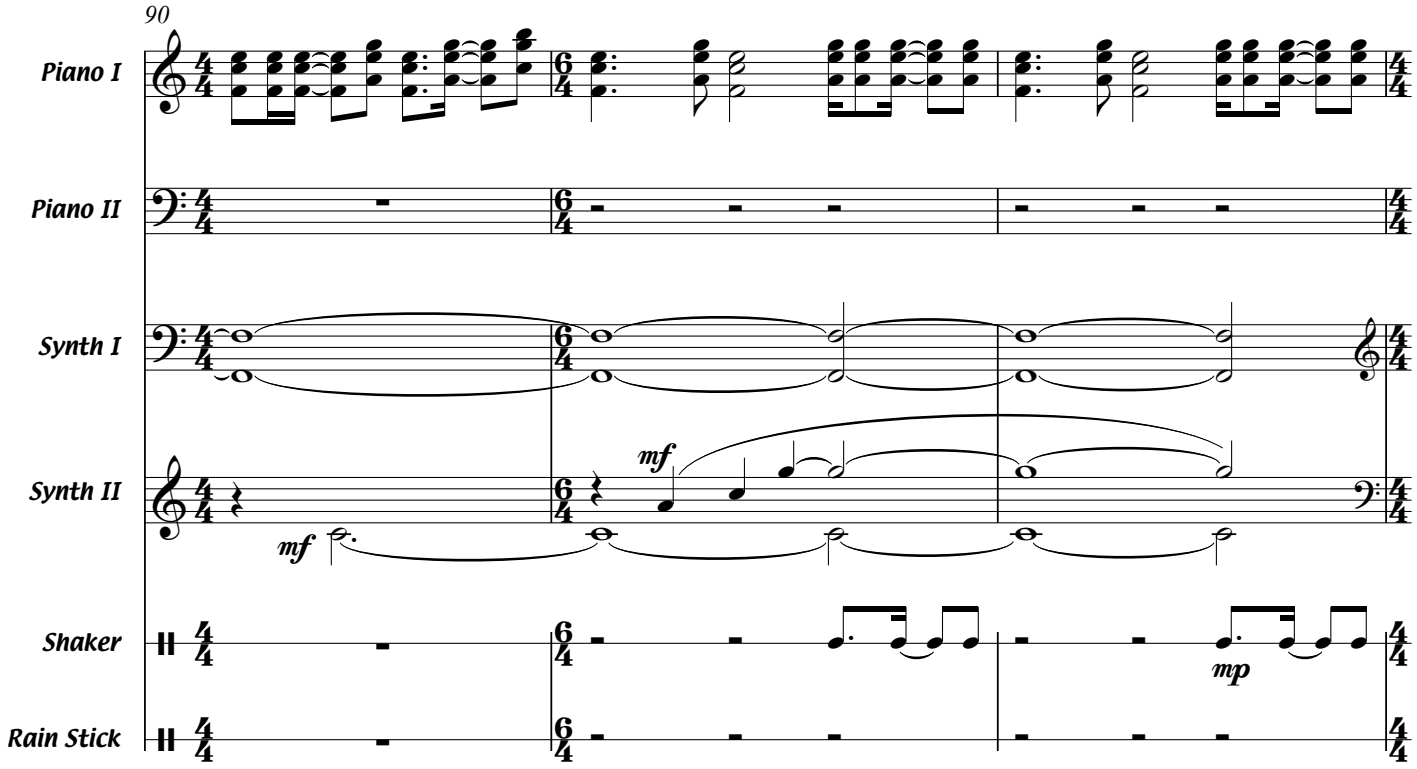
Piano I
Piano II
Synth I
Synth II
Shaker
Rain Stick
mf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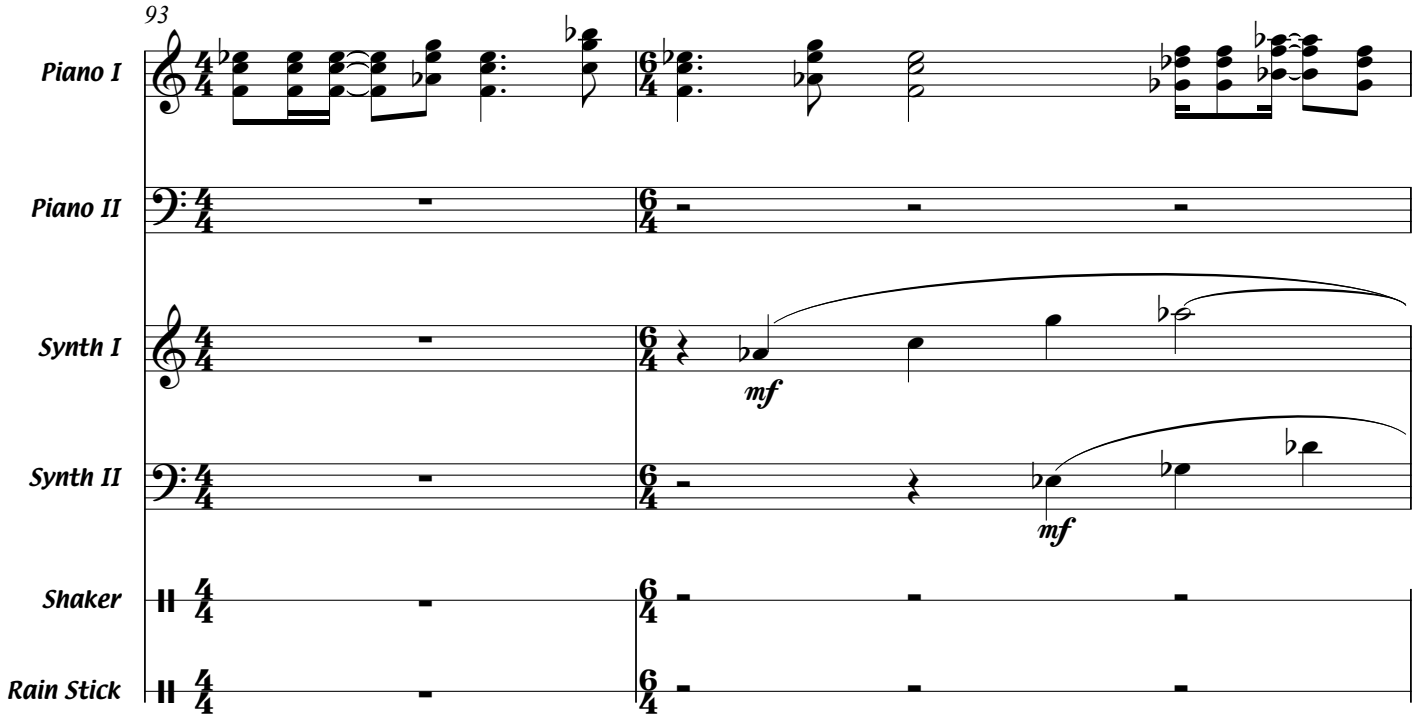
Piano II
Synth I
Synth II
Shaker
Rain Stick
mf
mp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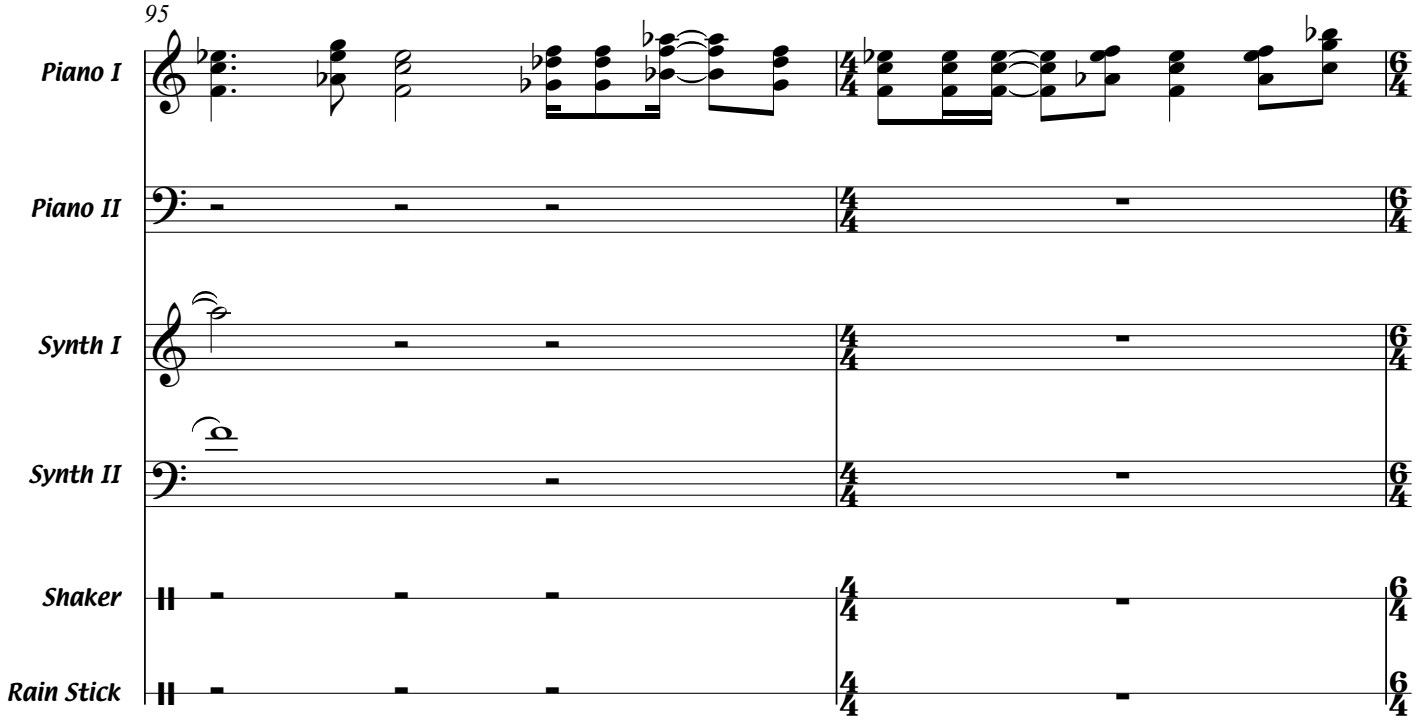
Piano I
Piano II
Synth I
Synth II
Shaker
Rain Stick
mf
mf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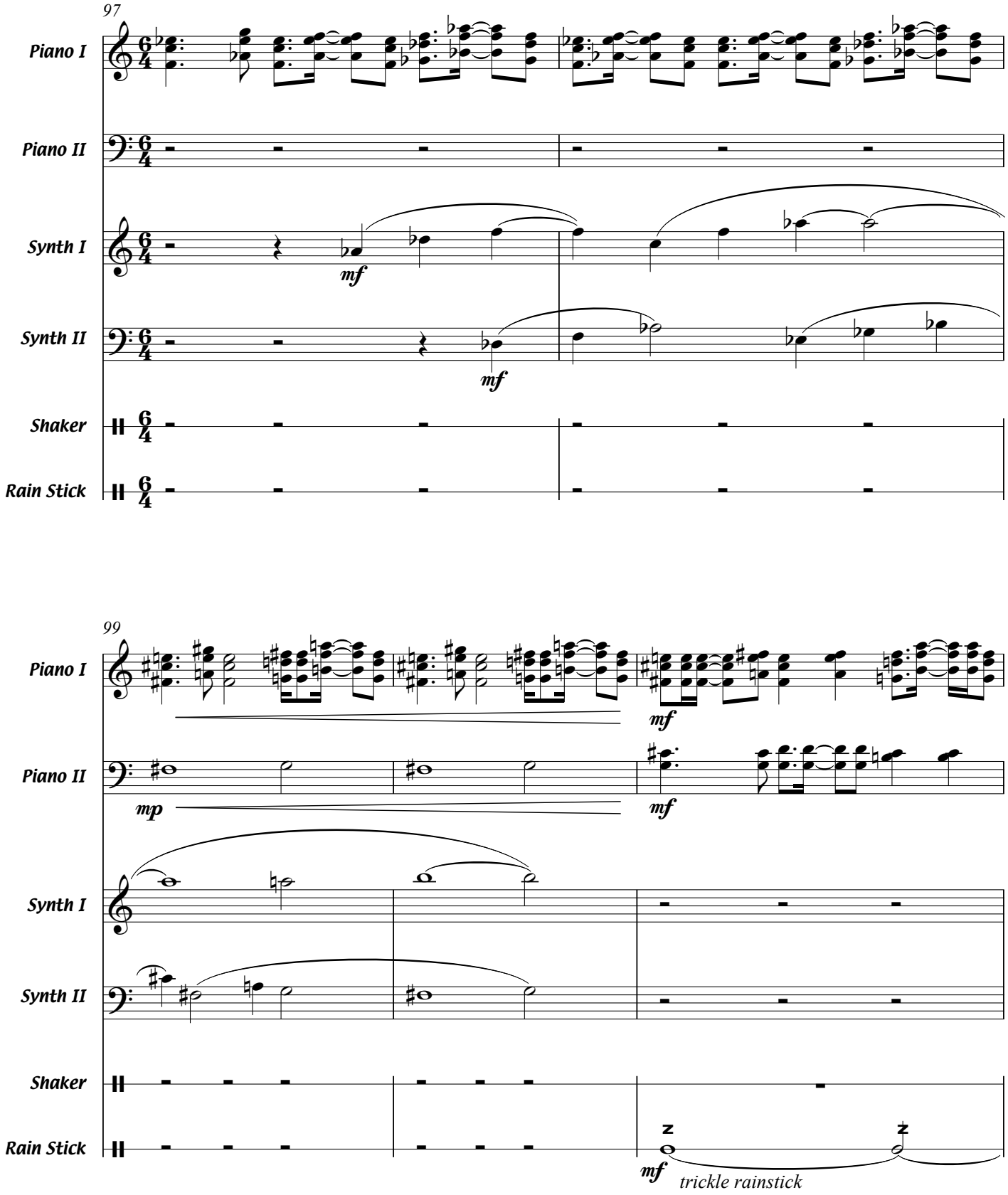
Piano II
Synth I
Synth II
Shaker
Rain Stick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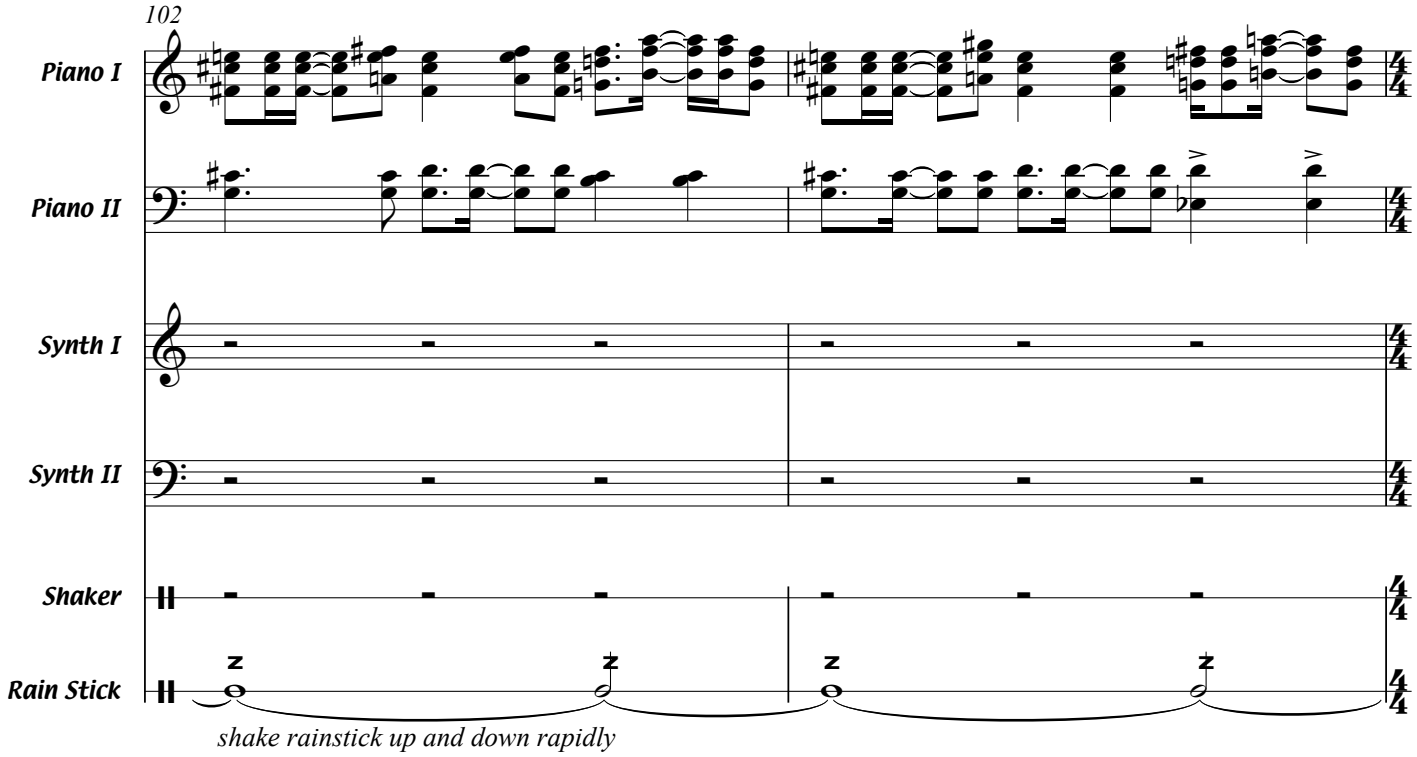
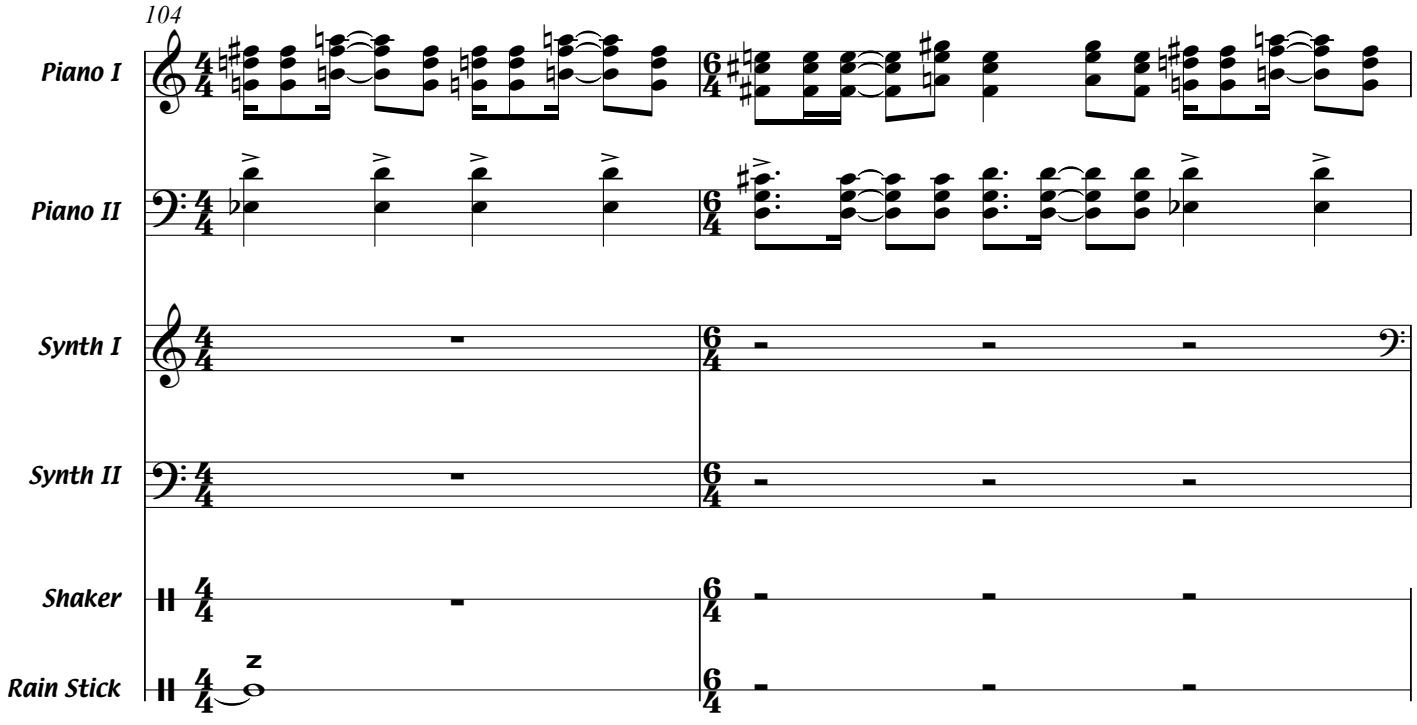
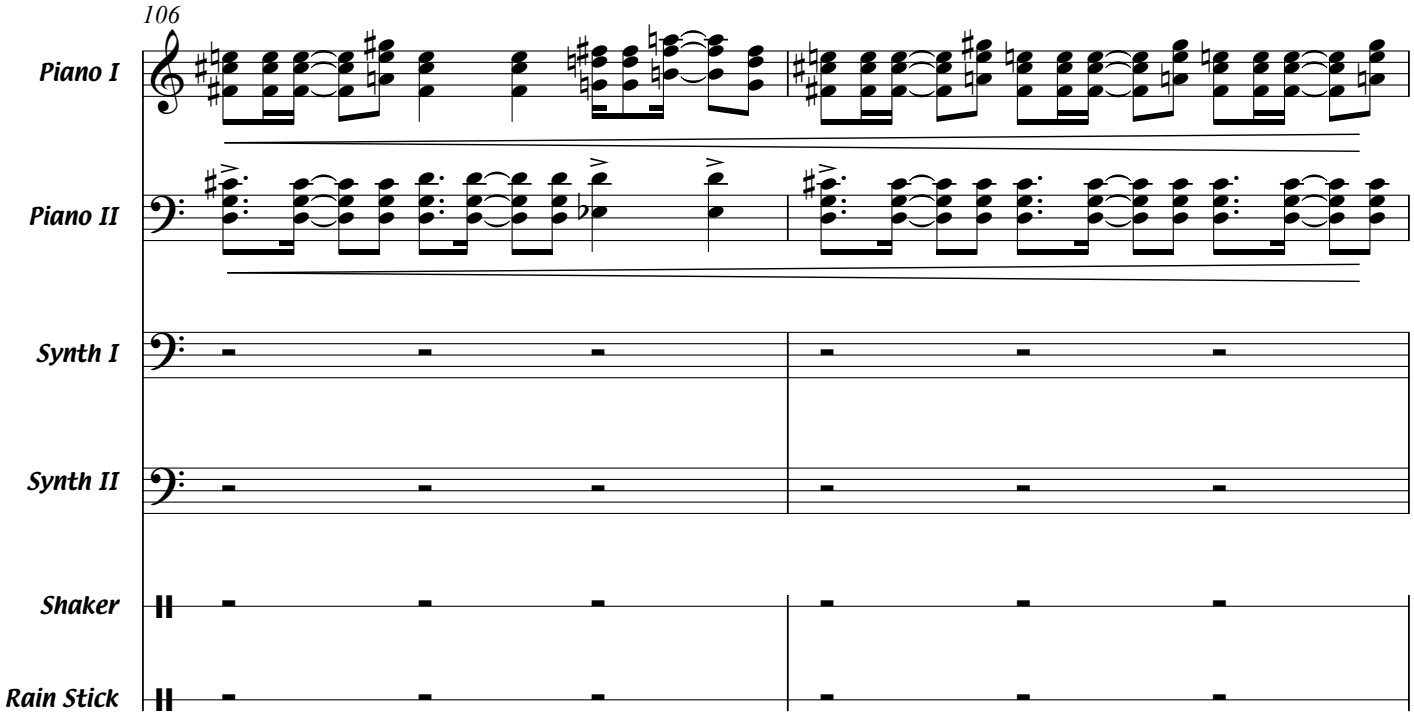
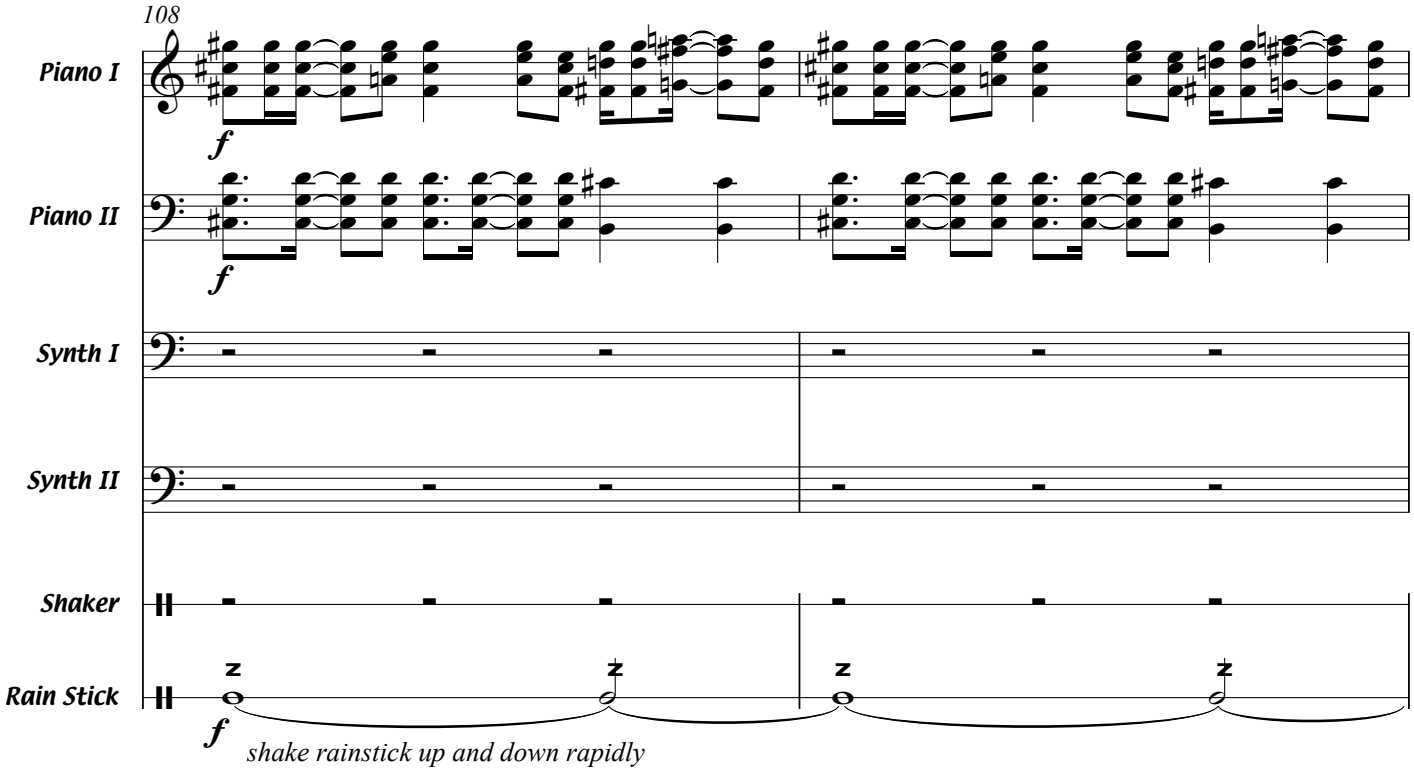
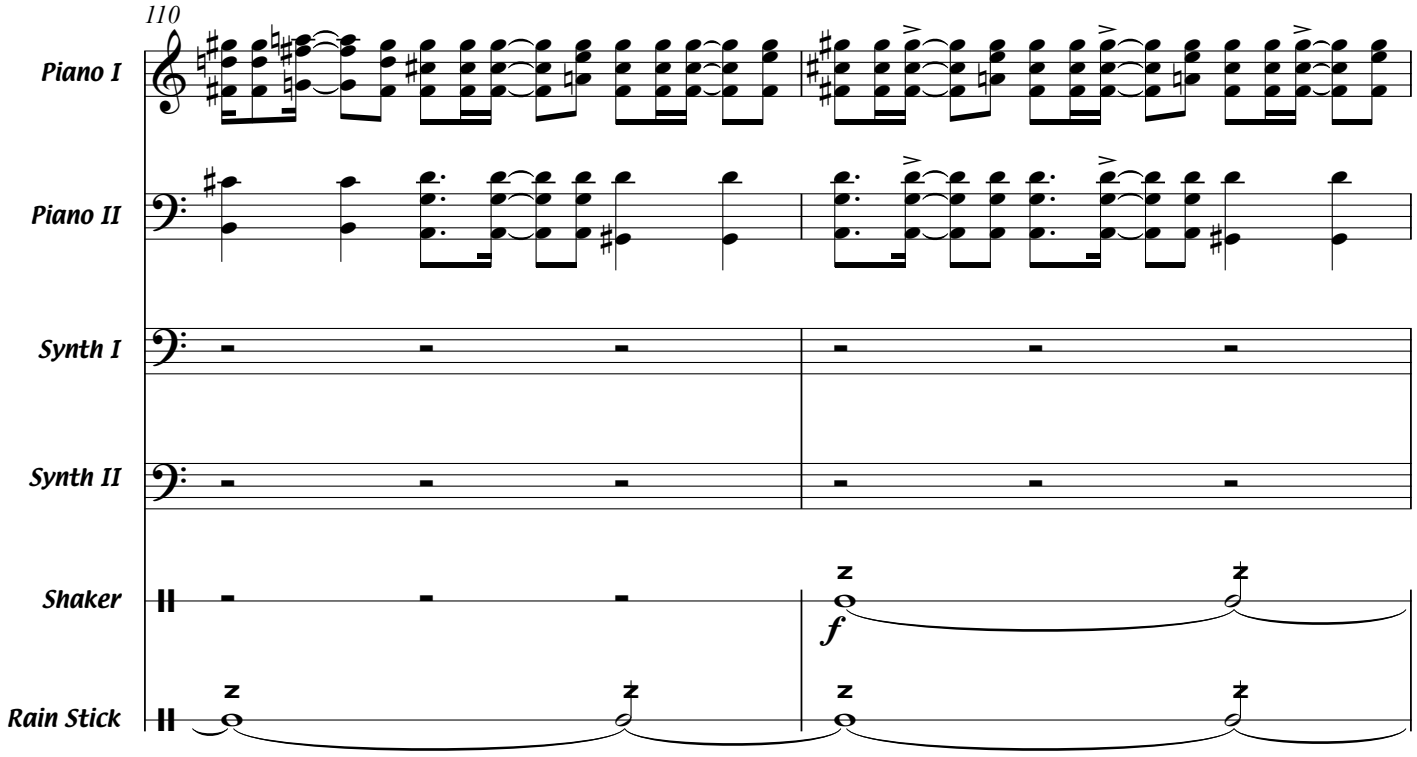
Piano I
Piano II
Synth I
Synth II
Shaker
Rain Stick
mf
mf
99
Piano I
Piano II
Synth I
Synth II
Shaker
Rain Stick
mf
mp
mf
mf
trickle rainstick


102
Piano I
Piano II
Synth I
Synth II
Shaker
Rain Stick
shake rainstick up and down rapidly


104
Piano I
Piano II
Synth I
Synth II
Shaker
Rain Stick


106
Piano I
Piano II
Synth I
Synth II
Shaker
Rain Stick


108
Piano I
f
Piano II
f
Synth I
Synth II
Shaker
Rain Stick
f
shake rainstick up and down rapidly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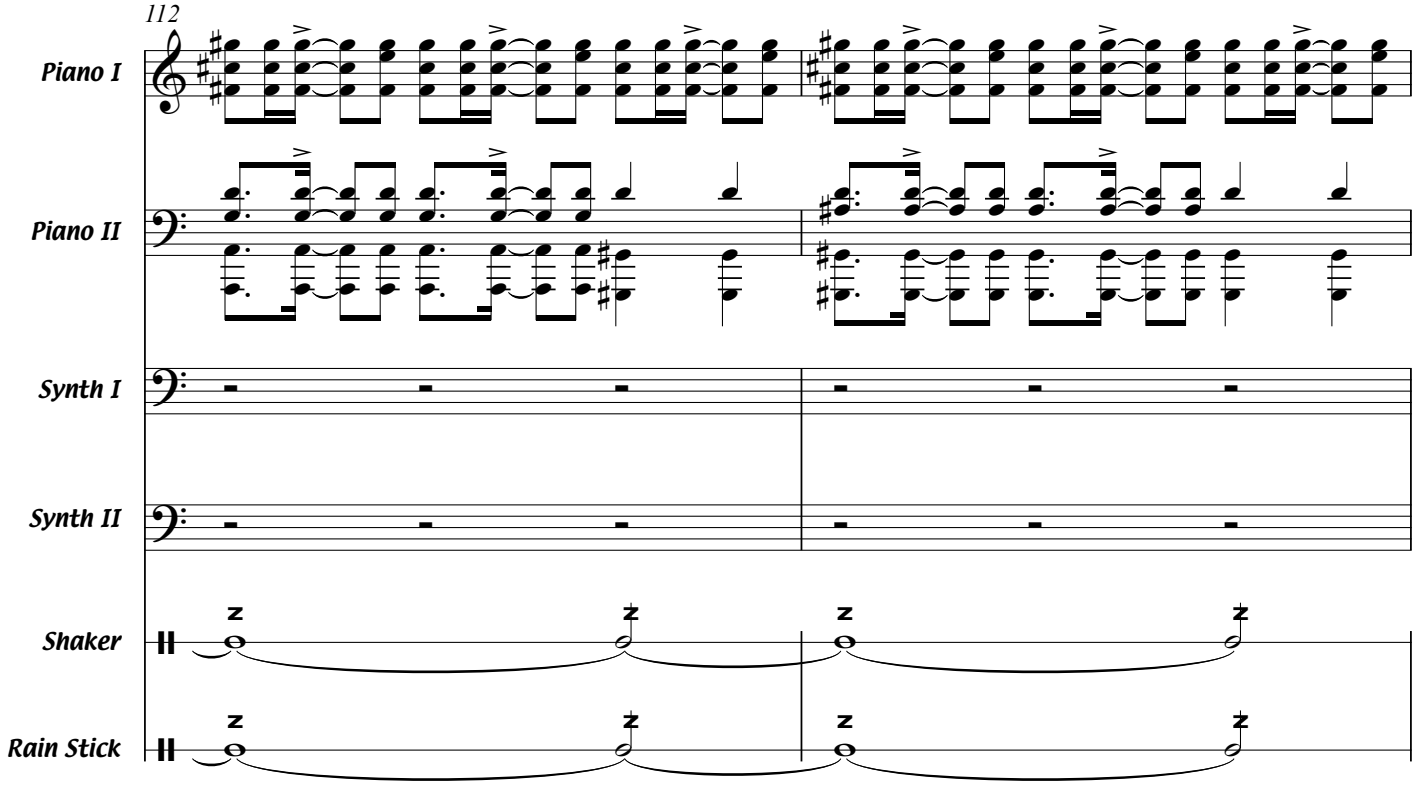
Piano I
Piano II
Synth I
Synth II
Shaker
Rain Stick
f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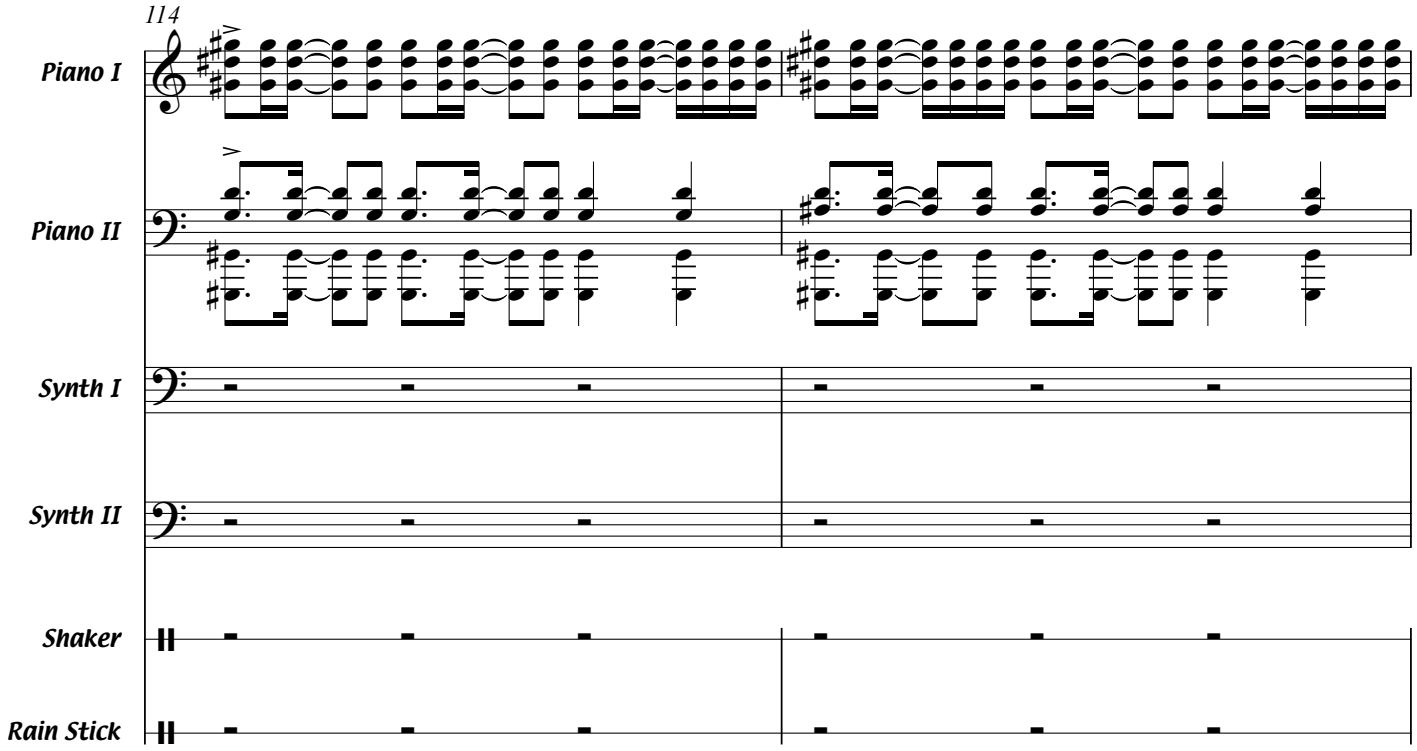
Piano I
Piano II
Synth I
Synth II
Shaker
Rain Stick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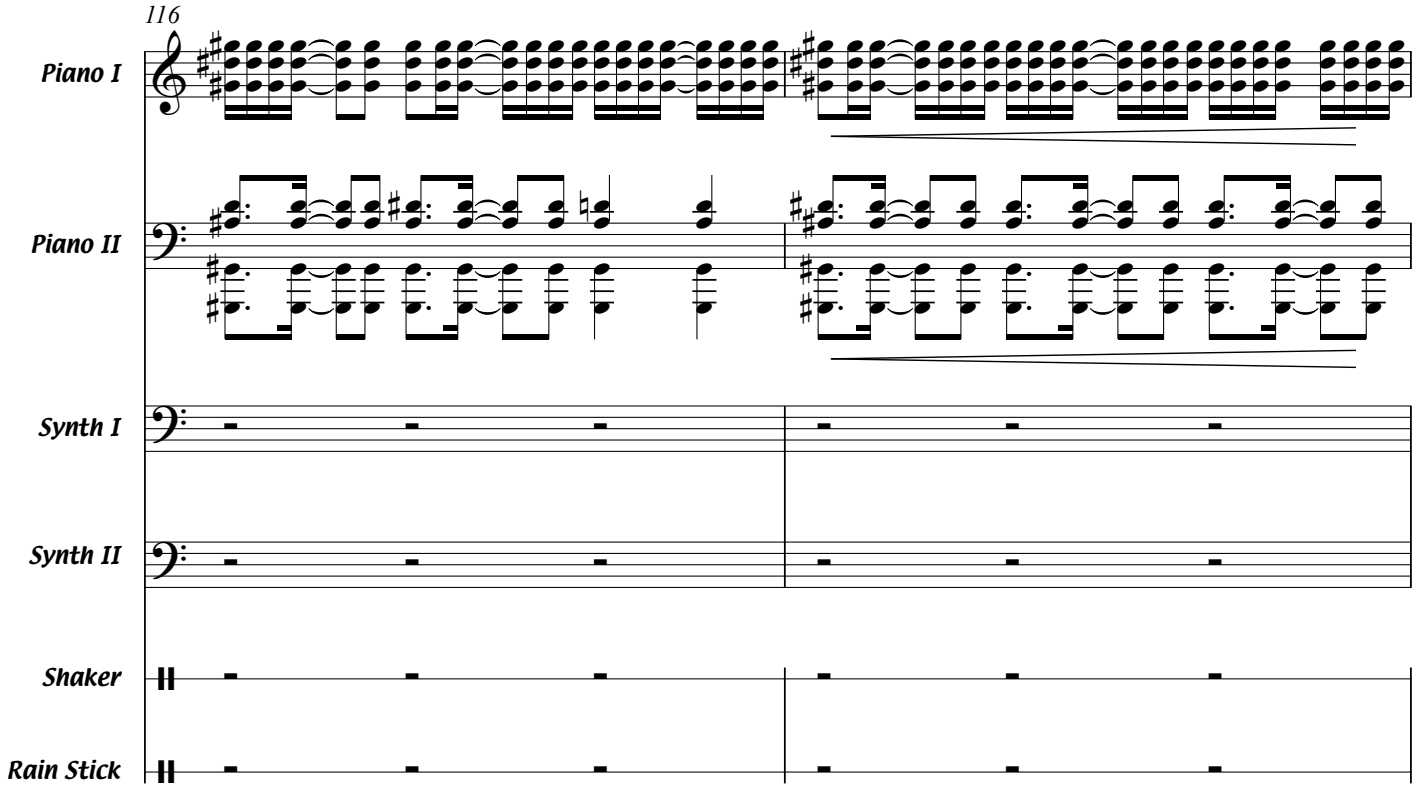
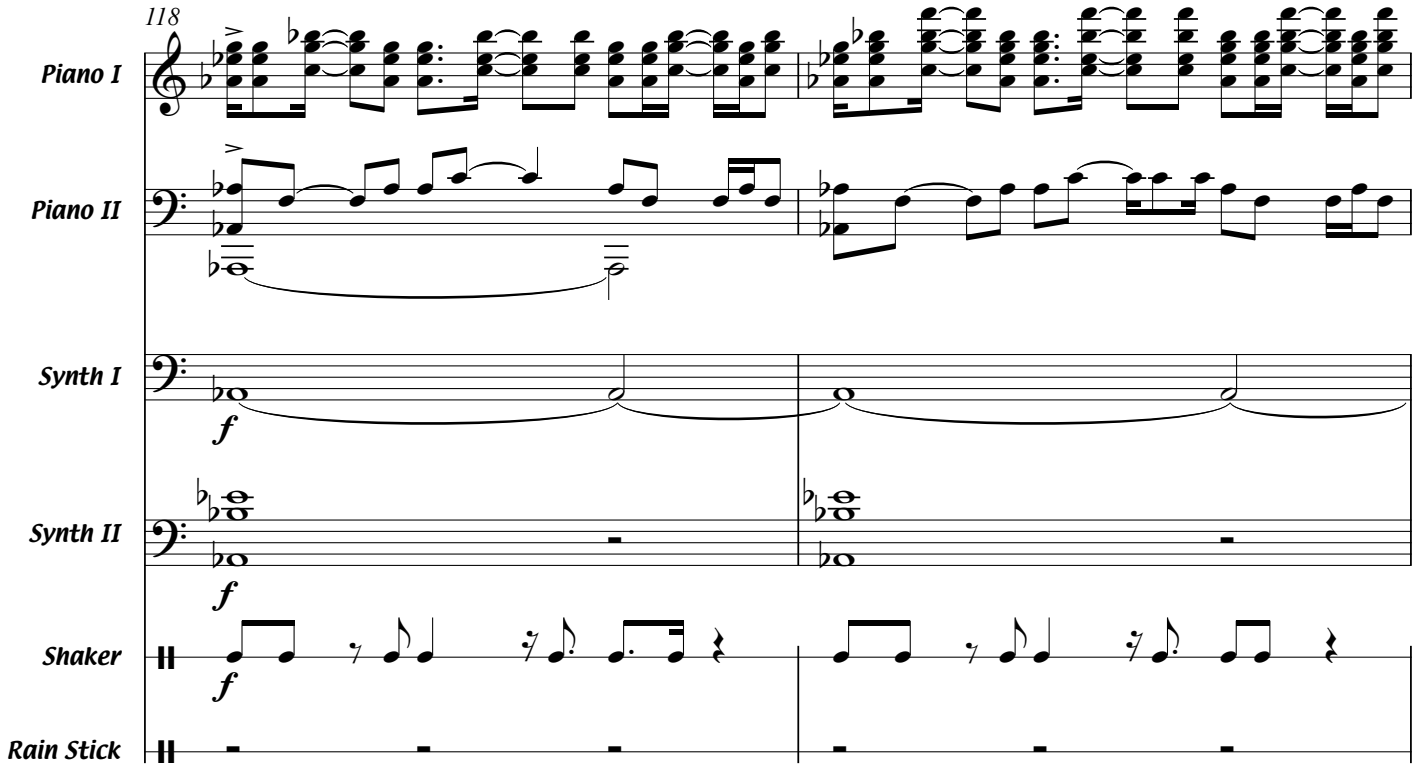
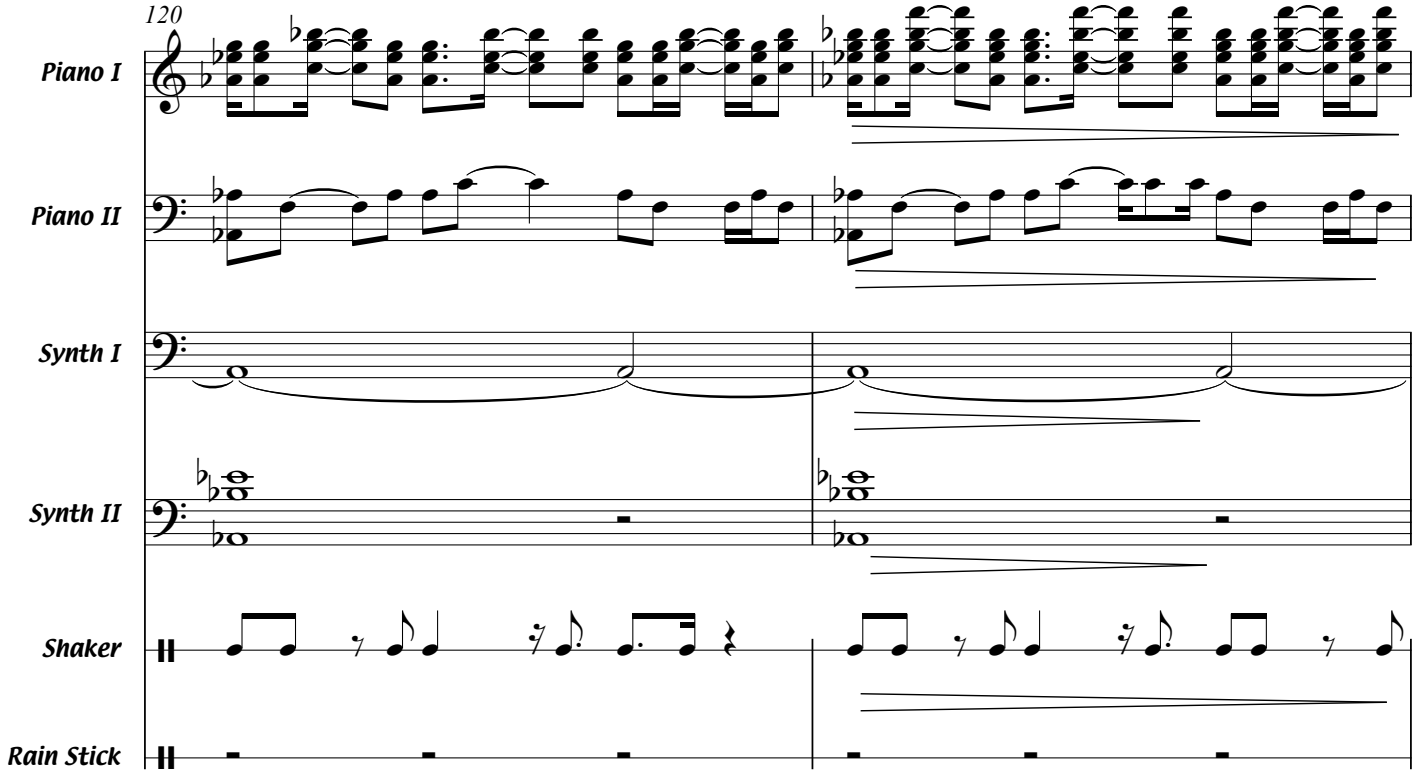
Piano I
Piano II
Synth I
Synth II
Shaker
Rain Stick


116
Piano I
Piano II
Synth I
Synth II
Shaker
Rain Stick


118
Piano I
Piano II
Synth I
Synth II
Shaker
Rain Stick
f
f
f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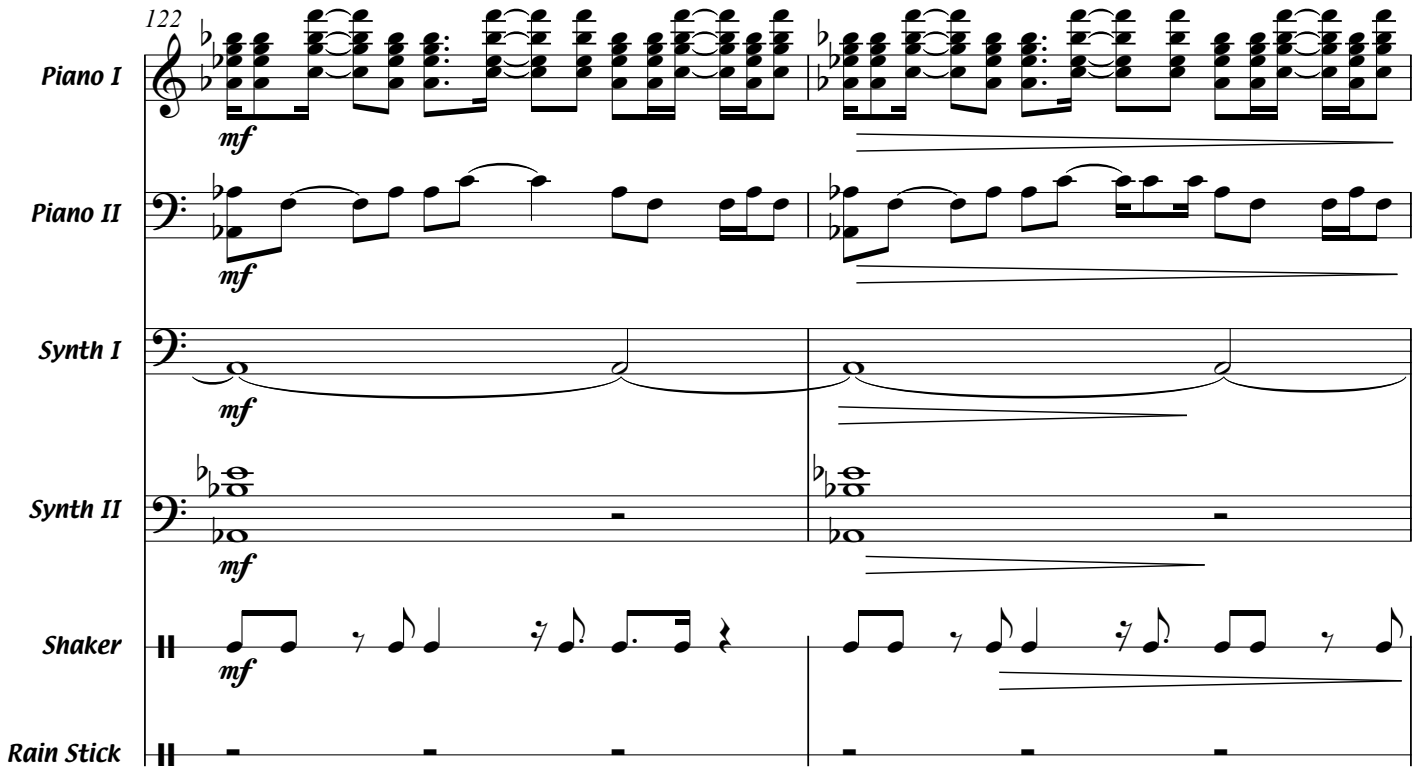
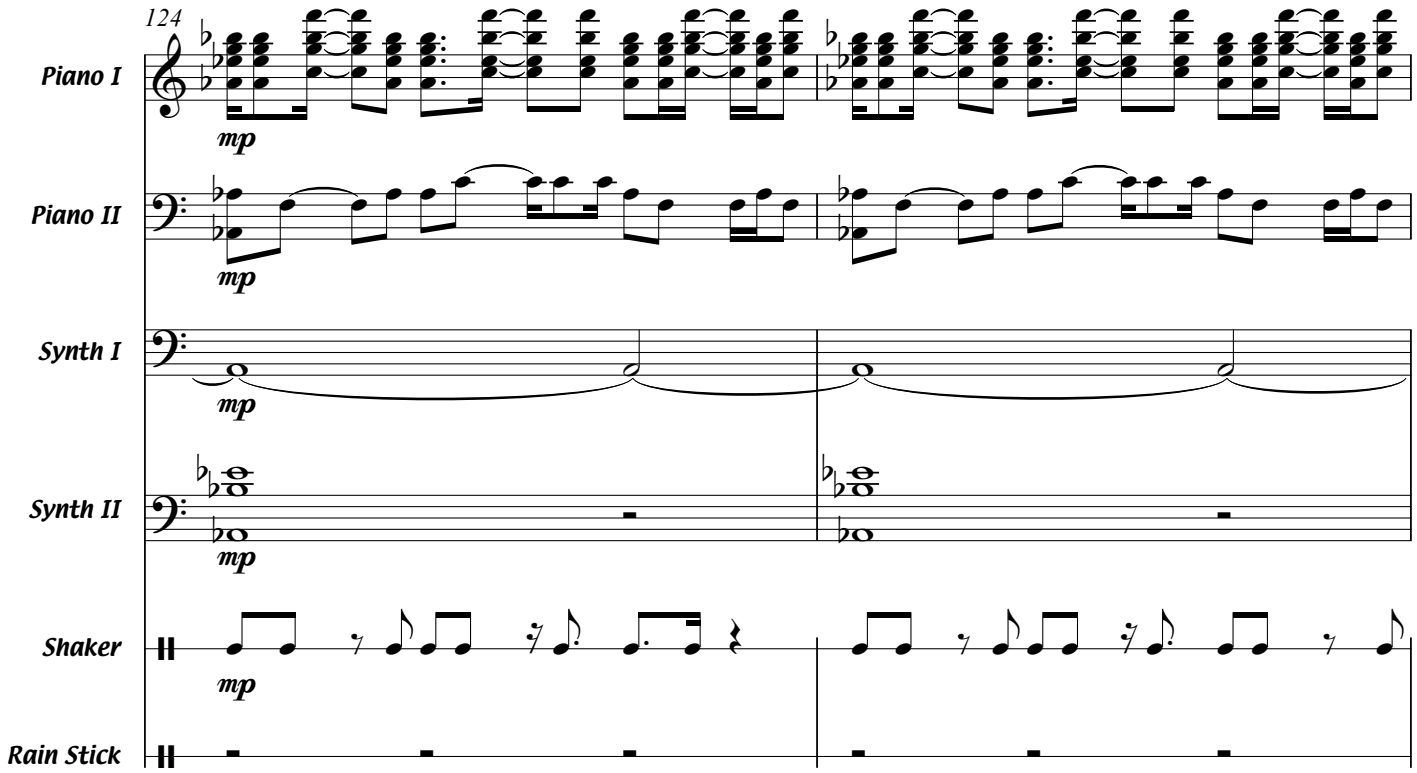
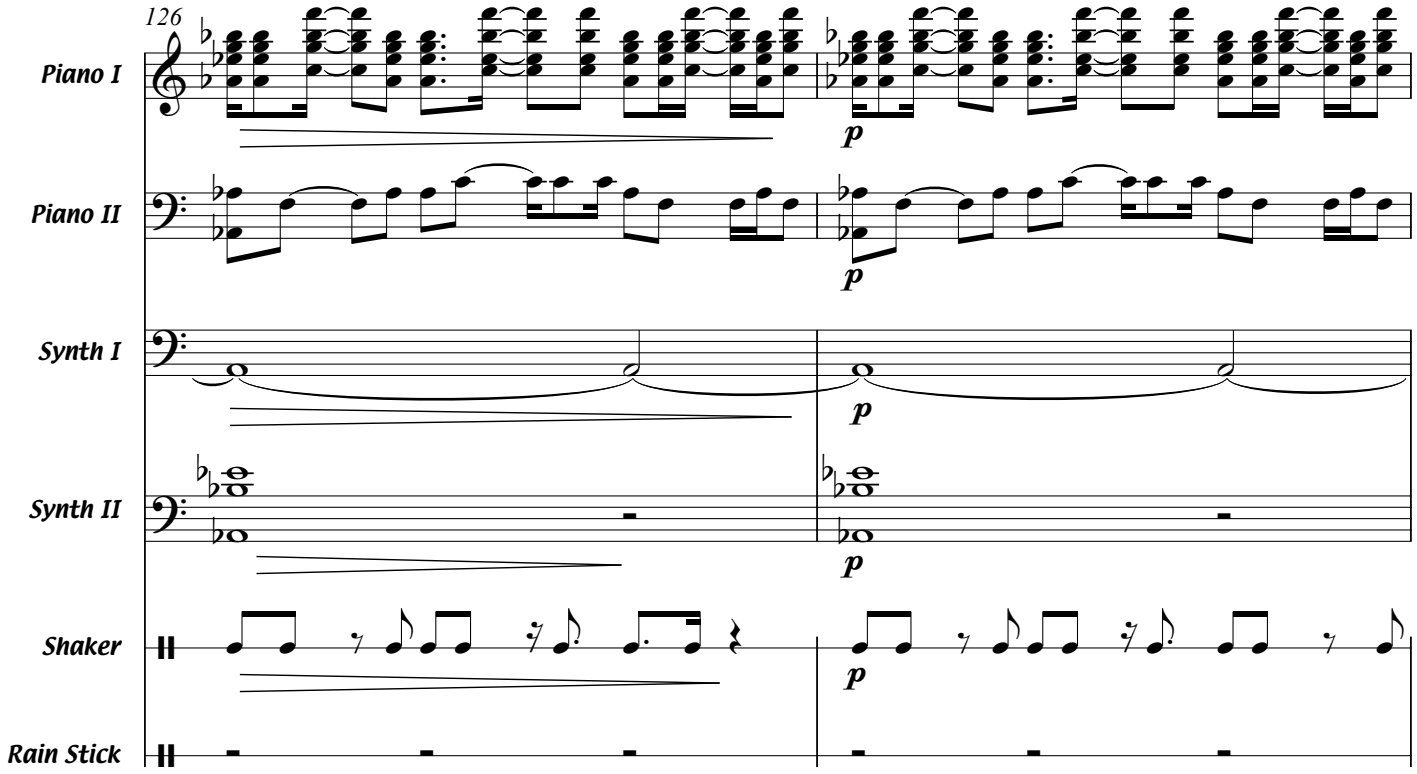
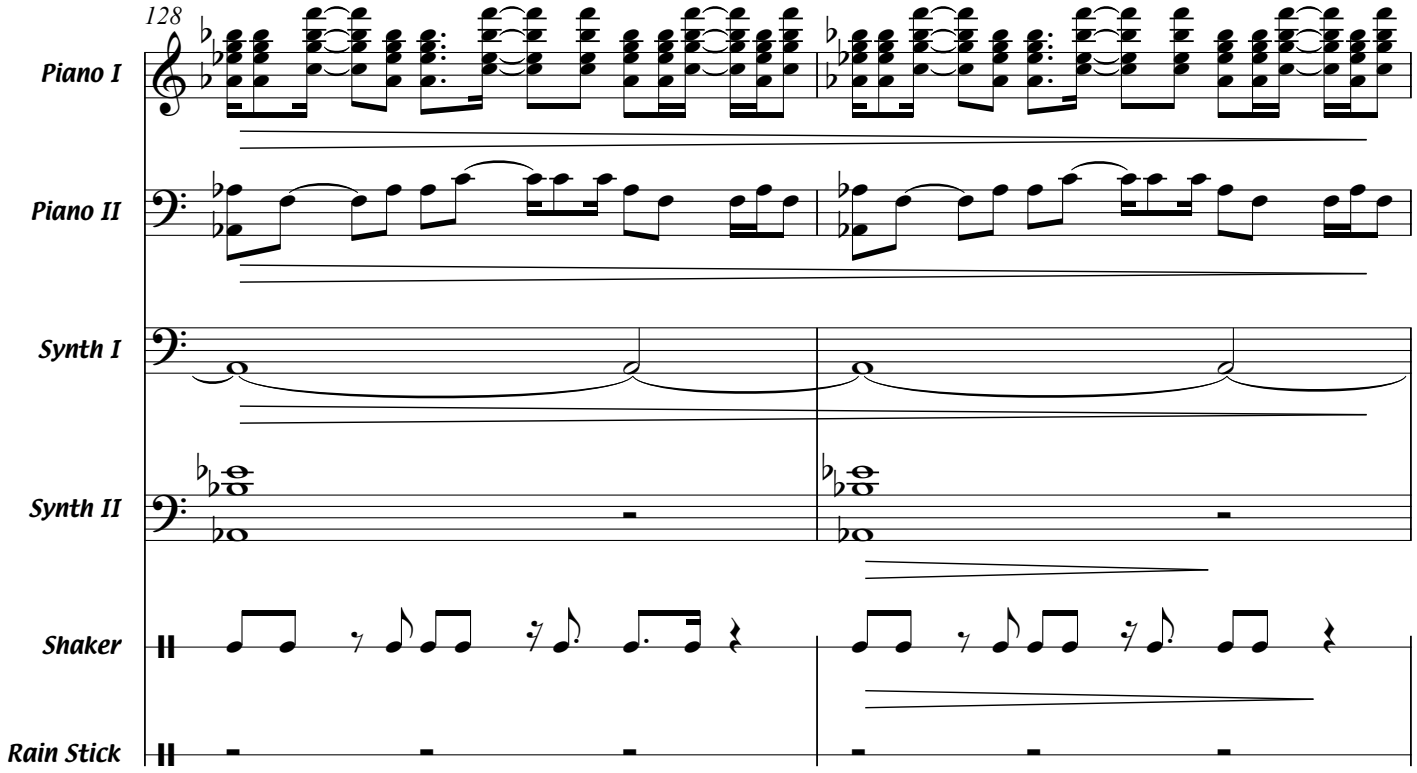
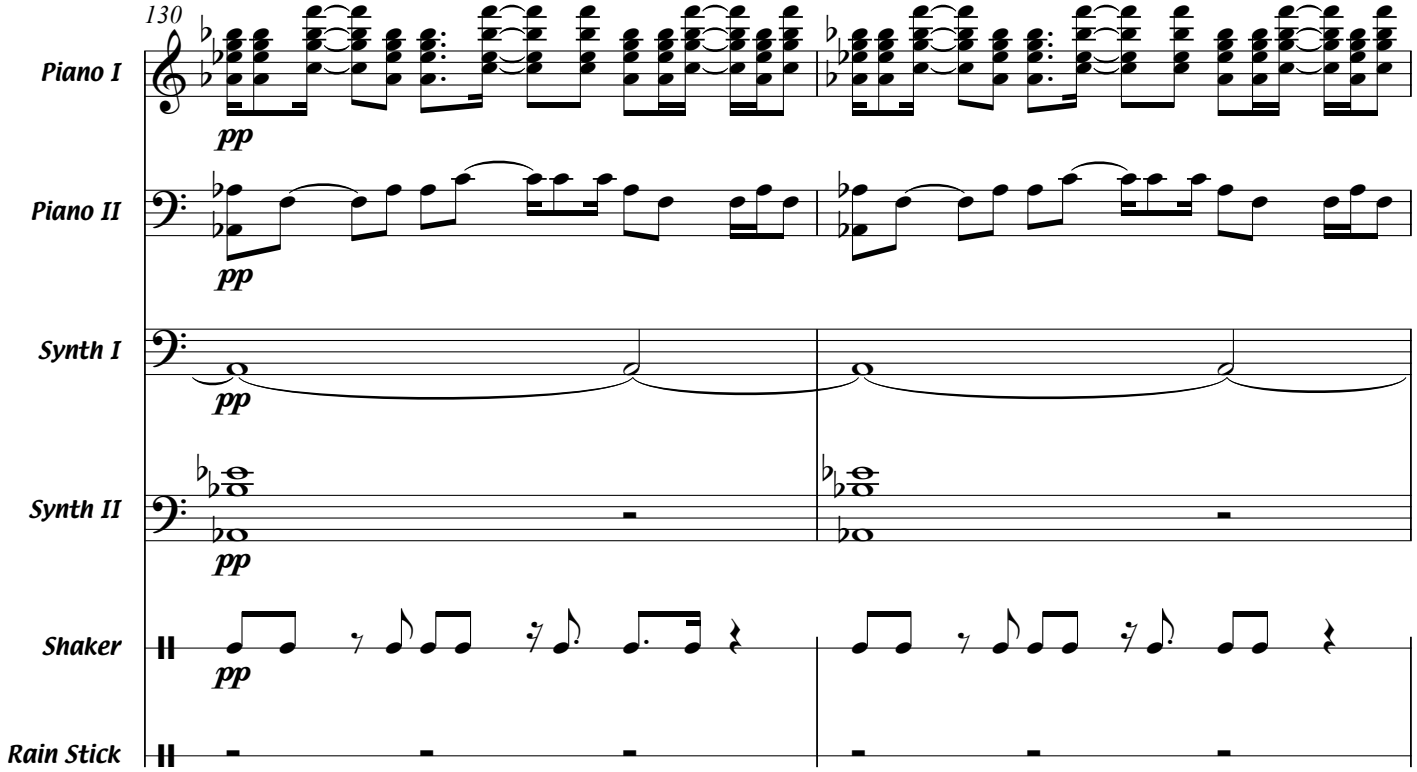
Piano I
Piano II
Synth I
Synth II
Shaker
Rain Stick

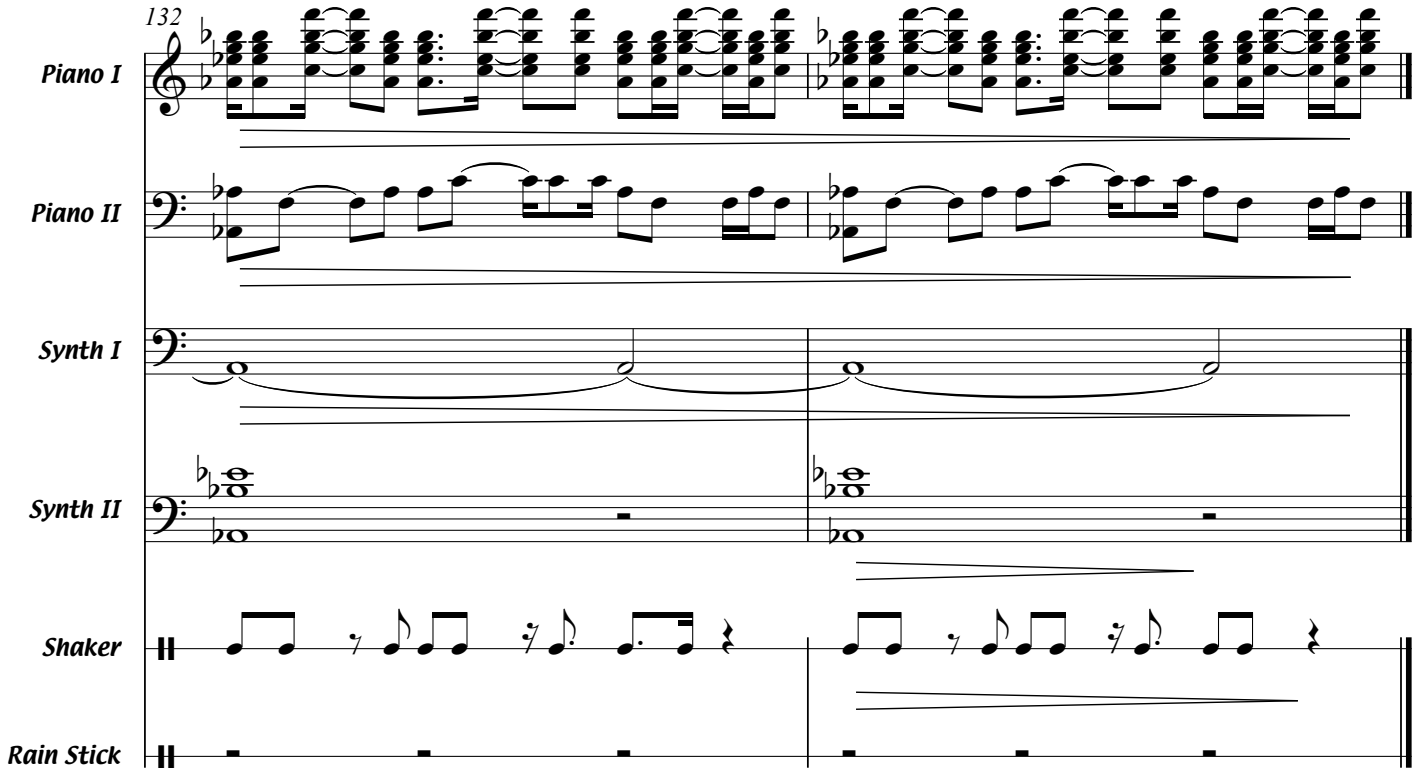

122
Piano I
mf
Piano II
mf
Synth I
mf
Synth II
mf
Shaker
mf
Rain Stick


124
Piano I
mp
Piano II
mp
Synth I
mp
Synth II
mp
Shaker
mp
Rain Stick

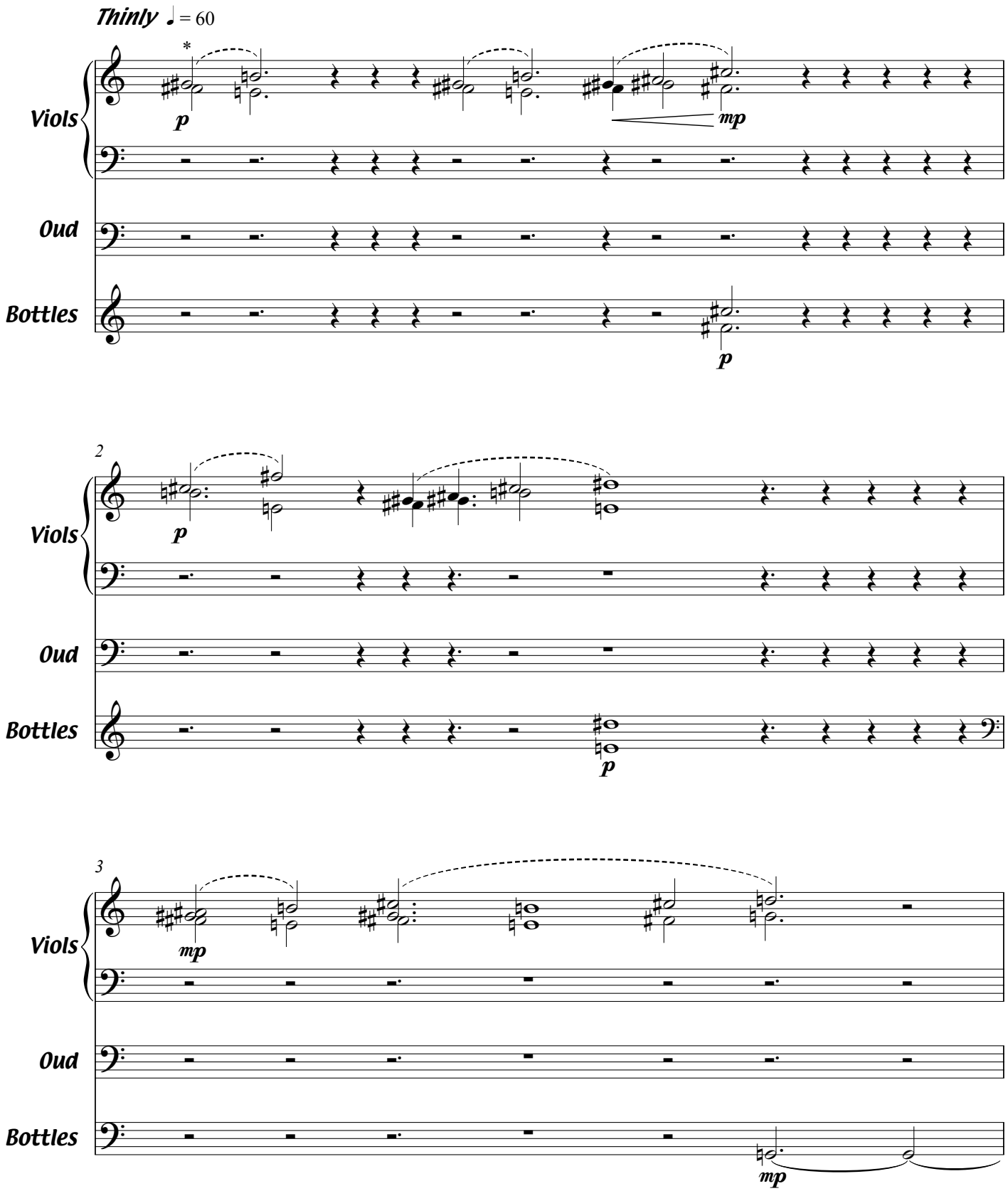

126
Piano I
Piano II
Synth I
Synth II
Shaker
Rain Stick
p


128
Piano I
Piano II
Synth I
Synth II
Shaker
Rain Stick

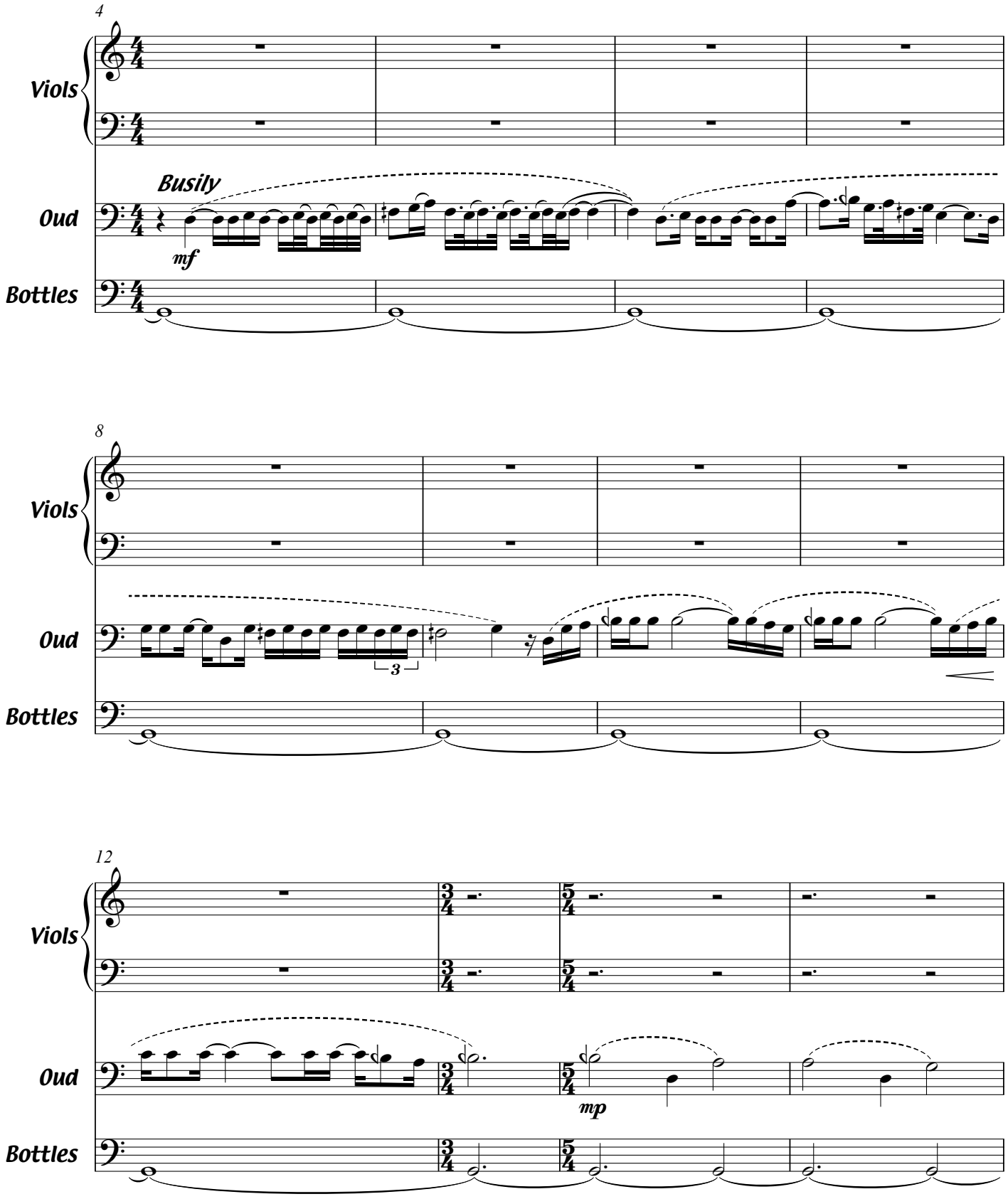

130
Piano I
pp
Piano II
pp
Synth I
pp
Synth II
pp
Shaker
pp
Rain Stick

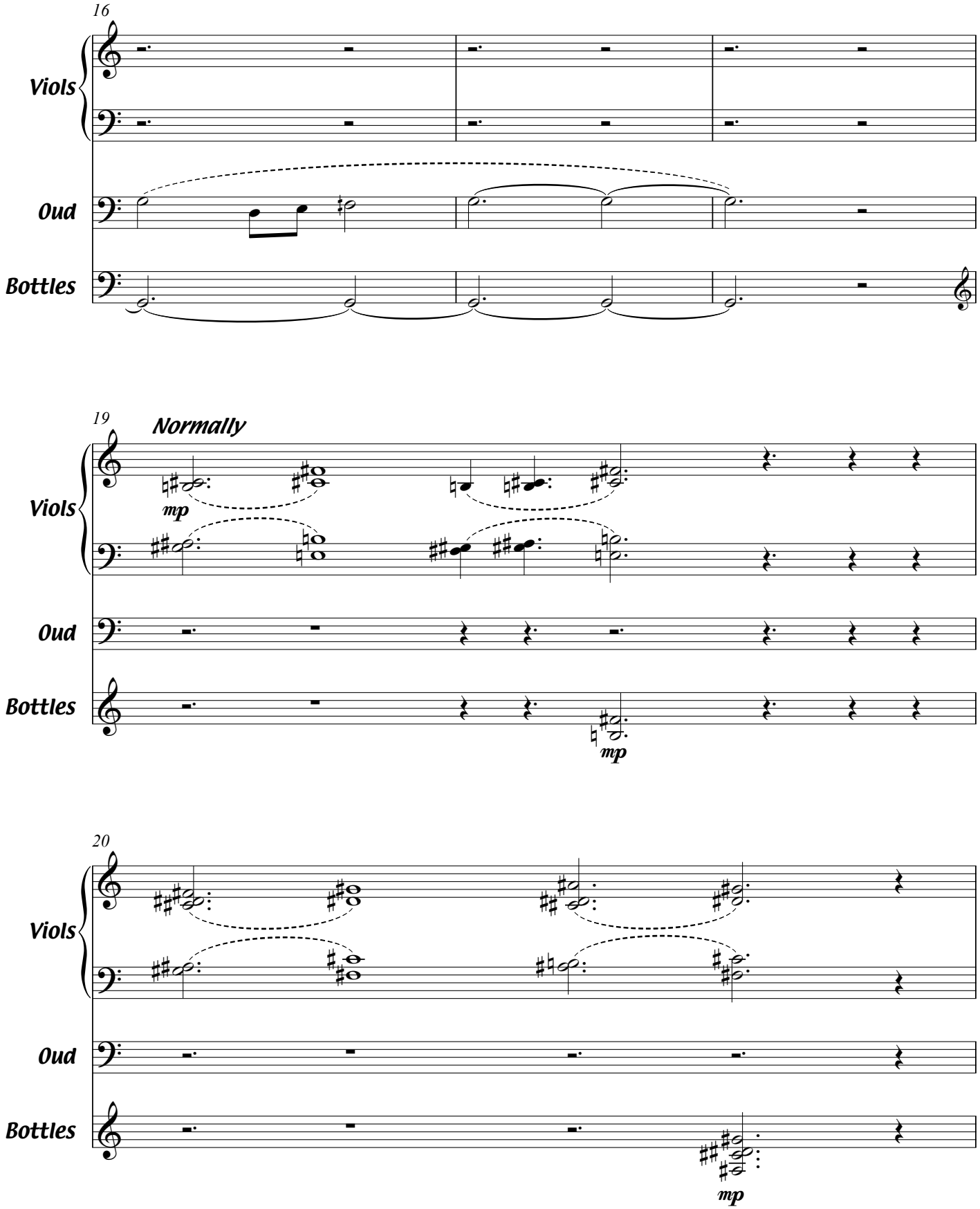

132
Piano I
Piano II
Synth I
Synth II
Shaker
Rain Stick

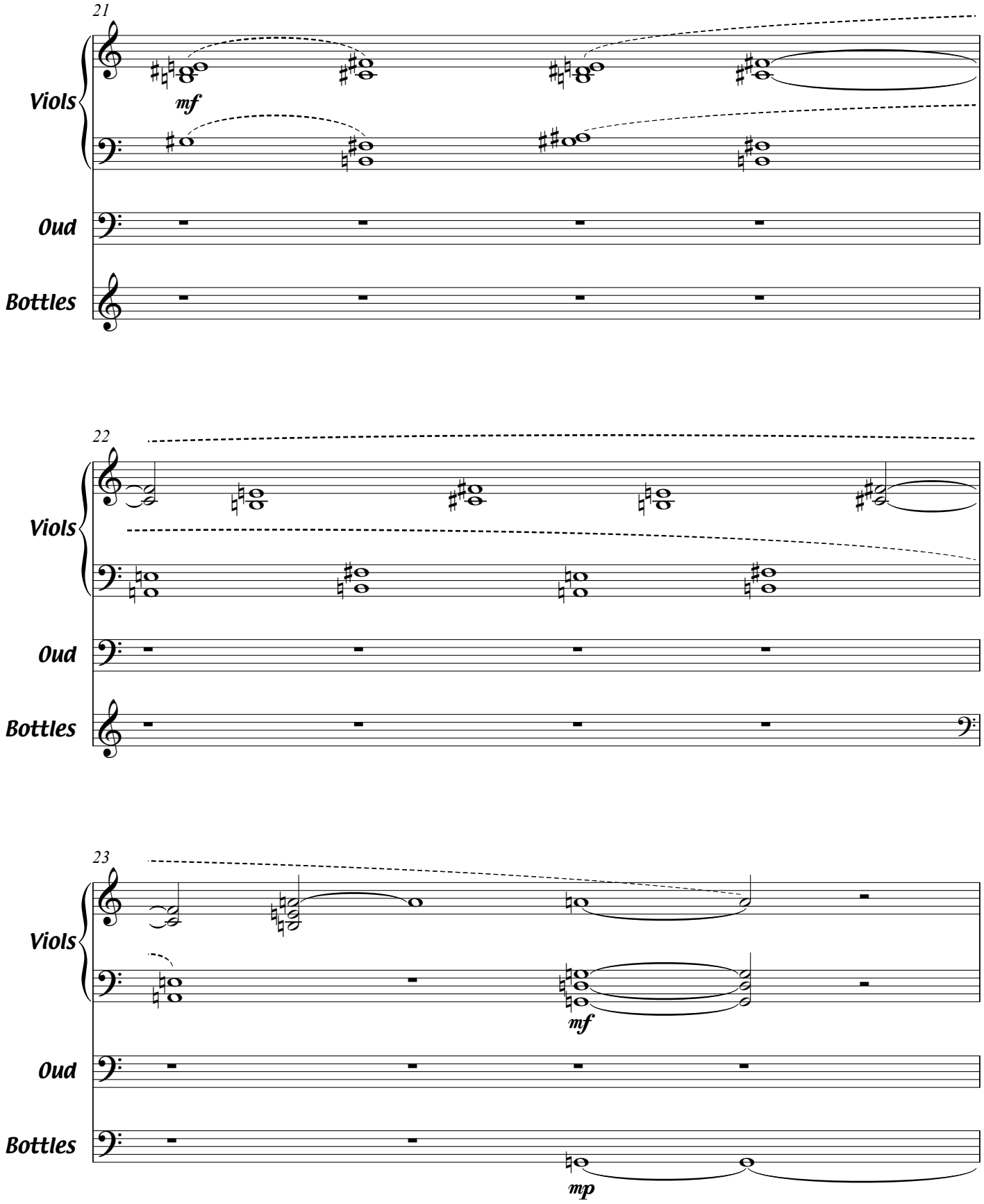
III. Oxygen

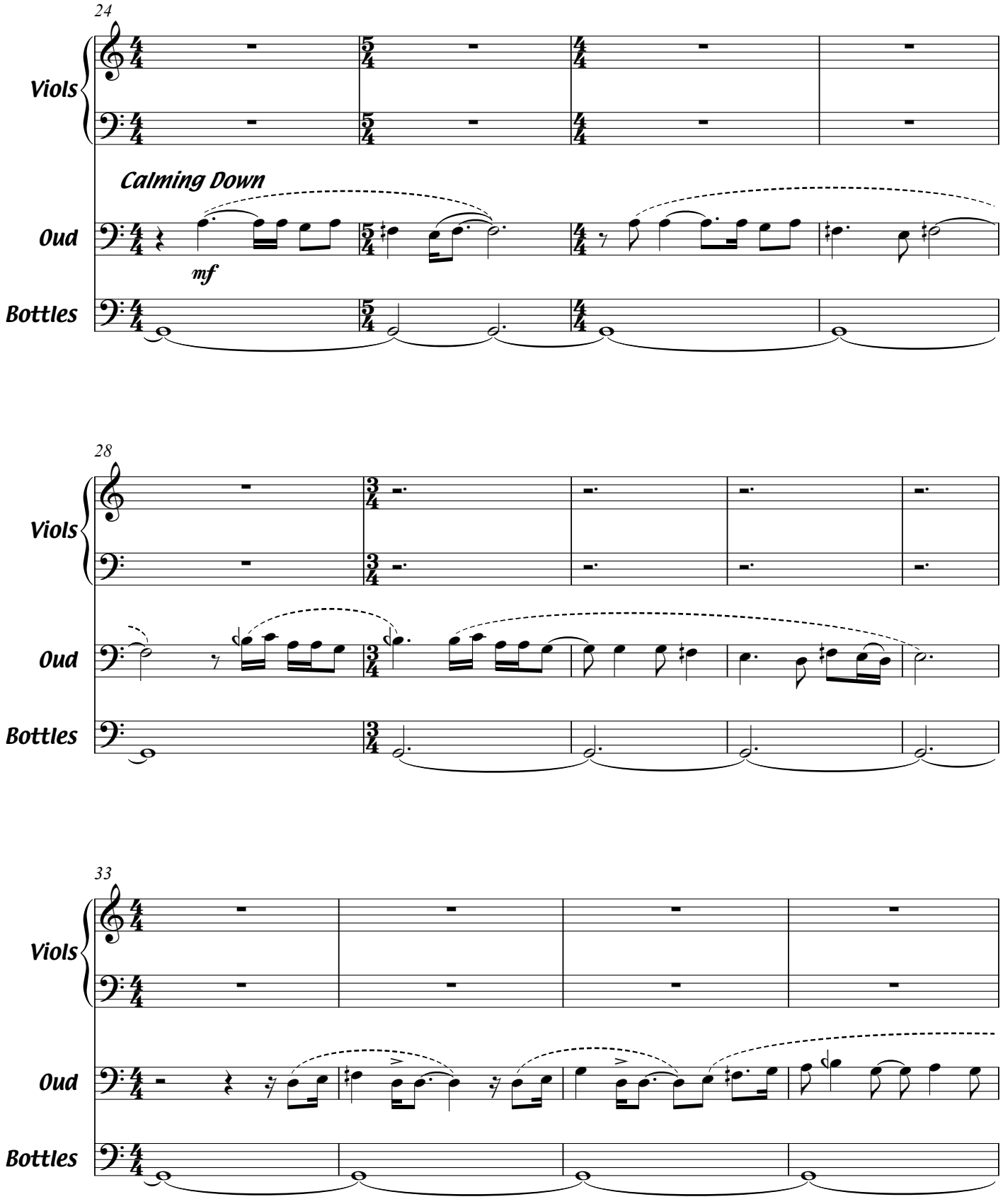


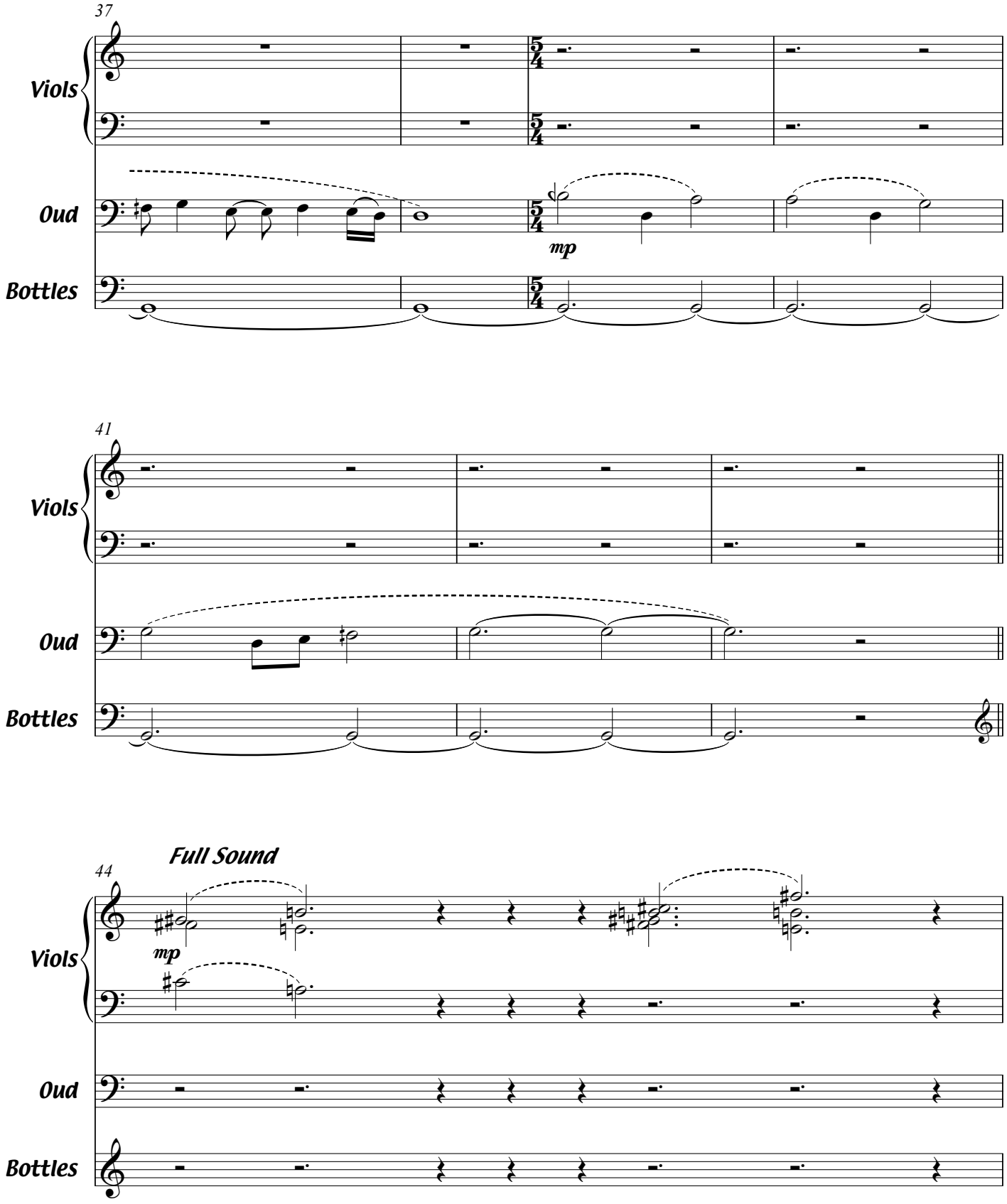
* In this movement, dotted slurs indicate phrases only and do not indicate slurred notes.

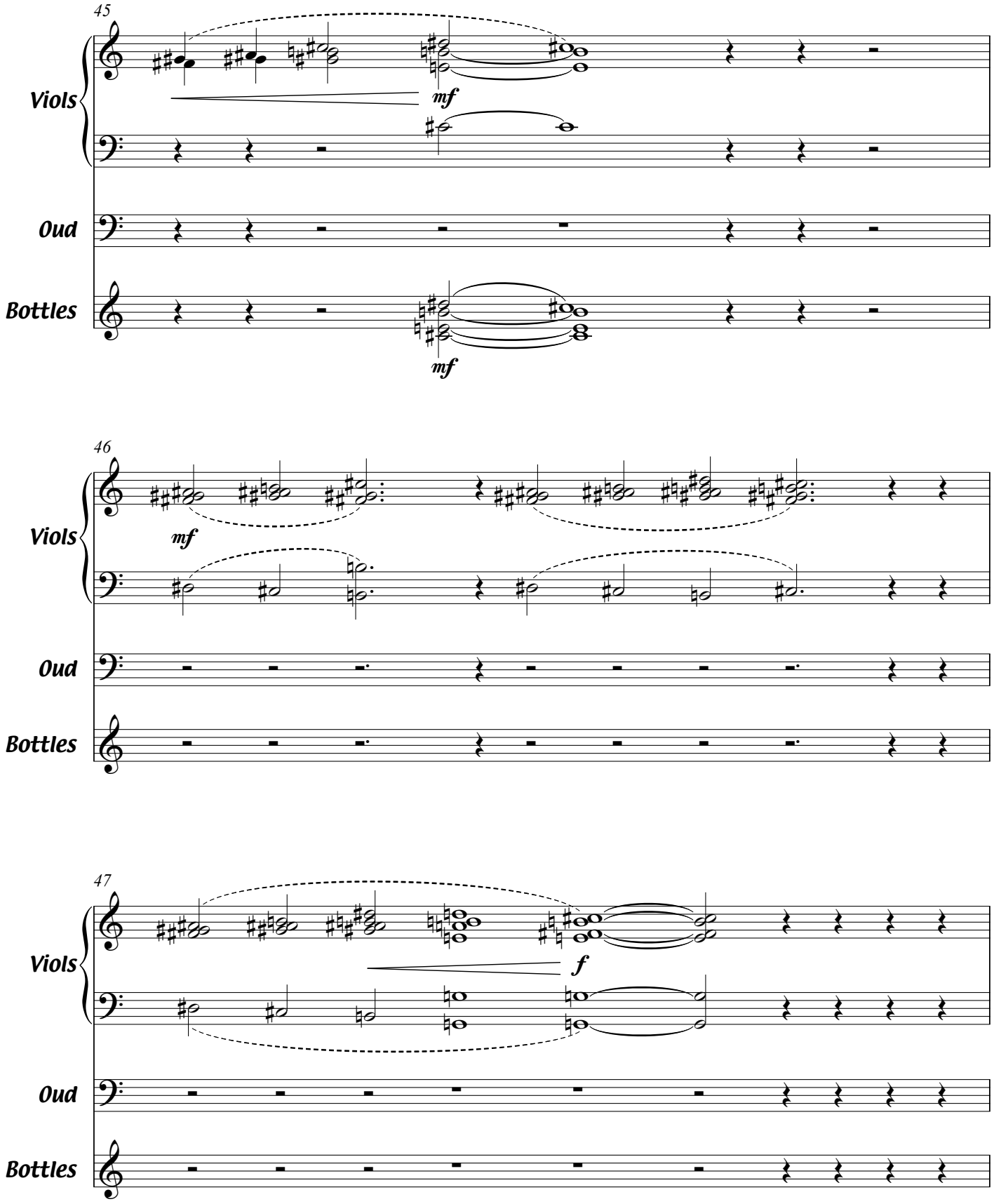

4
Viols
Oud
Busily
mf
Bottles
8
Viols
Oud
3
Bottles
12
Viols
Oud
mp
Bottles

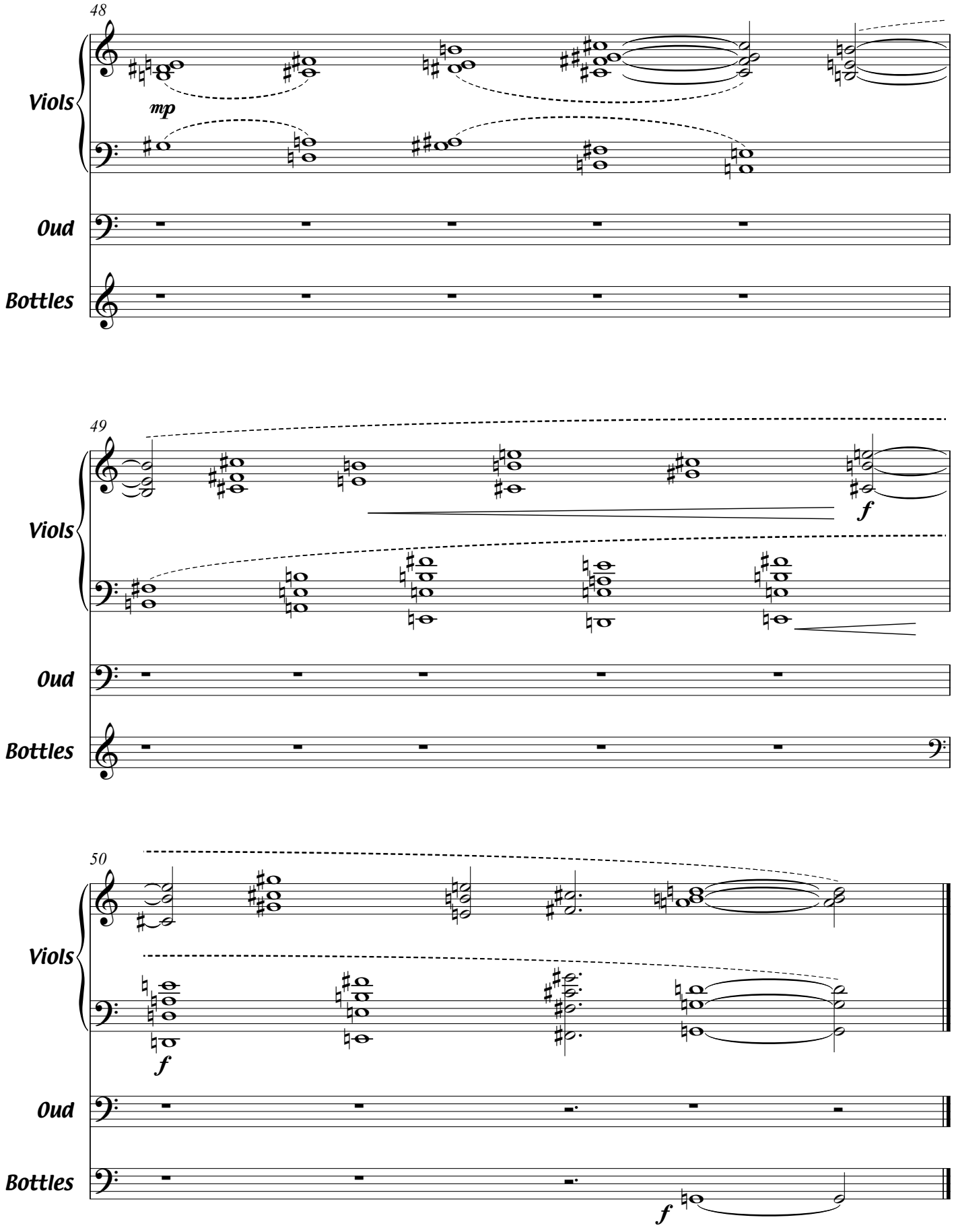

16
Viols
Oud
Bottles
19
Normally
mp
Viols
Oud
Bottles
mp
20
Viols
Oud
Bottles
mp


21
Viols
mf
Oud
Bottles
22
Viols
Oud
Bottles
23
Viols
mf
Oud
Bottles
mp


24
Viols
Calming Down
Oud
mf
Bottles
28
Viols
Oud
Bottles
33
Viols
Oud
Bottles


37
Viols
Oud
Bottles
mp
41
Viols
Oud
Bottles
Full Sound
44
Viols
mp
Oud
Bottles


45
Viols
mf
Oud
Bottles
mf
46
Viols
mf
Oud
Bottles
47
Viols
f
Oud
Bottles


48
Viols
mp
Oud
Bottles
49
Viols
f
Oud
Bottles
50
Viols
f
Oud
Bottles
f