

# Hopper Confessions

for cello, interactive computer music and interactive video

for Ulrich Maiß

music: Joseph Rován  
video: Joseph Rován  
& Katherine Bergeron

## SECTION 1

(♩ = ~ 56)

~ 15 sec.      ~ 8 sec.      ~ 5 sec.      gliss. (very smoothly)      ~ 3 sec.

Cello

Computer

1 Initialization      2 St. Augustine spec transform      3 grab spec text      4 crossfade grab

Improvise on C string,  
exploring natural  
harmonics in free rhythm  
(as in following example)

IV relaxed, legato . . . . . ~ 15 sec.

Cmp. 5 spec wash

Vc.      ~ 5 sec.

espressivo      espressivo

Cmp. 6 spec tremolo (10 sec. increase)      V.S.

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Vc.

Cmp. **7** fade spec wash  
fade spec text  
low ambient in

**8** spec wash  
low pulse

Vc.

Cmp. *sfz* *accel.* *gradually slow trill*

**9** autoswitch to next section

**X 1**

press bow into string  
bow at right angle to bridge, very high pressure (at frog) (vary freely)  
arco (bridge) arco (bridge) arco  
pizz. pizz. pizz.  
short chirp pitched noise simile...

*ad lib, gradually coalescing into quirky groove (vary order and rhythm)*

Cmp. **1** noise spec **2** edge 1 **3** h **4** edge 2 **5** env harms

Vc.

Cmp. *accel.* *3:2* **6** **7** fade, autoswitch to next section

~ 8 sec.

Vc. **Y 1** S.P. ----- ORD. pizz. arco

Cmp. **1** formant reson **2** h **3** randfrags

Vc. S.P. ----- ORD. ~ 8 sec. **X 2** \*arco (bridge) pizz. arco (bridge) pizz.

Cmp. **4** randfrags off **5** fade, autoswitch to next section **1** noisespec **2** start grab fade noisespec

*\* (bow on bridge, heavy pressure)*

Vc. (ord.) arco pizz.

Cmp. **3** envfall on

*ad lib, gradually coalescing into quirky walking-bassgroove, adding swing feel (vary spacing and phrasing.)*

Vc.

Cmp. **4** envharms **5** lowres pulse **6** **7** fade, autoswitch to next section

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Vc. **Y 2** arco S.P. ----- ORD. *trb* *5:4*

Cmp. **1** formant reson **2** randfrags **3** h **4** edgeloop **5** low pulse

Vc. S.P. ----- ORD. *pizz.* arco *jeté* **X 3** *ff* *~ 5 sec.*

Cmp. **6** **7** fade, autoswitch to next section **1** fbank **2** fbank grab (13 sec.) (additive fade --->)

Vc. *jeté* *pizz.* *jeté* *pizz.*

Cmp. **3** buff **4** buff grab (10 sec.)

Vc. **Y 3** (*attacca*) *pizz.* arco *trb* *pizz.* arco *5:4* *pizz.* arco *pizz.* arco

Cmp. **5** envharms *3:2*

