

Clinamina (2019)
for piano and electronics

Lee Weisert

Clinamina - Program Notes

In his philosophical poem *On the Nature of Things*, Lucretius proposes the existence of a phenomenon in which atoms travelling through space are subjected to minute, unpredictable swerving motions. This random swerving of atoms, which he calls clinamen (pl. clinamina) is responsible not only for the existence of rivers, plants, and animals, but also the free will of man, since, in a completely deterministic universe, there would be no room for free will.

Clinamina explores the notion that human expressivity and creativity is in some basic sense inseparable from “lower” forms of utterances, noises, and proto-musical paraphernalia. Representations of various levels of musical organization co-exist on equal footing. Disconnected, particle-like notes float aimlessly, sometimes fusing into assemblages of chords, or converging into sudden bursts of gestural motion. Repetitive algorithmic gestures and musical automata overlap with excerpts from a Debussy prelude—warped and fragmented, but retaining flashes of a sophisticated and lyrical melodic and harmonic style. Technology serves as a modern example of hierarchical organization—an extension of our preferences and biases. By selectively capturing and extending fleeting musical events, we are presented with an imposed structural framework; an illusory “structure” to guide us through the tangle.

Clinamina - Performance Notes

This piece includes electronic sounds and effects that are triggered throughout the piece. The electronics can be either executed live (live sound processing of the piano) or using prerecorded samples. If the electronics are to be executed live, it is preferred that the composer performs this task, or, at least, that he is consulted during the rehearsals leading up to the performance. If the composer is not available to participate in the performance, the performer can trigger prerecorded audio samples using a MIDI foot controller or button of some kind. The composer will provide the audio recordings and triggering software necessary to trigger the electronic sounds. Precise cue timings are provided in the score.

This piece is dedicated to Clara Yang.

$\text{♩} = 52$

Silently depress top voice like a fading echo

Sost.

2

8va

8vb

Réo.

elec. cue 1 trigger

Réo.

4

8va

8vb

Réo.

5

murky, faintly audible

8va

8vb

Sost.

mf

pp

6

lyrical

8va

8vb

Réo.

mf

elec. cue 1
fade out

7

p

mf

8vb

* Leo.

*

8

foggy

8va

mp

8vb

9

sudden clarity

8vb

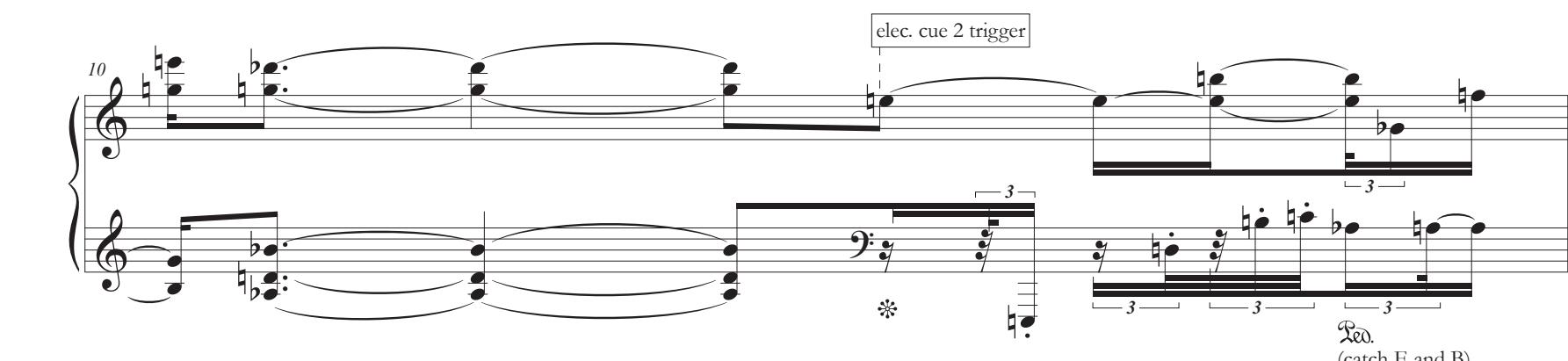
* Leo.

* Leo.

* Leo.

10

elec. cue 2 trigger



8vb

*

* Leo.

(catch E and B)

11

p

8vb

* Leo.

*

* Leo.

* Leo.

* Leo.

12

mp

* Leo.

elec. cue 2
fade out

p

ff

bring out the chords

13

light, curious

15

movement in the shadows

Ped.

Una corda

18

elec. cue 3 trigger
(4.5" silence before fade-in)

(Una corda)

19

(Una corda)

**Ped.*

p

8vb

8va

confusion

**Ped.*

20

chords emerging

mp

21

open, refreshed *8va*

**Ped.*

22

mp

p

8vb

**Ped.*

a strange space

*

24

8va

15ma

resonant

mp

mf

8vb

p

elec. cue 4 trigger
(4.5" silence before fade-in)

effervescent

26

mp

pp

mf

mechanical

8vb

Reo.

28

8va

8va

blurred

Silently depress

pp

Sost.

**Reo.*

29

lyrical

elec. cue 4 fade out

suddenly agile

p

(Sost.)

32

8va

mp

(Sost.)

33

mf

p

mp

Reo.

**Reo.*

**Reo.*

(top note only) *8va*

rising waves

(an interjection)

34

mp

poco cresc.

elec. cue 5 trigger

35

mf

8va

8va

* *Reo.* * *Reo.* *

36

elec. cue 5 fade out

calmly

mp

p

Reo. * *Reo.* *

Una corda —

39

p

mp

Reo. *

p *mp*

Reo. *

Reo. *

(*Una corda*) *

resonant

elec. cue 6 trigger
(3" silence before fade-in)

40

p

mp

Reo. *

p

Reo. *

Reo. *

(*Una corda*) *

42

still

pp

3

mp

**Reo.*

3

like slowly moving particles

elec. cue 6 fade out

45

3

3

3

3

3

3

46

melodically

p

mp

8va

**Reo.*

47

hidden chords

15^{ma}

p

mp

p

mp

**Reo.*

48

p

8va

p

mp

elec. cue 7 trigger

celestial

**Reo.*

50

15^{ma} 8va

elec. cue 8 trigger

elec. cue 9 trigger

mp

short but not staccato

8vb

54

elec. cue 10 trigger

p

mp

p

Rédo.

8vb

57

elec. cue 11 trigger

mp

elec. cue 8 fade out

p

8vb

8vb

* *Rédo.* *

sudden, oblivious

mf

Rédo. *

Rédo. 8vb

61

Sost.

3 3 3

mp

3 3 3

Sost. 3

* *Rédo.* *

62

(Sost.)

Reo.

*

Reo.

*

64

p

*

Sost.

Reo.

8vb

Reo.

65

pp

murmuring

Reo.

8vb

Reo.

Una corda

(Sost.)

Sost.

67

elec. cue 12 trigger

(Una corda)

8vb

** Reo.*

69

elec. cue 12 fade out

top voice like a fading echo

mf

p

mp

p

mp

elec. cue 13 trigger

71

(mp)

pp *mf*

pp

Reo.

elec. cue 14 trigger

nostalgic

like a music box

73

mp

pp

mf

** Reo.*

Reo.

76

** Reo.*

a wave gently crashing

elec. cue 15 trigger

elec. cue 15 fade out

77

** Reo.*

p

mf

8va ** Reo.*

mf

elec. cue 16 trigger

79

mf *8va*

mf

mp

mf *mp*

Reo.

Sost. *mp*

mf *8va*

mp

Reo.

Sost.

clockwork

81

82

83

mf

mp

Sost.

84

mf

mp

Rwd. *

Rwd.

(*Sost.*)

86

p

resonant

p

**Rwd.*

**Rwd.*

88

p

*Sost. — Sost. —

90

mp

mf

p

mp

(Sost.) — *Reo. — *Reo. — *Reo.

mechanical

elec. cue 17 trigger

92

mp

mf

p

mp

*Reo. — *Reo. — * — *Reo. — *Reo.

8vb — *Reo.

elec. cue 18 trigger

94

p

mp

p

mp

(8vb) — *Reo. — *Reo. — *Reo.

with no sense of finality