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APPENDIX: remnants - List as Process.

This list was material for a workshop with Natasha Zielazinski on 19th September 2017. Annotations were made in response to the workshop.

poss other
mult ↔ single (color)

Workshop 19/9/17

The impermanence of a single sonic entity and its transformations

Possible combinations:

1) **Accent only** (bow off string)

- a) Multiphonic, down bow
 - Very short accent
 - Short accent
- b) Single partial, down bow
 - Very short accent
 - Short accent
- c) More than one partial, down bow
 - Very short accent
 - Short accent

i prefer some with

light + fast wrap
higher partials.
bow speed
slow, not as much
phenomenon
sharp
strong

higher partials
intense
not partial
intensity.

~~Any difference with up bow instead?~~

2) **Accent + trail**

Jitter (close to string, down bow)

- a) Multiphonic, down bow + jitter
 - Very short accent
 - Short accent
- b) Single partial, down bow + jitter
 - Very short accent
 - Short accent
- c) More than one partial, down bow + jitter
 - Very short accent
 - Short accent

feathered accent
staying on
deciduous
to the
high

* works well
SLOW bow

*Lateral pitched jitter (in between sustain and trail)
(further up string, higher partial, more lateral, high speed)*

- a) Multiphonic, down bow + jitter
 - Very short accent
 - Short accent
- b) Single partial, down bow + jitter
 - Very short accent
 - Short accent
- c) More than one partial, down bow + jitter
 - Very short accent
 - Short accent

shorter accents
more space for

6 have diff
from multi
= duller.
(more varied)

slow jitter - abundant

slow bow → fast jitter not natural. | don't feel
(sounds constructed)



> what is it?

unclear

multi circular bow

Move bow around

- a) Multiphonic, down bow + move bow around
 - Very short accent
 - Short accent
- b) Single partial, down bow + move bow around
 - Very short accent
 - Short accent
- c) More than one partial, down bow + move bow around
 - Very short accent
 - Short accent

flexibility!

'if one pops out go with it'

↓
character intention

3) Trail only

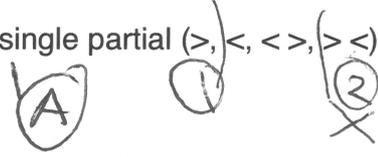
- a) Jitter (close to string, down bow)
- b) Lateral pitched jitter (in between sustain and trail)
- c) Move bow around

flexible
horizontal
end

4) Accent + sustain

Sustain single partial (same/different partial in reiterations)

- a) Multiphonic, down bow + sustain single partial (>), <, <>, (><)
 - Very short accent
 - Short accent
- b) Single partial, down bow + sustain single partial (>, <, <>, ><)
 - Very short accent
 - Short accent
- c) More than one partial, down bow + sustain single partial (>, <, <>, ><)
 - Very short accent
 - Short accent



accent with
speed rather
than pressure

(as it
changes
hair)



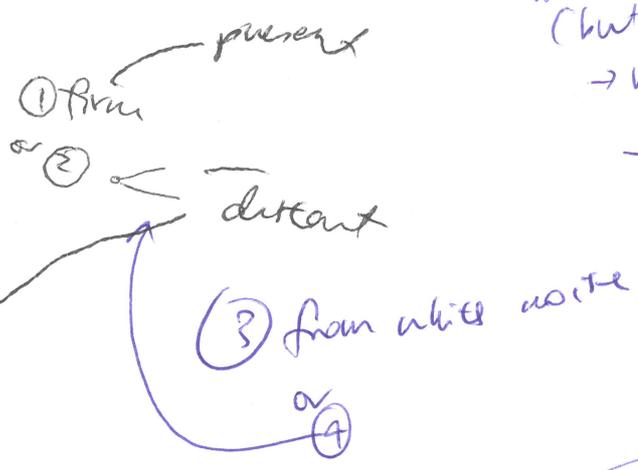
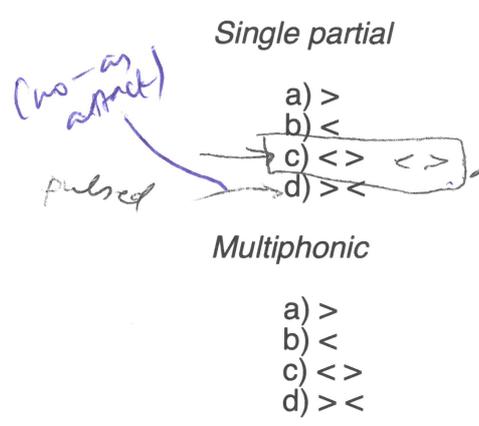
Sustain multiphonic

- a) Multiphonic, down bow + sustain multiphonic (>, <, <>, ><)
 - Very short accent
 - Short accent
- b) Single partial, down bow + sustain multiphonic (>, <, <>, ><)
 - Very short accent
 - Short accent
- c) More than one partial, down bow + sustain multiphonic (>, <, <>, ><)
 - Very short accent
 - Short accent

make WARM (entirely for jump / porticcillo) ?

distant already faded but come back in (but still not present) → resonance from part → collection of things already faded

5) Sustain only



6) Transitions

Accent only

- a) Multiphonic → (more than one partial) → single partial
- b) Single partial → (more than one partial) → multiphonic
- c) Very short → short
- d) Short → very short

Accent + trail

- a) Jitter (short → long)
- b) Jitter (long → short)
- c) Lateral pitched jitter (short → long)
- d) Lateral pitched jitter (long → short)
- e) Move bow around (short → long)
- f) Move bow around (long → short)

To test afterwards:

- a) jitter → lateral pitched jitter
- b) move bow around → jitter → lateral pitched jitter

+ catch up end.

Trail only (see above)

Accent + sustain

- a) Partial → multiphonic
- b) Multiphonic → partial

you look for sound if way change one aspect

how time change when it hits / where + how

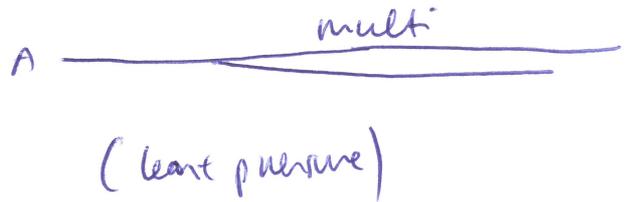
Other

- a) Accent → Accent + trail
- b) Accent + trail → Accent
- c) Same partial → different single partials (expand range)
- d) High partial (single) → low partial (single)
- e) low partial (single) → high partial (single)
- f) < ~~sustain within one bow~~ *several bows*
 - i) partial → multiphonic
 - ii) multiphonic → partial

To test afterwards: length of silences

7) Other

- a) Accent + sustain + trail



Note:

INTENTIONS

- fragile, rich
- one sound (multiphonic as entity) -- letting it exist (using G string multiphonic)
- piece exists in the very fine detail (Park Seo-Bo, Jurg Frey – maximum significance in smallest changes)
- wanted to work with this as raw material (rather than following conceptual idea to begin with)
- not long sound but changes within it

AVOID

- loud, persistent
- abrasive
- heavy pressure
- electrical
- distortion
- prolonged tremolo

ONE multi

single / multiple
mono / multi



multi / mono