

Creating a Graphic Score!

This can be something you do on your own or with other people – completely up to you!

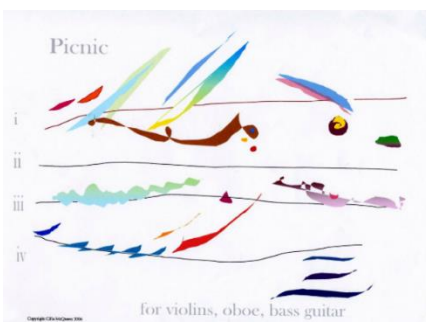
Graphic Scores can blend conventional elements such as notation with the unconventional! The performer uses the pictures to inspire their performance – the graphic score becomes a musical map. Simply put, graphic scores are images and/or colour which represent sounds. This means you can be as simple, complex, creative or messy as you want!

One of the best things about many graphic scores is they can be played by any number of players, of any standard, on any instrument. No two performances sound the same, but all the players will be following the same instructions.

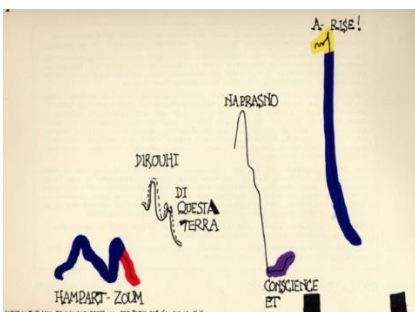
Here are three examples of different graphic scores:

	1	2	3	4	5	6
Tambourine	●	●	●	●	●	●
Woodblock	■					■
Drum		★		★		★
Triangle			▲			▲

A simple graph which shows instruments down one side, beats along the top, and when they are played through symbols in the boxes.



Art meets musical notation – Picnic by McQueen. In this piece each line represents a different instrument, with the colour and shapes to be interpreted by the performer.



Aria by John Cage. This piece may look like just some random squiggles, but each line actually represents a different way of singing, notated in wavy lines and colours. The blocks indicate 'non-musical' sounds.

In each of these examples there is an element of artistry, collection of sounds, and creativity!



Musical Interpretations – activity

Choose two different pieces of music. For example, Brahms Violin Concerto in G and Taylor Swift's song 'ME'.

Take one colour of pen and as the first piece plays draw the pen across paper in whichever way the music moves you.

Once you've done this, take a different colour pen, play the second piece and do the same again over the top piece.

After you have finished, think about why you chose certain movements – what did they reflect in the music? Why those colours? Ask someone else if they can guess which two pieces of music you chose!

Musical Consequences – a game!

Grab a piece of paper – any paper...a napkin...newspaper...toilet roll... Take it in turns to write/draw/sketch a musical idea, word or phrase that inspires you. Once the paper is full, there is your new composition. Try and play it!

Make your own Graphic Score

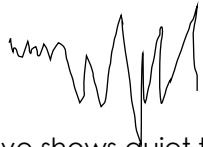
Taking these ideas above, come up with your own set of rules/symbols/instructions for a piece of music. Include some ideas of pitch (how high or low notes are), dynamics (how loud or quiet), tempo (how fast or slow) and emotions you want to express, and write your own graphic score.

An example of these rules could be:

Emotion

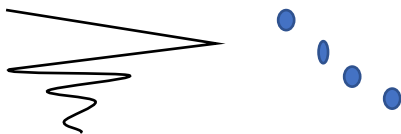
Red = Angry **Yellow** = Calm, **Blue** = Sad

Dynamics



The symbol above shows quiet to loud (small squiggle quiet, big loud).

Pitch



The spiral above shows high notes moving down to low notes in a smooth line, and the dots show it in staccato (short and detached).



Tempo

Just use words to represent the speed.

Your turn: Give it ago and share with @NYMAZmusic on Facebook/Twitter/Instagram