

# Stab.

A piece for any number of laptop performers.

By Charlie Barnes

*Stab* is a piece composed for short sounds, both electronic and environmental. Each performer requires the ability to play two different sounds, and one or more selected performer requires a sustained sound.

Each player's first sound should be electronic in nature, either via synthesis or manipulation of acoustic material, and last no longer than 1 second.

The second sound should be instrumental in nature, with only a small amount of tasteful manipulation if desired. The sound should also last no longer than 1 second.

The sustained sounds provided by a small number of the players (or solo player) should be slow moving, with no jarring changes, and must be timbrally soft and light (i.e. no harsh distortion).

Each performer will require a stopwatch.

- Stopwatches are to be started as simultaneously as possible.
- For the first 3 minutes of the piece, players will use their first (electronic) sound. Sounds are to be played at random, placing emphasis on spatialisation and interaction. Begin slowly, with sounds being played infrequently, allowing the texture to build and develop across the 3 minutes.
- By 3 minutes the sound should be dense and frantic, at which point the sustained sound(s) will begin. All first sounds should cease as quickly as possible.
- The sustained sound will continue until 3 minutes and 30 seconds.
- During this period, the performers must prepare to play their instrumental sounds.
- At 3 minutes and 30 seconds, players begin a dense, frantic texture, of similar regularity to the end of section 1, reducing this texture to calm sparsity by 7 minutes.
- By 7 minutes the sounds being played should be infrequent and highly spatial.
- At 7 minutes the sustained sound should begin again, and all players will quickly rebuild a thick sonic texture using any of their previous sounds for 30 seconds.
- At 7 minutes and 30 seconds, the piece ends in a rapid diminuendo.

For a graphic score of this structure, please see page 2.

Time	Sound	Performance
0m0s	1	Begin spatioously, and over 3 minutes become more dense
3m0s	Sustained	All '1' sounds to cease immediately, sustained sound to play for 30 seconds
3m30s	2	Begin densely, gradually reducing in texture over 3 and a half minutes
7m0s	Sustained/2	All '2' sounds to rebuild swiftly over 30 seconds while sustained sounds play
7m30s	Silence	Players to cease as close to 7m30s as possible. Sit calmly and await silence.