
__ B e a t s

A beat is a pulse,
the metric level at which pulses are heard as the basic unit.



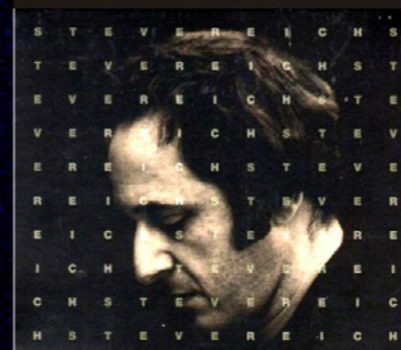
CLAPPING MUSIC

FOR TWO PERFORMERS

$\text{♩} = 144-168$

CLAP 1
CLAP 2

Repeat bar 1, then end.



Steve Reich

was born in New York on 3rd October, 1936, studied philosophy at Cornell University and composition at the Juilliard School of Music.

A representative of American Minimal music.

Project 02
Date_Autumn 2005
Advisor_Kyle Yang + CJ Lu

Architecture Non-standard

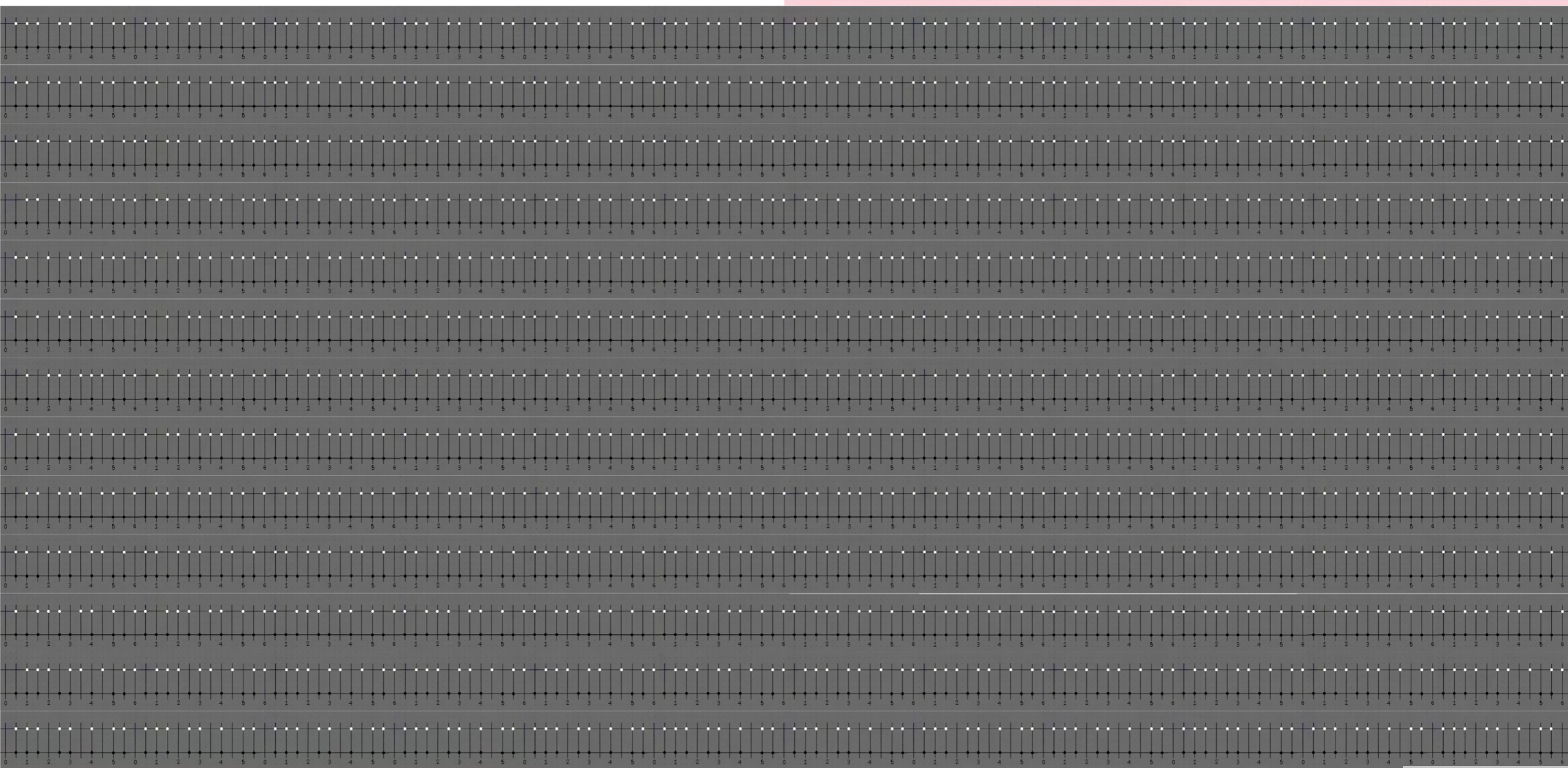
Directions for Performance

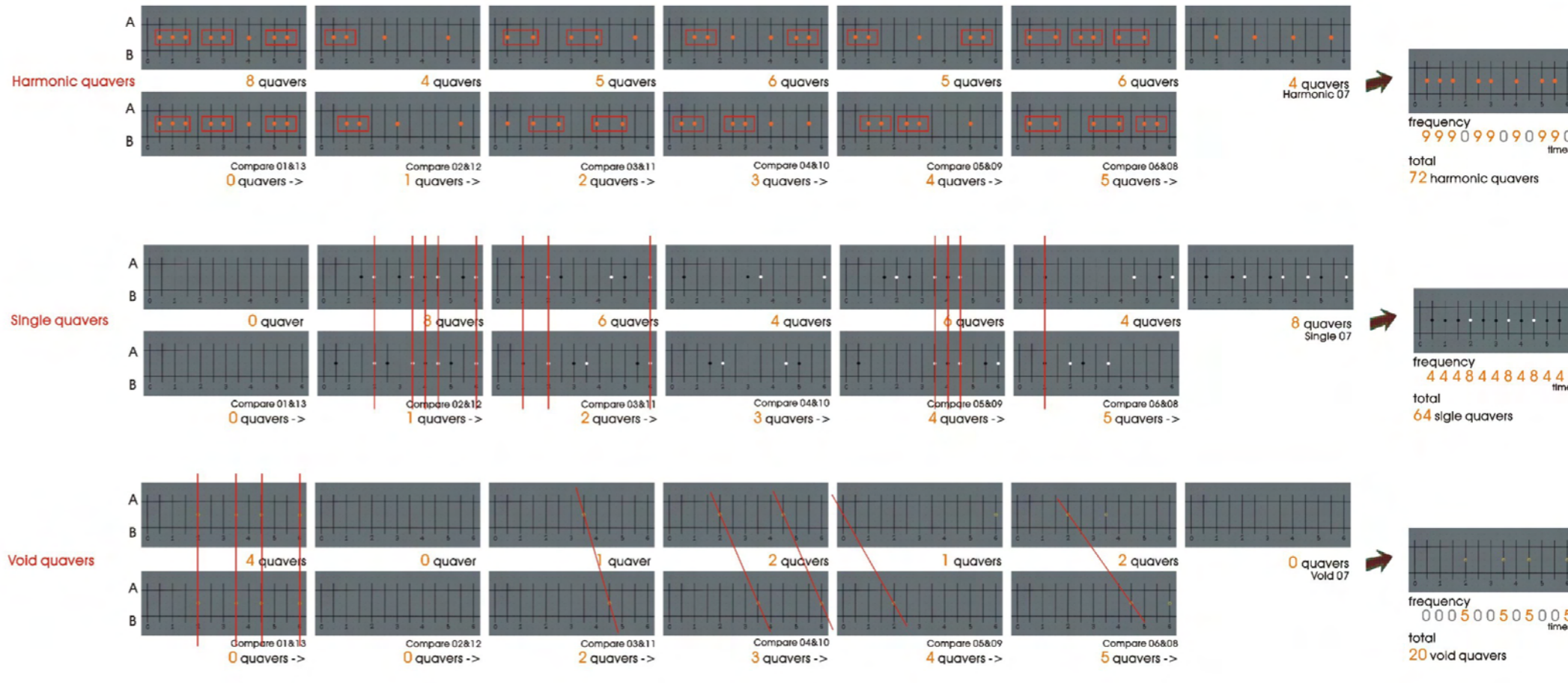
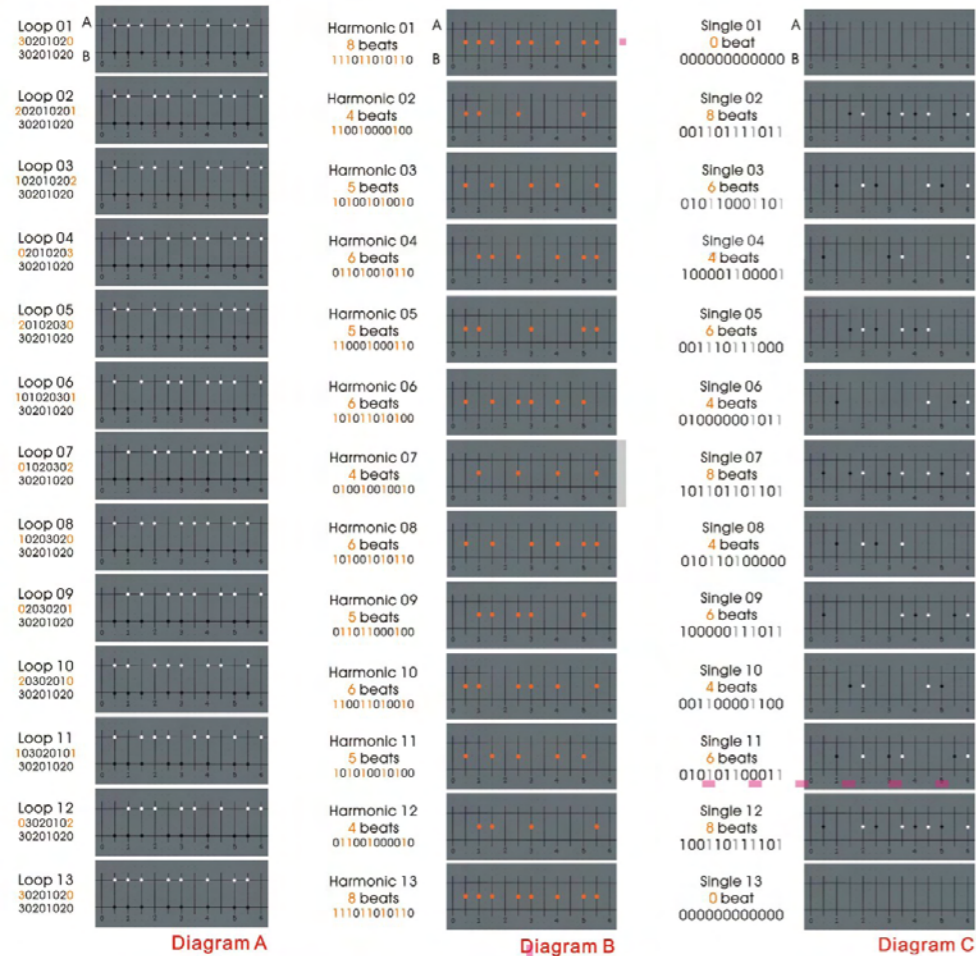
The number of repeats is fixed at 12 repeats per bar. The duration of the piece should be approximately 5 minutes. The second performer should keep his or her downbeat where it is written, on the first beat of each measure and not on the first beat of the group of three claps, so that the downbeat always falls on a new beat of the unchanging pattern. No other accents should be made. It is for this reason that a time signature of 6/4 or 12/8 is not given – to avoid metrical accents. To begin the piece one player may set the tempo by counting quietly; "one, two, three, four, five, six".

The choice of a particular clapping sound, i.e. with cupped or flat hands, is left up to the performers. Whichever timbre is chosen, both performers should try and get the same one so that their two parts will blend to produce one overall resulting pattern.

In a hall holding 200 people or more the clapping should be amplified with either a single omni-directional microphone for both performers, or two directional microphones; one for each performer. In either case the amplification should be mixed into mono and both parts fed equally to all loudspeakers. In smaller live rooms the piece may be performed without amplification. In either case the performers should perform while standing as close to one another as possible so as to hear each other well.







Measurement

- From the tempo score, check out **beats of two parallel rhythmic bars**, combine them, and **try** to realize the basic regulations.
 - Furthermore, make comparison between **harmonic quavers**, **single quavers**, and **void quavers** of every bar.
 - Record and **analyze** the interaction of quavers' position. Then recognize the **rhythm corresponding to beats**.
 - Pitch, timbre, intensity, and duration** are all considered into discussion of **time variations**.
 - Finally, these **processes** could lead to a **conclusion of physical sound patterns**.
- Simple calculation is a easy but firm method knowing changes in-between.

Manifesto

Music is a language of Sound,
Sound is a grammar of Tempo,
Tempo is a law of Beat,
Beat is a form of Signal,
and Signal is frequency of anything.

Predictable is Standard.
Standard is Hard.
Unpredictable is Non-standard.
Non-standard is Soft.

Invisible behaviour is up to visible indeterminacy.

"Music is all a simple math. First you play it by the rules. Then you play it by the heart." -Surej Anwar

