



GUIDELINES

Each player begins at A1 and navigates to H6, moving orthogonally right or down along a path of their choosing.

Then, each player similarly navigates back to A1 moving only orthogonally left or up.

Play ends once all players have finished their reprise of A1.

Boxes have no fixed duration and may “flex” to suit the given situation. Some attempt should be made, however, to keep the relative durations of segments inside a given box proportional.

Players may play boxes “attacca” or rest for a tasteful length of time between boxed modules; say, from one second to eight seconds.

The thickness of the line segment indicates a group-relative dynamic.

Ultimately this is a piece about *creative constraint*. That is to say: players should strive to balance more-or-less faithful reproduction of the boxed gestures with a cohesive and interesting group sound. This implies, for instance, that if on occasion a gesture must be “tweaked” in terms of proportional duration, dynamic, or tessitura to best fit the “live” situation, a player should embrace this opportunity. Musicality should not be sacrificed for exactitude.

LEGEND

■ = single pitch

↷ = arcing gesture*

┌ = leap directly to next pitch

■ ■ = rest between pitches

* = interruption “in time,”
i.e. with respect to proportionality
of module

[*] = “out of time,”
i.e. irrespective of proportionality
of module

*player need not precisely follow
arc contour - only start and end at
the points indicated in pitch space
and time

W / M

THEME FOR
OBJECT-ORIENTED
CARNAGE

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