

ialreadyforgot
yourpussy.co
m

for amplified wind instrument
and amplified snare drum

by rodrigo constanzo

Performance instructions

The score is generated by _pussy_MASTER Max patch to be displayed on either a laptop with the dfs Performer application or an iPad with the cycling74 MIRA application. One such device is needed per performer.

On the screen you are presented with three types of memories. These are as follows:

Physical - what one is literally doing

Aural - the literal sound of something

Interaction - the relationship between the performers

During any given performance you may have up to three each of memory (labelled as Aural 1, Aural 2, etc...).

The first time a memory is displayed in the score, you are to log the memory for later recollection. Any subsequent times the memory is displayed, you are to recall the memory.

The type of memory that is logged may have a transformative effect on the material as the memory type may not be of principle importance to the material in which it appeared.

When a memory is recalled it serves as a pivot point in performance. Use the new memory to determine a new trajectory.

Interaction refers to how your material is interacting with the other performer. It need not be reciprocal.

Use context to determine how to transition to the recalled memory.

The piece may end at any time. You do not need to wait for all memory slots to be exhausted.