"gradated steps"

gradated steps (2006)
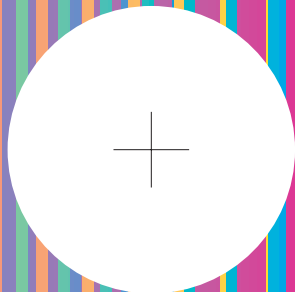
1st step
       2nd step
            3rd step

minimal (or process) music is, generally, described as: music built with a simple repetitive motif. adding notes to the original motif or overlapping another similar motif, causes a slow musical progression with a changing motif (this is no longer the same as the original one). thus, minimal music represents the process of gradually changing the repetitive motif.

this concept/technique was developed from the late 1960's through the early 1970's. many composers are still expanding this idea, both in classical and pop music.

the central interest in my music is; how the sound changes throughout the composition. my recent work ("init_puls", files for "vainarq", etc) is made with a similar technique to produce these "gradated steps". using sounds from several software synthesizer modules that generate changing tones automatically, i process them through a digitally synchronized sound delay system [i call this *digital step delay*] with the tempo of the sequencer. i used this technique within the context of minimal music.
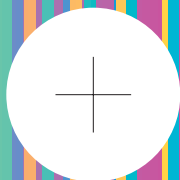
the basic intention in "gradated steps" is to combine the two ideas: phrase/rhythm and tone/color. the phrase repeats but expands itself through the use of digital step delay as a kind of complex canon system. the tone color, refering to the quality of sound of different insturments, changes slowly and smoothly. the two together produce a complex texture of sound.

although this idea is from the late 1960's, i am trying it again with digital technology to present another possibility of transitions that was not possible at the time of the original concept.

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