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Final Clay Composition Assignment

Reductional Structure Composer's Notes

Composition #2: Reductional Structure

Name of my tune: The Year 2020

Write a 100 plus or minus 50 word description of your composition:

To start my composition, I constructed my primordial line using the notes C, E, D, F. I wanted to start with something I thought to be relatively simple, with room for manipulations and changes to be made. Finally, I landed on this melodic fragment labeled as PRI:

Clay> PRI

\ C1 / E1 E1 \ D1 / E1 \ D1 / F2 F2

I then took the primordial line as my base and began to create my transformations. The first transformation I did was every other PLAY, starting with the first, that occurred in PRI I changed to X2 RP PLAY PLAY LP S2. This command was labeled VAR1 and is shown below.

Clay> VAR1

\ D2 D2 / E1 / F2 F2 \ D1 / F2 F2 \ D1 / G4 G4 \ F2

For transformation 2, I replaced every other PLAY in VAR1, changing the second one to start, with S2 play lp play rp x2. This command was labeled VAR2 and is shown below.

Clay> VAR2

\ D2 D1 \ C1 / E1 / F1 \ E1 / F2 \ D1/2 \ C1/2 / F2 F1 \ E1 \ D1 / G2 \ F2 / G4 \ F1 \ E1

For transformation 3, I replaced every PLAY in VAR2 with: RP PLAY PLAY LP . This command was labeled VAR3 and is shown below.

Clay> VAR3

E2 E2 E1 E1 \ D1 D1 / F1 F1 / G1 G1 \ F1 F1 / G2 G2 \ E1/2 E1/2 \ D1/2 D1/2 / G2 G2 G1 G1 \ F1 F1 \ E1 E1 / A2 A2 \ G2 G2 / A4 A4 \ G1 G1 \ F1 F1

To create my final variation of the melodic fragment PRI, I replaced every other PLAY, starting with the first one, in VAR3 with RP 2PLAY LP S2 PLAY X2 2RP PLAY 2LP. This command was labeled as FINALVARIATION and is shown below:

Clay> FINALVARIATION

F2 F2 \ E1 / G2 \ E2 / F1 F1 \ E1/2 / G1 \ E1 E1 E1 \ D1/2 / F1 \ D1 / G1 G1 \ F1/2 / A1 \ F1 / A1 A1 \ G1/2 / B1 \ G1 G1 G1 \ F1/2 / A1 \ F1 / A2 A2 \ G1 / B2 \ G2 \ F1/2 F1/2 \ E1/4 / G1/2 \ E1/2 E1/2 E1/2 \ D1/4 / F1/2 \ D1/2 / A2 A2 \ G1 / B2 \ G2 / A1 A1 \ G1/2 / B1 \ G1 G1 G1 \

F1/2 / A1 \ F1 F1 F1 \ E1/2 / G1 \ E1 / B2 B2 \ A1 / C2 \ A2 A2 A2 \ G1 / B2 \ G2 / B4 B4 \ A2 / C4 \ A4 A1 A1 \ G1/2 / B1 \ G1 G1 G1 \ F1/2 / A1 \ F1

Clay program used to generate the piece:

Clay> FINALVARIATION

F2 F2 \ E1 / G2 \ E2 / F1 F1 \ E1/2 / G1 \ E1 E1 E1 \ D1/2 / F1 \ D1 / G1 G1 \ F1/2 / A1 \ F1 / A1
A1 \ G1/2 / B1 \ G1 G1 G1 \ F1/2 / A1 \ F1 / A2 A2 \ G1 / B2 \ G2 \ F1/2 F1/2 \ E1/4 / G1/2 \
E1/2 E1/2 E1/2 \ D1/4 / F1/2 \ D1/2 / A2 A2 \ G1 / B2 \ G2 / A1 A1 \ G1/2 / B1 \ G1 G1 G1 \ F1/2
/ A1 \ F1 F1 F1 \ E1/2 / G1 \ E1 / B2 B2 \ A1 / C2 \ A2 A2 A2 \ G1 / B2 \ G2 / B4 B4 \ A2 / C4 \ A4
A1 A1 \ G1/2 / B1 \ G1 G1 G1 \ F1/2 / A1 \ F1

Meta> -S?

Macros... FINALVARIATION PRI VAR1 VAR2 VAR3

Meta> -S??

FINALVARIATION >> X2 RP RP RP 2PLAY LP S2 PLAY X2 2RP PLAY 2LP PLAY LP S2 RP RP 2PLAY LP
S2 PLAY X2 2RP PLAY 2LP PLAY LP LP RP RP 2PLAY LP S2 PLAY X2 2RP PLAY 2LP PLAY LP RP X2 LP
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RP RP 2PLAY LP S2 PLAY X2 2RP PLAY 2LP PLAY LP LP RP RP 2PLAY LP S2 PLAY X2 2RP PLAY 2LP
PLAY LP RP X2 S2 3LP

PRI >> PLAY 2RP PLAY PLAY LP PLAY RP PLAY LP PLAY 2RP X2 PLAY PLAY S2 3LP

VAR1 >> X2 RP PLAY PLAY LP S2 2RP PLAY X2 RP PLAY PLAY LP S2 LP PLAY RP X2 RP PLAY PLAY LP
S2 LP PLAY 2RP X2 X2 RP PLAY PLAY LP S2 PLAY S2 3LP

VAR2 >> X2 RP PLAY S2 PLAY LP PLAY RP X2 LP S2 2RP PLAY X2 RP S2 PLAY LP PLAY RP X2 PLAY
LP S2 LP S2 PLAY LP PLAY RP X2 RP X2 RP PLAY S2 PLAY LP PLAY RP X2 LP S2 LP PLAY 2RP X2 X2
RP S2 PLAY LP PLAY RP X2 PLAY LP S2 S2 PLAY LP PLAY RP X2 S2 3LP

VAR3 >> X2 RP RP PLAY PLAY LP S2 RP PLAY PLAY LP LP RP PLAY PLAY LP RP X2 LP S2 2RP RP
PLAY PLAY LP X2 RP S2 RP PLAY PLAY LP LP RP PLAY PLAY LP RP X2 RP PLAY PLAY LP LP S2 LP S2
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LP RP X2 RP PLAY PLAY LP LP S2 S2 RP PLAY PLAY LP LP RP PLAY PLAY LP RP X2 S2 3LP