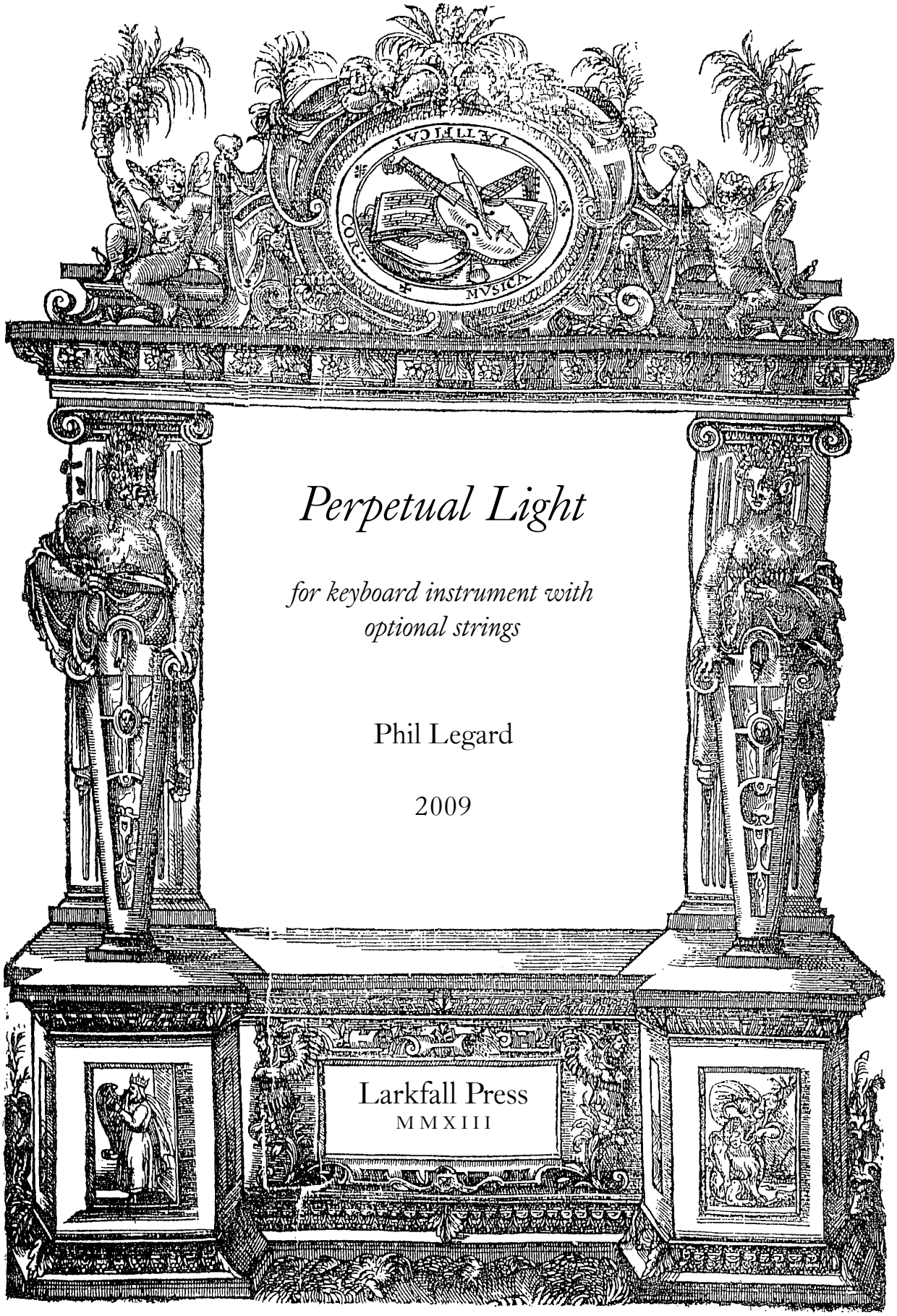

Perpetual Light

for keyboard instrument with optional strings

Phil Legard

2009

Larkfall Press
MMXIII

Note

Perpetual Light was written for keyboard instrument – ideally an electric piano. The staves marked I and II correspond to the right and left hands of a traditional grand stave. Staff II may also be doubled with a string instrument – transposing the material by octaves as appropriate.

Perpetual Light was realised in code using the Symbolic Composer language. The source code for the piece is appended to this score.

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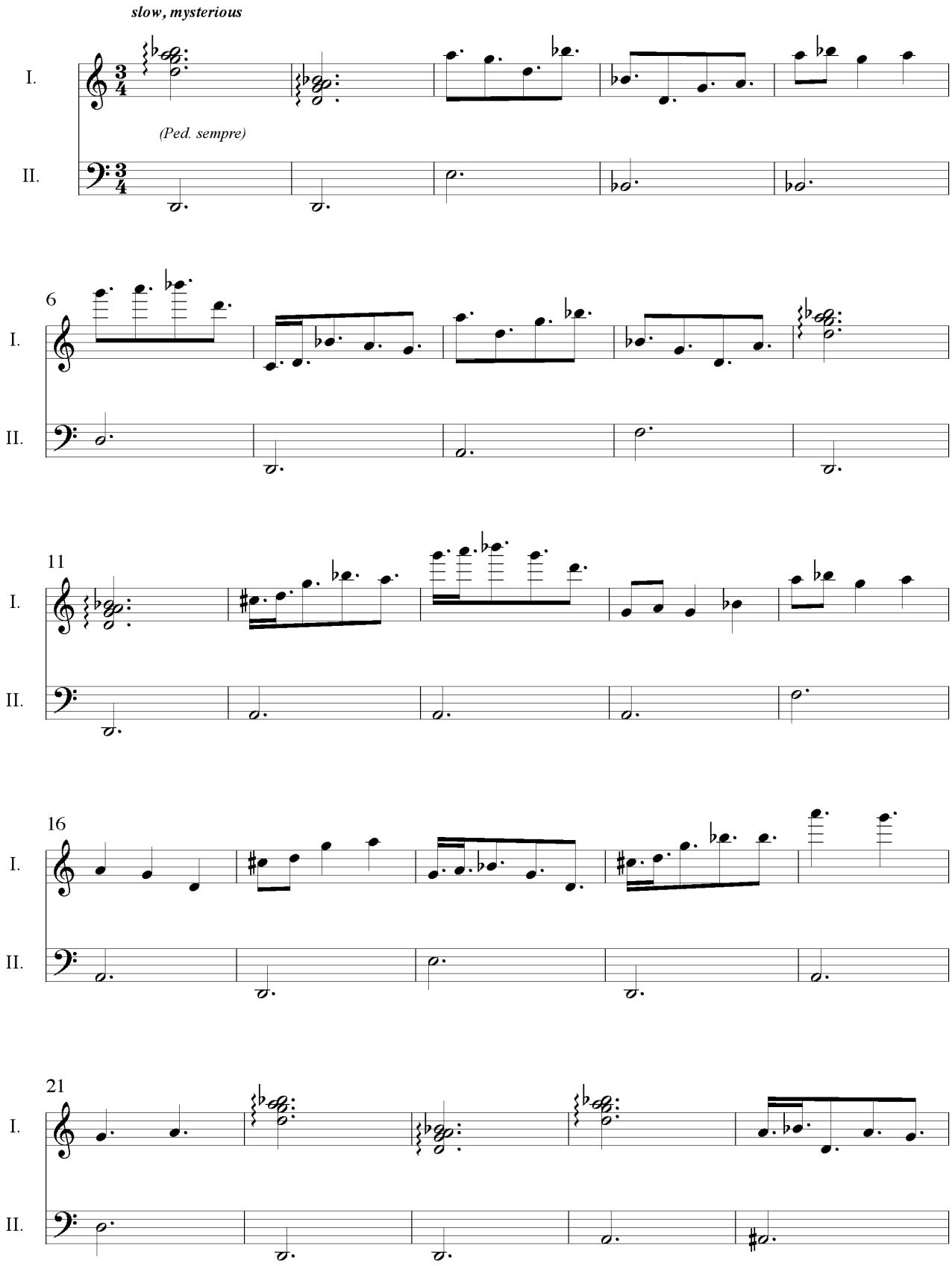


26
I.
II.
31
I.
II.
37
I.
II.
42
rit.
l.v.
I.
II.

```
; Perpetual Light: Symbolic Composer code
; Phil Legard, 2009

(init-rnd 0.12)

(setq chd1 '((adef)))

(setq S1 (symbol-repeat 22 chd1))

(setq R1 (symbol-repeat 22 '((1/2.))))

(setq templ (append '(= =) (gen-template nil 1 1 20)))

(setq S2 (do-section templ '(symbol-melodize x) S1))
(setq S3 (do-section templ '(symbol-shuffle x) S2))
(setq S4 (do-section templ '(symbol-trim (pick1 nil '(2 3 4)) x) S3))

(setq templ2 (append '(= =) (gen-template nil 4 1 20)))
(setq S5 (flatten-sublist (do-section templ2
          '(symbol-divide (length x) nil nil
           (append x (symbol-retrograde x))) S4)))

(setq R2 (do-section :all '(length-repeat-l (length x) '(1/2.)) S4))

(setq R3 (flatten-sublist (do-section templ2
               '(symbol-divide (length x) nil nil (append x x)) R2)))

(def-neuron templNeuron
    (in 1 '1) '(=)
    (in 1 '2) '(=)
    (in 1 '3) '(x)
    (in 1 '4) '(x)
    (otherwise '(=))
)

(setq templ3 (do-section :all '(length x) S5))

(setq templ4 (run-neuron 'templNeuron templ3))
(setq templ5 (flatten (do-section templ4
               '(pick1 nil '(= x)) (symbol-divide 1 nil nil templ4))))

(setq S6 (do-section templ5
                 '(append (symbol-transpose -1 (list (car x))) x) S5))

(setq R6 (do-section templ5 '(append (change-length :divide 2
         (list (car x)) :ratio) (change-length :divide 2
         (list (car x)) :ratio)  (cdr x)) R3))

(setq S5b (do-section :all '(symbol-melodize x) S5))
(setq S6b (do-section :all '(symbol-shuffle x) S5b))
(setq S7b (symbol-divide 1 nil nil (do-section :all '(car x) S5b)))
(setq S8b (append '((= a)) (cdr S7b)))
(setq R3b (symbol-repeat (length S7b) '((1/2.))))
(setq R4b (append '((1/8 1/2.)) (cdr R3b)))

(def-tonality
  v1 (activate-tonality (harmonic-minor d 6) (natural-minor d 5)
     (harmonic-minor d 6) (natural-minor d 5)(harmonic-minor d 6)
```

```
      (natural-minor d 7) (natural-minor d 5))
  v2 (activate-tonality (harmonic-minor d 3) (natural-minor d 3)
      (harmonic-minor a 3))
)

(def-symbol
  v1 S6
  v2 S8b
)

(def-length
 v1 R6
 v2 R4b
)

(def-zone
 v1 (make-zone (get-lengths-of 'v1) :ratio)
 v2 (make-zone (get-lengths-of 'v2) :ratio)
)

(def-velocity
 v1 (vector-round 30 40 (gen-noise-white (length (flatten S5))))
 v2 (vector-round 30 40 (gen-noise-white (length (flatten S8b))))
)

(def-channel
 v1 1
 v2 2
)

(def-program gm-sound-set
 v1 bright-acoustic-piano
 v2 bright-acoustic-piano
)

(def-tempo 62)

(compile-instrument-p "ccl;output:" "perpetual_light"
   v1
   v2
)
```