

Seven Solos

Composed by Cellular Automata

Evan X. Merz

Performance Note

These scores contain only the information that was computer generated. For this reason, they do not include dynamics, articulations, tempo markings, or other text to guide performance. I encourage the performer to interpret these pieces freely. Any instrument can be used with whatever transposition puts the notes in the range of that instrument. The pieces may be performed individually, or as a group. Decisions about tempo, rubato, dynamics, articulation, and even improvisation can be made by the performer.

Program Note

This collection of seven solos for any instrument was created by computer programs that simulate cellular automata. A cellular automaton is a mathematical system containing many cellular units that change over time according to a predetermined rule set. The most famous cellular automaton is Conway's Game of Life. Cellular automata such as Conway's Game of Life and the ones used to compose these pieces are capable of generating complex patterns from a very small set of rules. These solos were created by mapping elementary cellular automata to music data. One automaton was mapped to pitch data and a second automaton was mapped to rhythm data. A unique rule set was crafted to generate unique patterns for each piece.

The score contains only the notes and durations that were generated by the computer. Everything else you hear, including tempo, dynamics, and articulations, is the performer's craft.

You can find out more about this piece and the composer's other work at the composer's website: evanxmerz.com.

Composer Biography

Evan X. Merz (b. 1981) has earned a name as an artist who brings artificial intelligence to music and the arts. Inspired by the creative capacity of swarm simulations, genetic algorithms, and neural nets, his work reflects the simple elegance of algorithmic intelligence. His work has been performed internationally at SoundWalk Long Beach 2013, Physics and Music Trauenkirchen, Currents Santa Fe 2012, and University of South Dakota 60/60 2012. Evan is the author of *Sonifying Processing: The Beads Tutorial*, which introduces sound art to Processing programmers. He also works as a freelance composer, scoring for videogames and television productions. Evan teaches computer science at San Jose State University.

Solo 1

for any instrument

Evan X. Merz

Interpret freely

6

12

18

24

30

37

43

49

54

Solo 2

for any instrument

Evan X. Merz

Interpret freely

6

12

18

24

30

36

42

48

54

Solo 3

for any instrument

Evan X. Merz

Interpret freely

6

11

17

23

29

35

41

47

52

Solo 4

for any instrument

Evan X. Merz

Interpret freely

6

11

17

23

29

35

41

46

52

Solo 5

for any instrument

Evan X. Merz

Interpret freely



Solo 6

for any instrument

Evan X. Merz

Interpret freely

5

9

13

17

22

27

32

37

