

The Tree of Human Emotion

This piece is intended to depict a figurative tree of our natural emotions, which branches off (pun intended) into many inflections to depict the many shades of emotions and feelings that we harbour. The performer will use the Branchune, a woodwind instrument made up of a tree branch and a clarinet mouthpiece, to channel these emotions into a musical expression. This also comes with a beater, which is used for beating a rhythm and for unique timbres.

The performer's task is to follow the branches and play according to what is written on the branch that they approach. This could be a motif written on a stave, or a written instruction. The performer can play for as long as they wish to "branch out" in their emotions, but must begin and end with the emotion motif. This is the motif within the in square brackets []. Optionally, they can choose to insert this motif at any point as they are branching out, but must return to where they were initially branching out once finished playing the motif.

The movements: Joy, Lament, Peace, Frustration, Lost and Reflection, can be played in any order in which the performer desires. However, for each movement, the performer must immerse themselves in the said emotion that they are undertaking, like how a method actor immerses themselves into a character.

It is appropriate that this piece should be played outside amongst the trees in the forest, to ground the piece in its roots, but can be played anywhere. Preferably quiet spaces, but what about trying this piece in a more public space?

Instructions*

*There are no instructions for the symbols on lost. Interpret them yourself, try and find yourself.



Cover the bottom of the stick



When the dot is above a register numeral, the performer must cover the bottom air hole with their hand.



Make a vocal or non-vocal sound down the bottom of the instrument, according to the accompanying instrument (e.g., this symbol may be paired with "sing: ah", and so you sing an "ah" sound down the air hole)



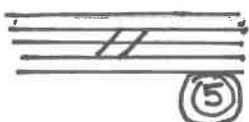
Hit the beater against a wooden surface (not the instrument, due to its fragility)



The bracketed section is played for x number of seconds, according to the number indicated (The example to the left of this description means 5 seconds)



Repeat bar as many times as you wish. Almost functions like a safety bar in musicals.

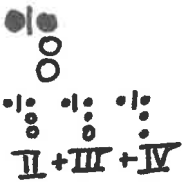


Scratch/rub beater against instrument

Diameter of scratch/rub against instrument in centimetres (e.g. The example to the left indicates 5cm approx.)



Continue to hold note for as long as you wish. Add variation and inflections to this note if you wish.



Play the specific fingering indicated. The example on the left indicates to focus on only the top 3 holes and the back finger hole.

Play rapidly, flickering between the specified fingerings and the specified registers.



Sudden improvised rage! (frustration movt.)



Express any improvised feeling of frustration (frustration movt.)



Select how long you wish to hold note/hold rest beneath this symbol



Overblow as much as you possibly can



This plus symbol, indicated at the end of the stave, instructs that when you visit the next branch, you repeat the motif with this symbol, and then add the new motif from the branch you have newly visited to the end of that motif. You then repeat these two motifs once, then add the motif of the next new branch that you visit. Continue this until you decide to optionally return to the bracketed emotion motif.



Loop symbol – once you approach a motif with this symbol, you play the motif, and move on to another branch, and play its motif. Once you have done this, play the motif with the loop symbol again, and venture to a new branch to play its motif. Continue to go back and forth between this loop symbol motif and new motifs until you decide to optionally return to the bracketed emotion motif.



In the frustration movement, some branches are convoluted. When you approach these, lose all control with your playing.



Scratch



Rub



Bend Note using embouchure.



The frustration motif is written as such on the left. Play a stream of random notes, rapidly and incessantly, according to the indicated register numeral.



Slur from one note to the next note



Blow down or sing down the highlighted finger hole.



Trill by covering and uncovering the air hole at the bottom of the instrument



Breathe In



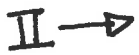
Breathe Out



Percussive sound using the beater



Trill



When an arrow succeeds a register number, it indicates to continue in that register.

1. play
2. tacet

The 1st time you play through a motif, play the bracketed section. The second time you play this motif, tacet the bracketed section. Continue this pattern.