

WHITE TARA

bo van der werf

I

melodic cells generate chords, melodies or bass lines, each note played once, any octave / random durations (• are shorter than —) create movements within a floating perception of time, not too slow, vary pacing / a and b lines should be played once, simultaneously, but disconnected / each section ends with the 6 written melodic cells being played once on the 4 chords put in loop (no tempo, just a flow) / improvise a soft ascending line to move to the next section / (don't) repeat the same modus operandi for all sections

ad lib
CM6

pp

→ C Δ 9 11 #11 #5 b7
ascending melodic line

II

ad lib
DbM6

pp

→ D \flat Δ 9 11 #11 #5 b7
ascending melodic line

III

a

b

a

b

ad lib
EM6

→ E^Δ 9 11 #11 #5 b7
ascending melodic line

pp

IV

a

b

a

b

ad lib
FM6

→ F^Δ 9 11 #11 #5 b7
ascending melodic line

pp