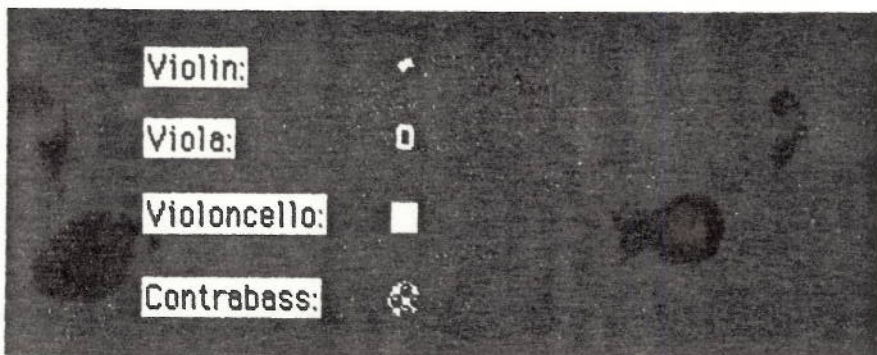



Floaters
(version for violin, viola, violoncello, and contrabass)


Duration: 4' 02"

by J.R. Hostetler

In this piece the "score" is a video tape of four different small white shapes moving against a black background. Each instrument determines its pitches and dynamics from the movement of one of the four shapes:



For each instrument, the horizontal movement of its shape indicates pitch (left is low, right is high), while the vertical movement indicates dynamic level (down is low, up is high). The whole piece should be played only on the highest string of each instrument and should be played near the bridge (*sul ponticello*). A correspondence should be made between the length of the string and the distance between the sides of the screen, so that if, for example, the  appears 2/3 of the way across the screen (measuring from left to right), then the 'cellist produces a pitch 2/3 of the way down (high) on her A string. The players should not give any particular preference to traditional chromatic pitches, but should concentrate on matching proportionally the movement of the objects on the screen. No vibrato should be used unless it is indicated by a shape's movement.

The bottom of the screen indicates the softest possible dynamic while the top of the screen indicates the loudest possible dynamic. Thus if the  is midway between the top and the bottom of the screen, the 'cello plays at a moderate dynamic level. Whenever a player's shape is on the screen, the player should be producing continuous sound, *glissando*ing in pitch and adjusting volume as indicated. If a player's shape does not appear on the screen at a particular moment, the player remains silent until it reappears.

In performance, the video should be projected so that it can be seen by the audience. The four players should be situated between the screen and the audience, facing the screen as the audience does.