Composition Workshop
Assignment #3: a single method, interval, figure or idea

Write a short piece that revolves around a central idea, method, rhythmic figure, interval, etc. In one sense this is very open-ended because you can really come up with any ONE thing...but once you come up with it, the idea is to STICK with it and conspicuously feature it throughout the piece.

Whatever method, idea, etc. you choose, DON'T feel that you must stick to it 100%; it merely needs to be the most noticeable aspect of the piece. In fact, the music might be more successful if you occasionally have something that departs from the main premise.

The point of this exercise is a) to get you to work and be creative within a restricted set of parameters, and b) to have you *think of/plan* something in advance that you might not normally come up with during the writing process.

To help get the ideas flowing, here are some examples:

- A single note (like the Ligeti piece we heard in class)
- A single interval (melodic and/or harmonic)
- A single rhythmic pattern in a melody
- A repeating rhythm in a bass line, and then repeating a chord pattern above it using a different rhythm
- A melody that gradually uses shorter and shorter note values, and then does the reverse
- Melodic phrases that are all palindromic
- A melody based on an additive process where the first phrase uses one or two notes, and each subsequent phrase uses one or two more notes
- Similarly, start a melody that features a small interval; as the melody progresses, the featured intervals get bigger
- Base the piece on an additive chord process where each phrase increases the number of chords in it
    - With anything using an additive process, you could reverse the process half-way through so that the piece finishes with a subtractive process

Of course there are other things to consider and manage in a composition, like how many sections, or when/where do elements repeat. But don't think about that part too much, just put more of your energy into letting your main idea unfold.