

Simon Broucke

# There is a Box in front of you

For solo performer

**Full Score**

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## Composer's Note

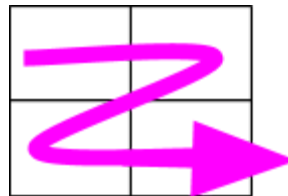
*There is a box in front of you that controls your voice. When the box is switched on you cannot make a sound without utilizing the box's functions, for if you do you will have failed in the performance of the piece and failed to satisfy the composer's wishes. At the end of the piece you must turn the box off, and only then will you be able to speak, sing, and use your voice freely without jeopardizing the piece.*

This piece explores the relationship between the performer and score, exploring and somewhat satirizing question of where performance agency lies when confronted with a notated score. Throughout the piece the performer interacts with an imaginary "box" in front of them and produces sounds accordingly. The score began as an instruction manual, but as it continued became a hybrid of instructions and visual representations of actions.

## Score Notes

### Score organisation:

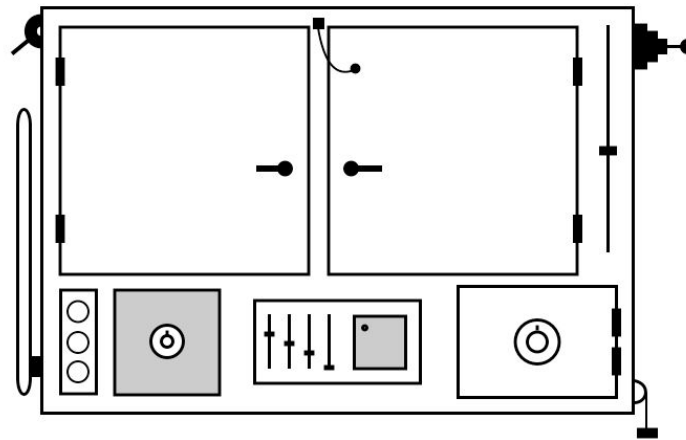
The score is notated as a grid of actions. Each panel contains an action or set of actions to be performed on the box with accompanying sounds. It should be read as normal text, i.e. from left to right, starting with the first line then moving to the second.



The Box's Notation:

The box can be of any size you want, depending on context. If larger motions are desired the box can be large, or for smaller, more precise motions, can be very small. Once chosen, however, the size must remain consistent throughout the performance of the piece.

When you face it, the inactive box looks like this:



This is the template for how it will appear in the score.

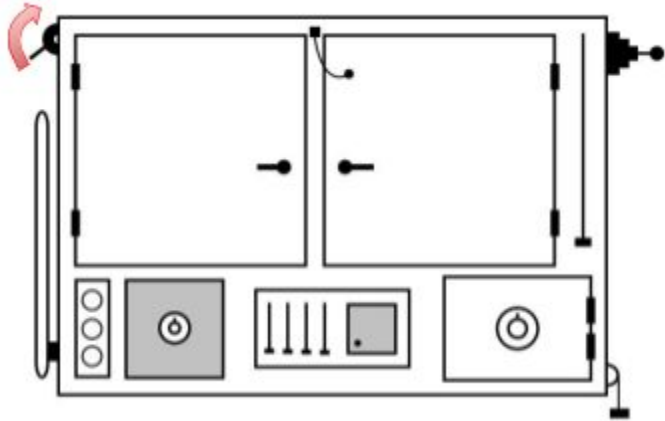
The outside functions are as follows:

	<p><u>On/off switch</u>. When the switch is down, the box is off and your voice is free. When the switch is up the box is on controlling your voice. Accompanied by a soft tongue click.</p>
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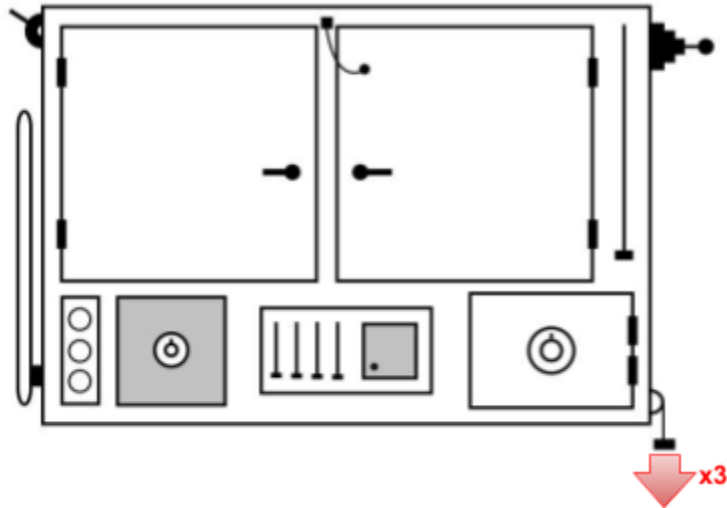
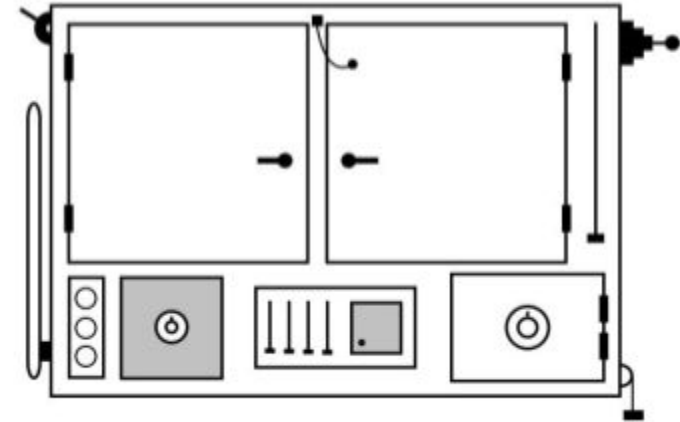
# There is a Box in front of you

For solo performer

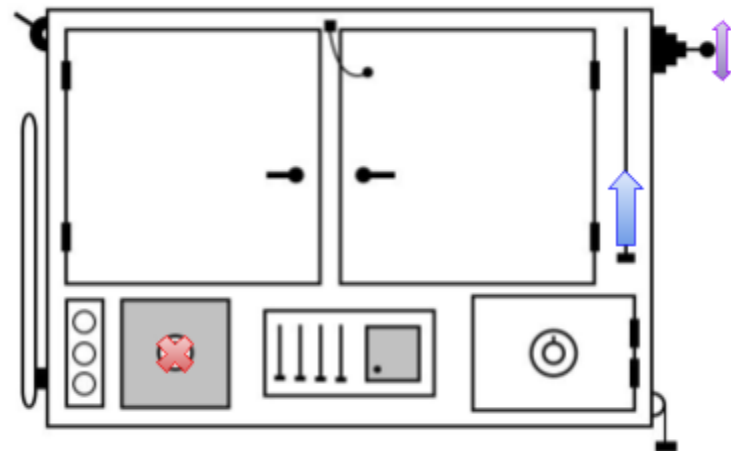
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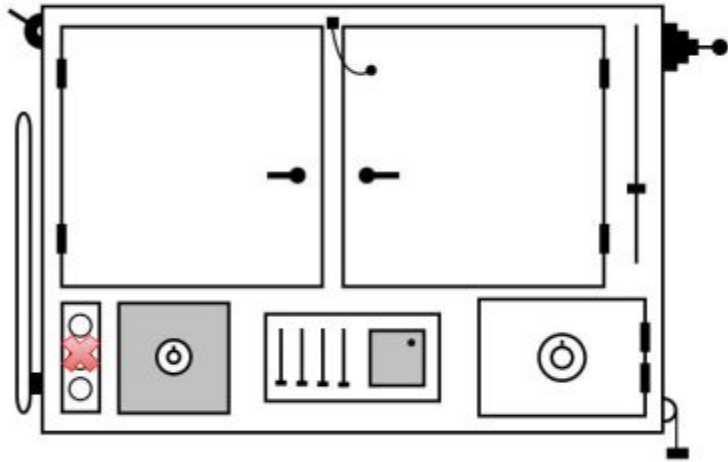
*Turn on the box*



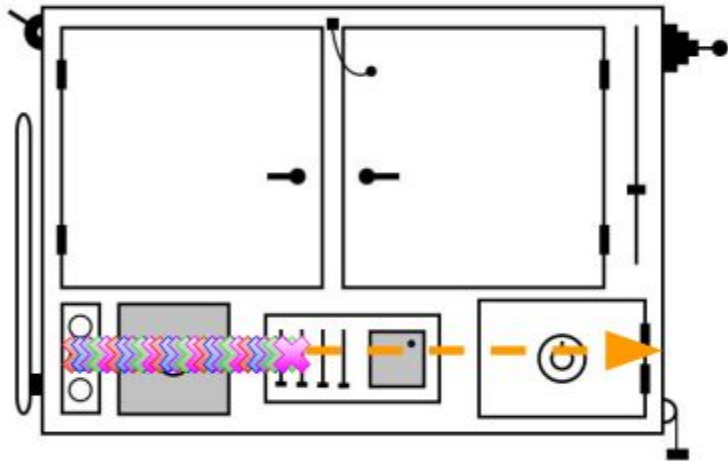
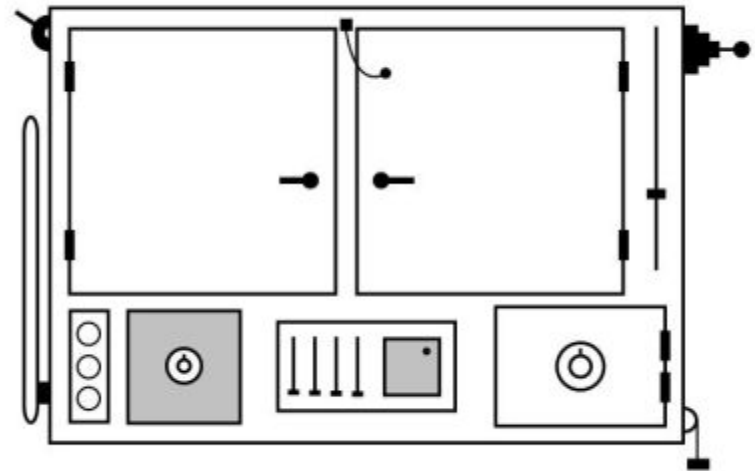
*3 tugs, on the third your breath kicks in normally*



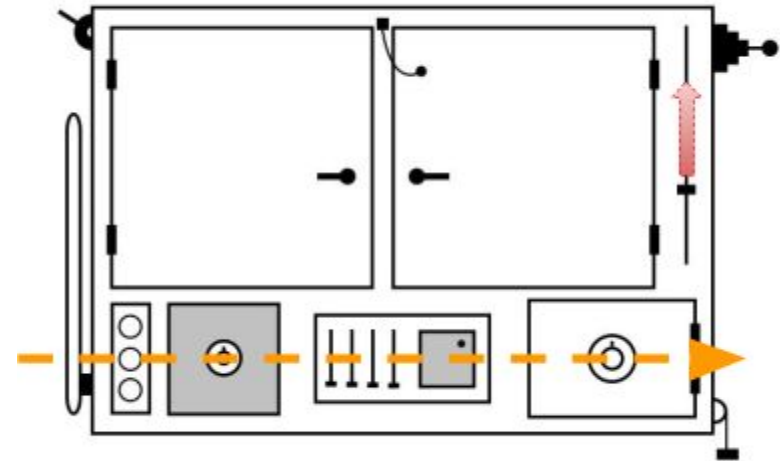
*Press voice button, slowly raise volume on voice, add vibrato*



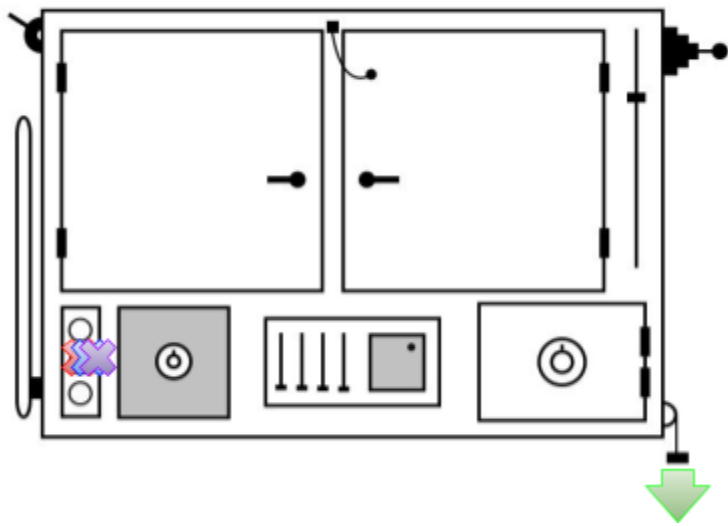
*Push \_\_\_\_\_ button*



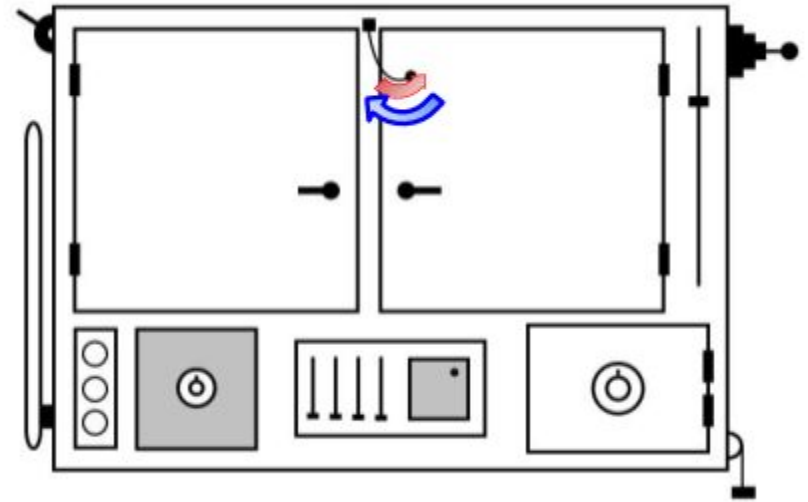
*Push \_\_\_\_\_ button many times, and continue to do so*



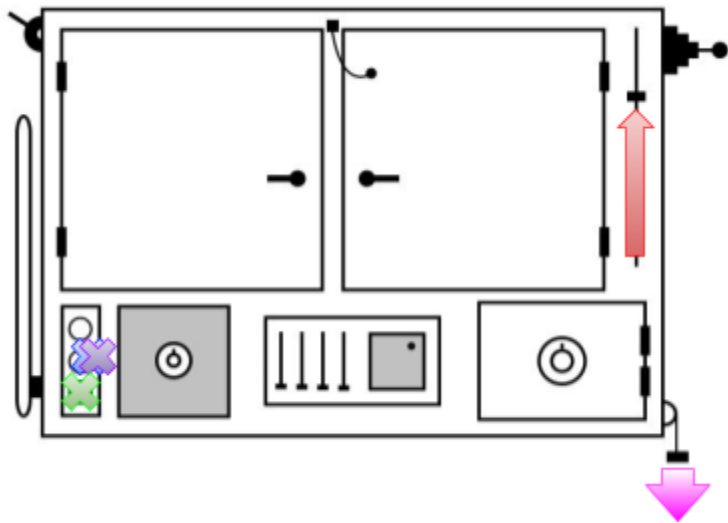
*Raise volume, all the while continuing to press the \_\_\_\_\_ button*



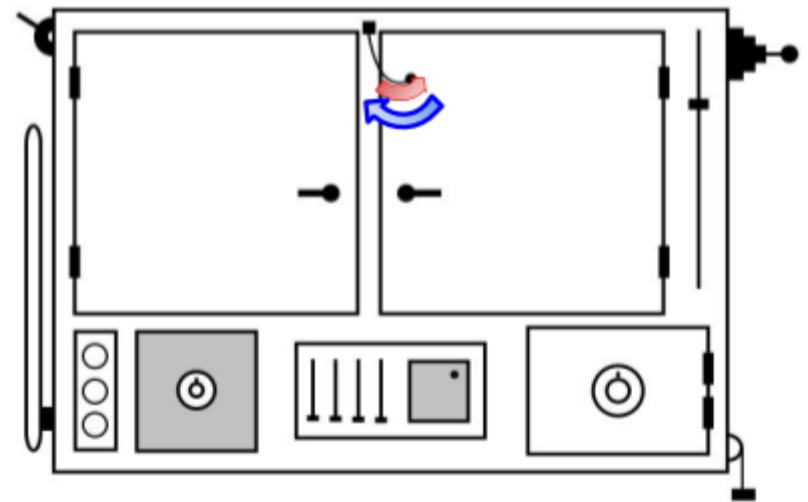
*3 deliberate \_\_\_\_\_ button presses followed by deep inhalation tug and exhalation release*



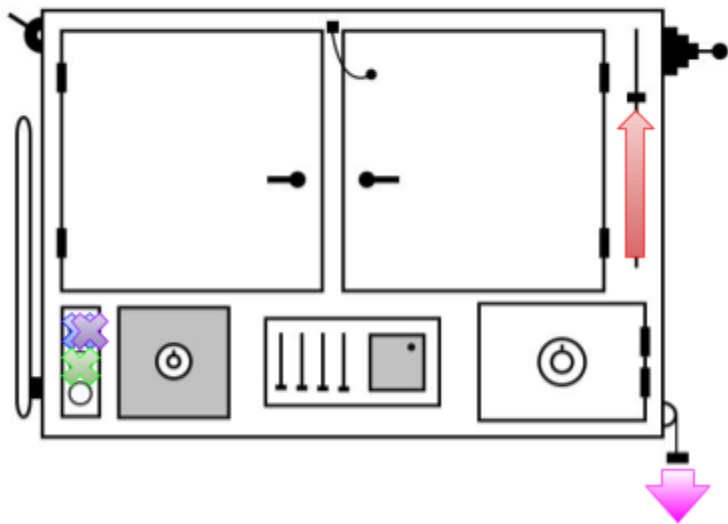
*Raise and release to trigger tongue click, resetting box*



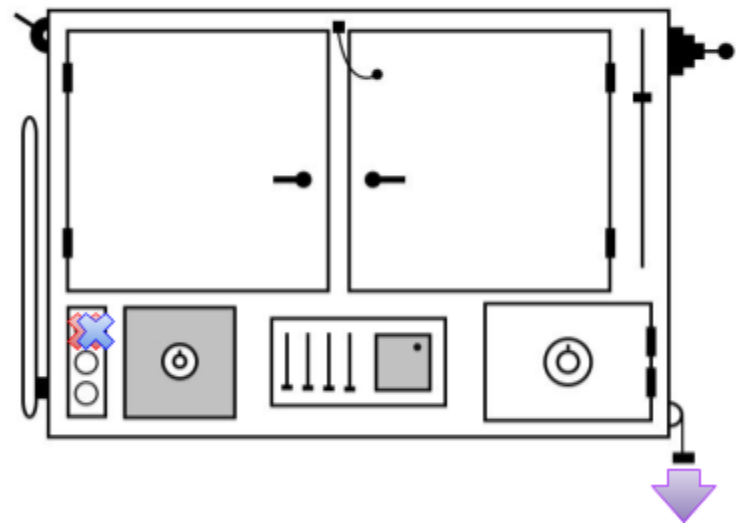
*Raise volume, 2 deliberate \_\_\_\_\_ button presses, 1 \_\_\_\_\_ button press, deep inhalation tug and exhalation release*



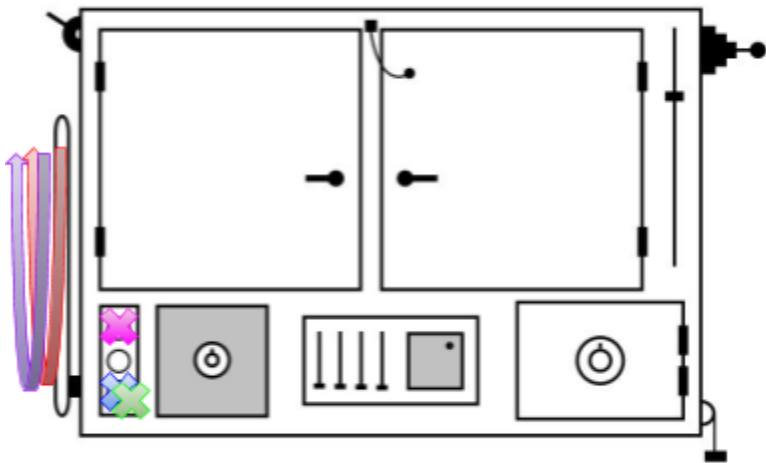
*Raise and release to trigger tongue click, resetting box*



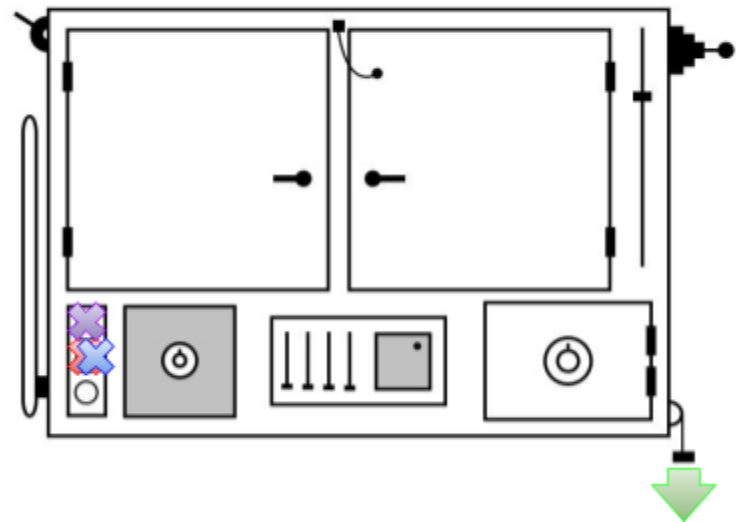
*Volume up, 2x \_\_\_\_\_ button, \_\_\_\_\_ button, inhale/exhale tug*



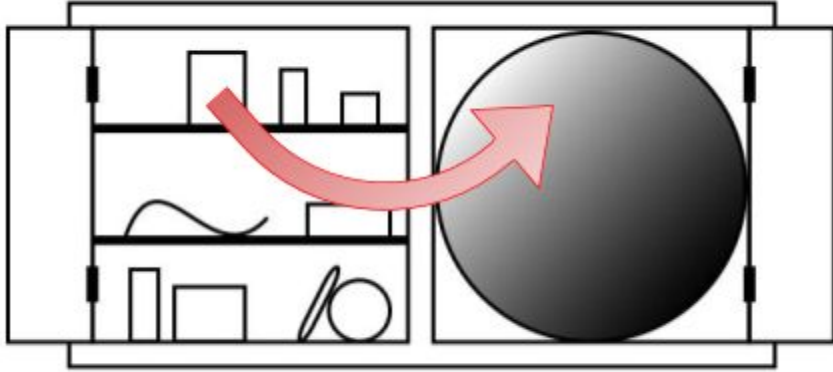
*Volume up, 2x \_\_\_\_\_ button, inhale/exhale tug*



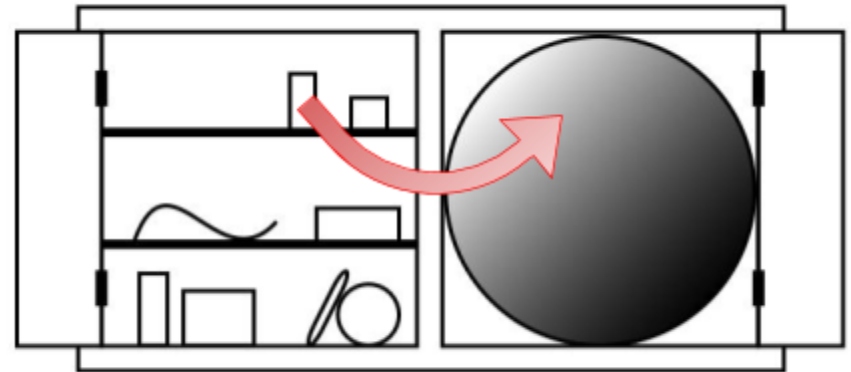
*Lever, \_\_\_ button, lever, \_\_\_ button, \_\_\_ button*



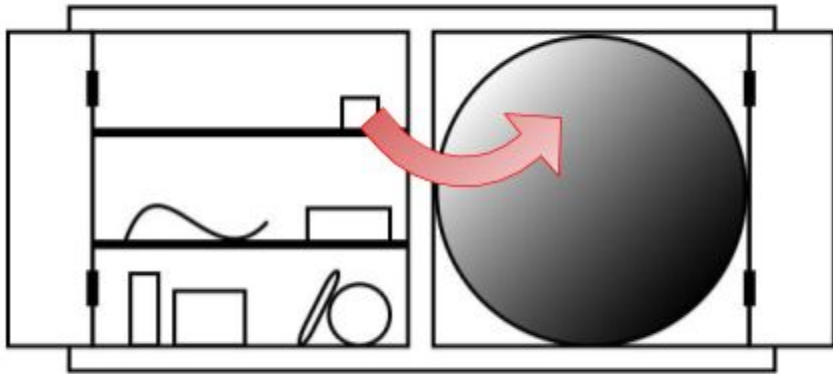
*2x \_\_\_\_\_ button, 1x \_\_\_\_\_ button, deep inhalation tug*



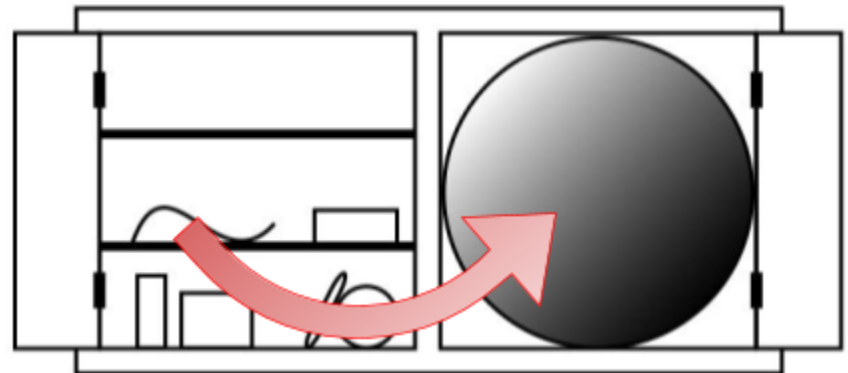
*Take second item off top shelf, look at it, sound accordingly, throw into void*



*Take third item off top shelf, look at it, sound accordingly, throw into void*

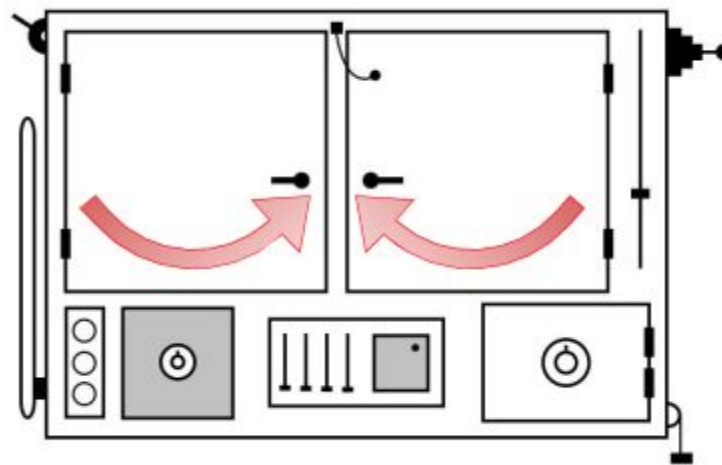
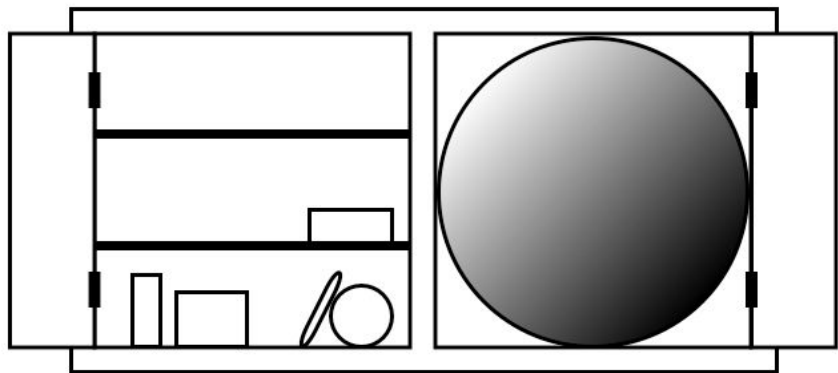


*Take fourth item off top shelf, look at it, sound accordingly, throw into void*

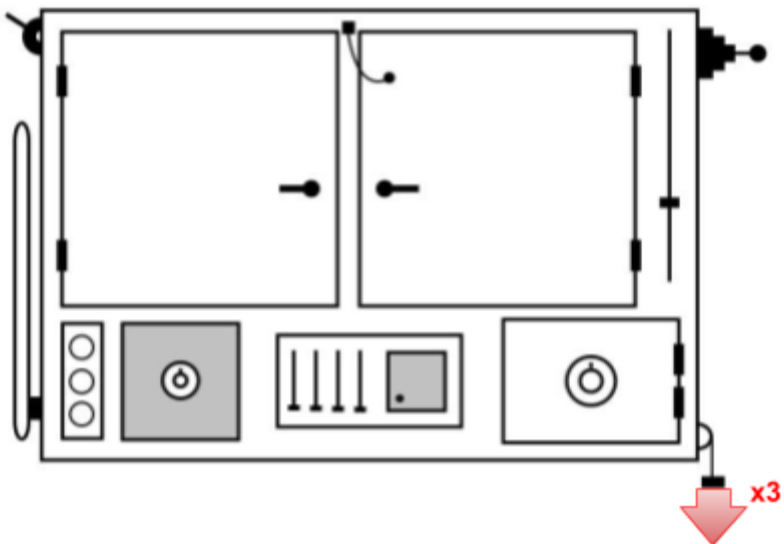


*Take first item off second shelf, look at it, sound accordingly, throw into void*

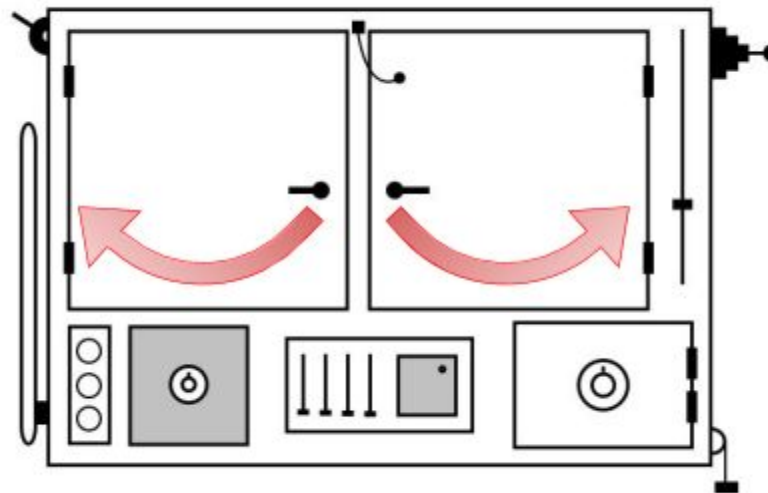




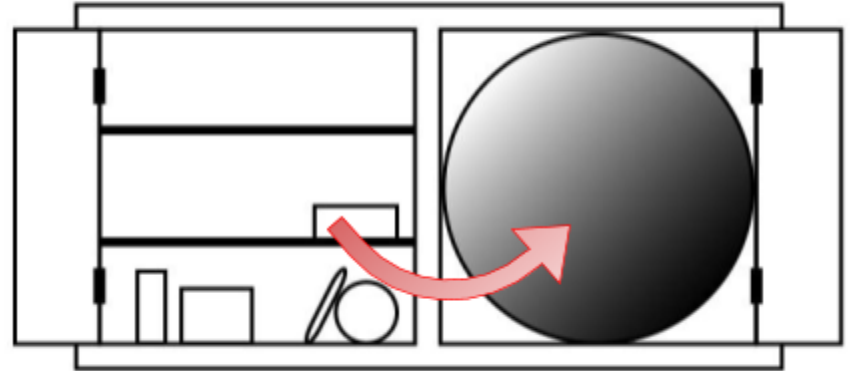
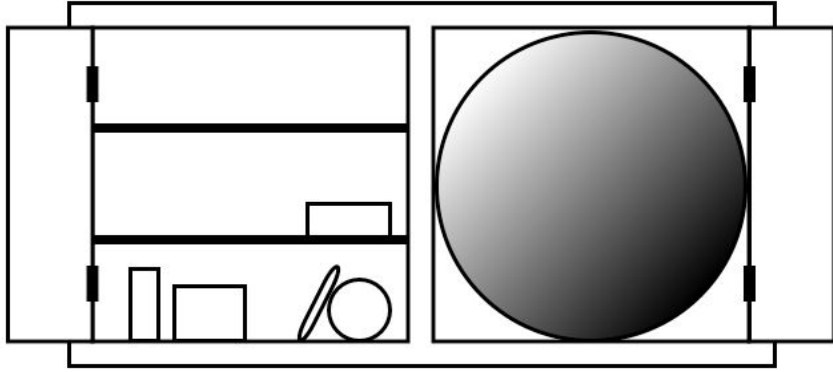
*Close doors*



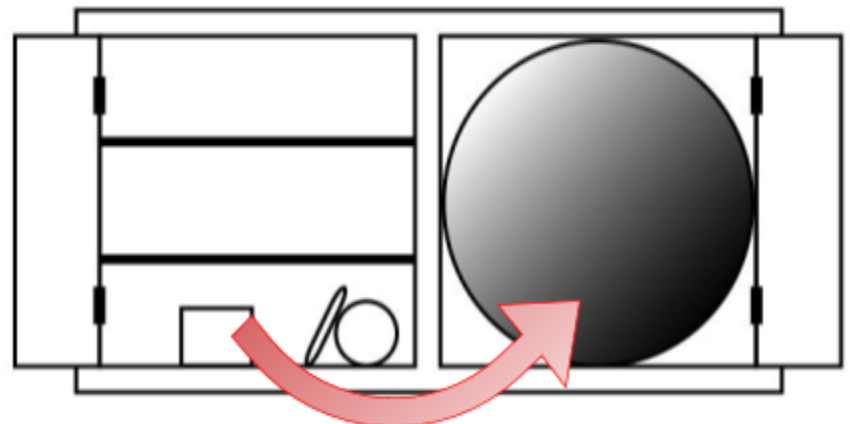
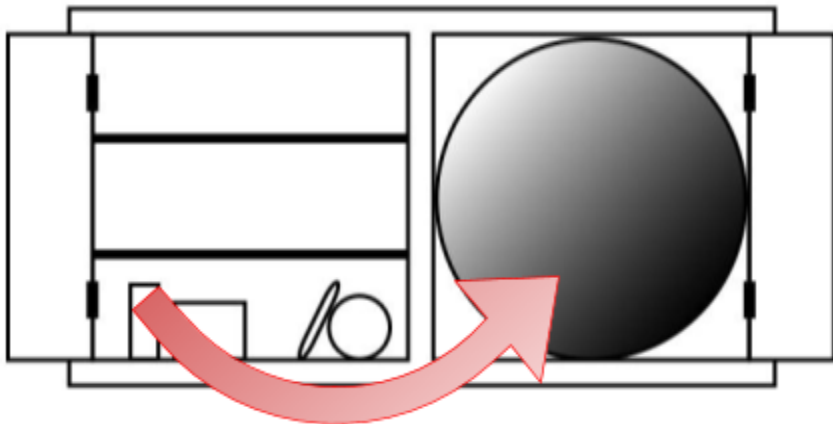
*3 tugs, on the third your breath kicks in normally*



*Open doors*

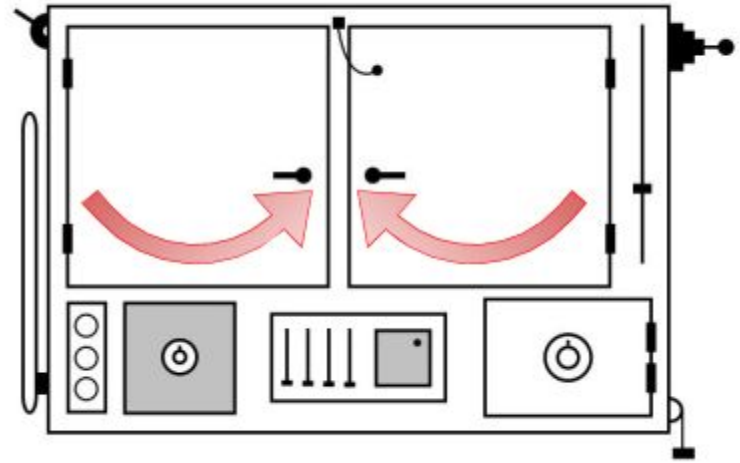
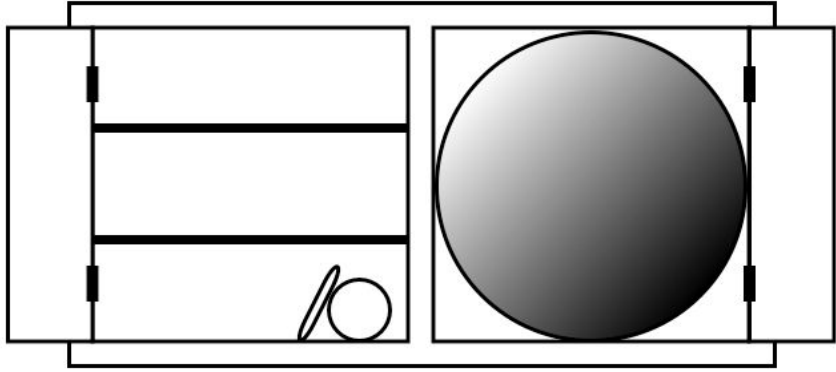


*Take second item off second shelf, look at it, sound accordingly, throw into void*

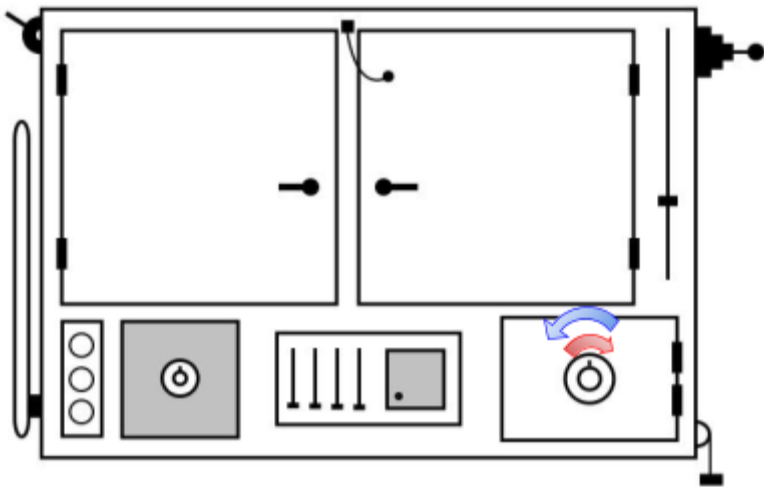


*Take first item off third shelf, look at it, sound accordingly, throw into void*

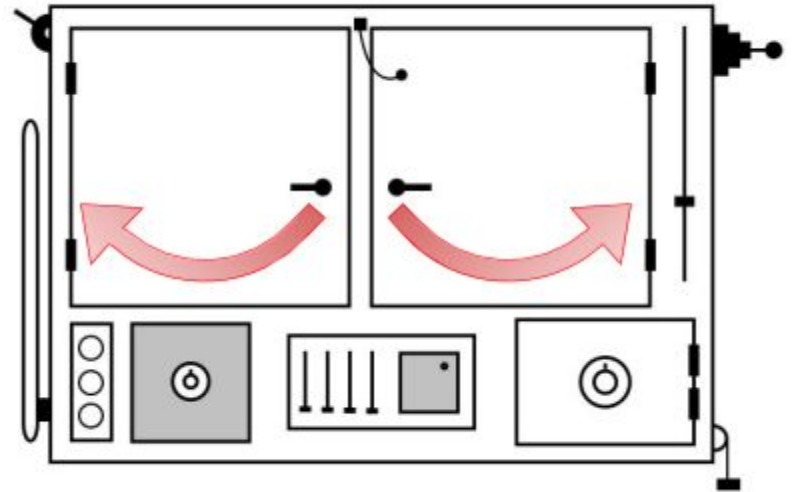
*Take second item off third shelf, look at it, sound accordingly, throw into void*



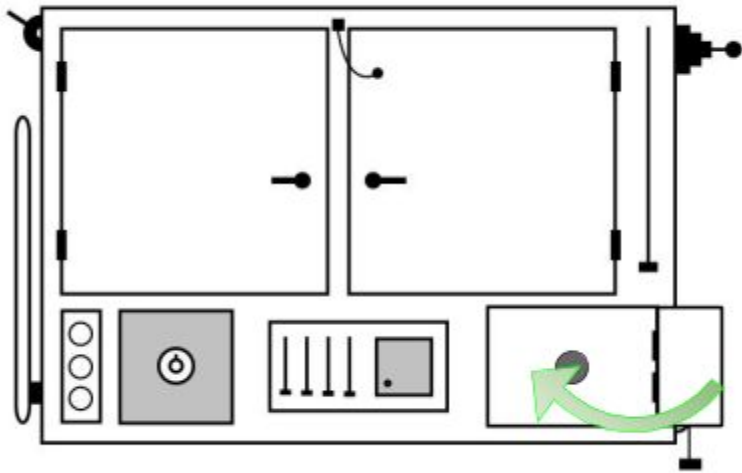
*Close doors*



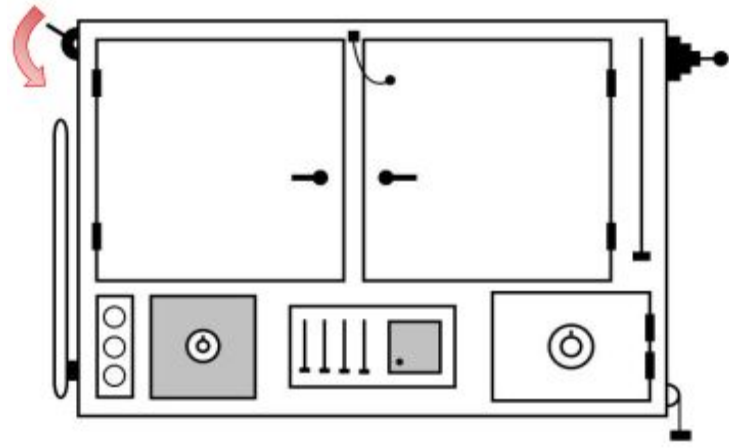
*Try to unlock safe*



*Open doors*



*Close safe*



*Switch off box*