

# CHROMATIC FIELD 12.1

SOLO PIANO

JAMIE CROFTS



SOUNDkiosk Piano Edition  
717

# CHROMATIC FIELD 12.1

Using any method randomize the numbers 1 to 88\*

Allocating each number to a note on the piano (1 is the bottom note A, 88 is the top note C) write the notes into a score consisting of a standard two stave piano system with treble and bass staves

Write the notes without stems (leaving only the note heads)

Do not include bar lines apart from a repeat at the end of the score

Decide on how to spell each black note, choosing sharp or flat according to context

Notate without using naturals (in performance, an accidental only applies to the note it precedes)

Notate high and low notes with their full set of ledger lines (without 8va or 15ma signs)

Middle C (and C# if represented) may be above the bass stave or below the treble stave according to context

Perform Chromatic Field 12.1 following these performance directions:

Play the sequence of single notes with flexible pulse

On the whole, soft, fluid and gentle

Play twice through

Don't emphasise ends and beginnings

Disguise the repeat by playing seamlessly

Accidentals apply to a single note

Melodic content may come from sequences of notes as perceived by the player or listener

Harmonies may come from sustained notes (manual or pedal)

The main aim of any performance is to let the notes exist for themselves

When this is achieved, any harmonic or sequential connections will become evident without being contrived

\*I created Chromatic Fields 8 to 12 using a Fatpack pack of cards which is made up of 8 suits

The Fatpack includes the four established suits with the addition of Roses, Axes, Tridents and Doves

I removed the Kings from every suit leaving 12 cards, Ace to Queen

I allocated each of the first 7 suits to one complete octave on the piano (from the lowest octave, ascending:

Spades, Hearts, Diamonds, Clubs, Roses, Axes, and Tridents)

This leaves the top four notes of the piano for which I took only the Ace, 2, 3 and 4 from the Doves suit

I shuffled the cards both by hand and with an electric card shuffler

From the shuffled pack (an Ace representing a, 2 representing b flat, 3 representing b natural and so on)

came a complete Chromatic Field

Although I felt using the cards was a rather organic, certainly a tactile way of creating random notes,

it is certainly not particularly random in the true sense of the word

I abandoned the purely random Chromatic Fields after Chromatic Field 12 but while 13 to 40 are composed,

most make use of a certain amount of randomness, though this element is increasingly controlled

An alternative method of creating a random sequence of the numbers 1-88 is random.org

Random.org offers a number of methods for generating random numbers from atmospheric noise

This is about as random as random can get

The website has a very informative introduction explaining the difficulty of achieving true randomness

[fatpackcards.co.uk](http://fatpackcards.co.uk)

[random.org](http://random.org)

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