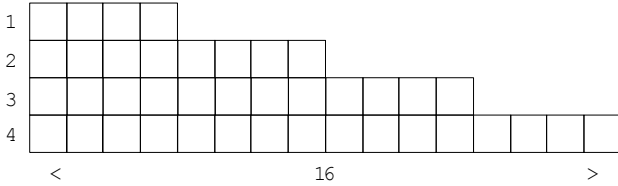


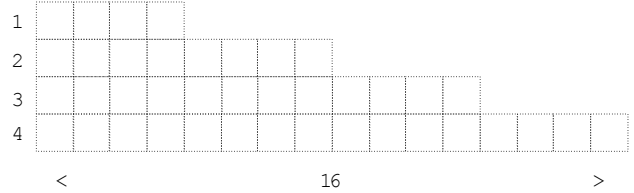
Architectural Model Making 1.2

For one, two or five players. All times approximate. Play without timekeeping device.
c.16 minutes total time

Part 1



Part 2



Part 1

- 1 - silence to *ff*
- 2 - silence to *f*
- 3 - silence to *P*
- 4 - silence to *pp*

Other properties of sound making may be used, for example pitch, tempo, spectral density, duration, etc.
A system for dividing each property listed above into quarters should be decided upon in advance, with dynamic extremes running from 1-4.

Part 2

Throughout. An indent to the sounding environment. Changing occasionally by a slight degree

For one player: Play all sections

For two players: Player one performs Part 1. Player two performs Part 2

For five players: Numbered sections in Part 1 are played by players one-four
Part 2 is played by player five.