

Skeuomorph no. 2

for accordion and computer

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duration: 7'38"

The score is divided into two main sections, 1 and 2, each with a corresponding Computer (Comp.) and Accordion (Accord.) part.

Section 1: Starts at 0:00 with the tempo marking **Fast** and dynamic **f**. The Computer part is a dense, textured sound. The Accordion part features a rhythmic pattern of eighth notes. Time markers are placed at 0:15, 0:19, 0:25, and 0:32. A box labeled **1** with the time **0:06** is positioned above the Computer staff.

Section 2: Starts at 0:38. The tempo instruction is **vary speed throughout (between medium fast and fast)**. The Computer part shows a more varied, wavy texture. The Accordion part includes dynamic markings **p** and **mp**, and performance instructions **4x**, **3x**, **4x**, **5x**, **6x**, and **4x**. A box labeled **2** with the time **1:15** is positioned above the Computer staff. A dashed line with the text **gradually slow down** is located below the Accordion staff.

Section 3: Starts at 1:19. The Computer part has a more complex, oscillating texture. The Accordion part includes dynamic markings **mf** and **f**, and performance instructions **3x**, **8x**, **6x**, and **4x**. Boxes labeled **3**, **4**, and **5** are positioned above the Computer staff at various points.

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The musical score is divided into 13 numbered sections, each consisting of a Computed (Comp.) part and an Accordion (Accord.) part.

- Section 6:** Starts at 2:12. The Comp. part features a complex, layered texture. The Accord. part consists of six measures of eighth-note triplets, with multi-measure rests of 3x, 3x, 5x, 6x, 5x, and 4x.
- Section 7:** Starts at 2:36. The Comp. part is a dense, textured block. The Accord. part continues with eighth-note triplets (3x, 3x, 3x, 3x, 3x, 4x) and includes the instruction "accelerate".
- Section 8:** Starts at 2:39. The Comp. part is a dense, textured block. The Accord. part begins with a multi-measure rest of 6x, followed by a 7x rest, then a *p* dynamic marking and a "Slowly" instruction.
- Section 9:** Starts at 3:02. The Comp. part is a dense, textured block. The Accord. part features a multi-measure rest of 3 and a *p* dynamic marking.
- Section 10:** Starts at 3:04. The Comp. part is a dense, textured block. The Accord. part features a multi-measure rest of 3 and a *mp* dynamic marking.
- Section 11:** Starts at 3:13. The Comp. part is a dense, textured block. The Accord. part features a multi-measure rest of 3 and a *mp* dynamic marking.
- Section 12:** Starts at 3:24. The Comp. part is a dense, textured block. The Accord. part features a multi-measure rest of 3 and a *mp* dynamic marking.
- Section 13:** Starts at 3:24. The Comp. part is a dense, textured block. The Accord. part features a multi-measure rest of 3 and a *mp* dynamic marking.

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14 15

Comp.

Accord. 3 3 3 3 3 3 3 3 3 3 3:36

16

Comp.

Accord. 3:42 mf 3-4x 2-3x

17 18

Comp.

Accord. 5-6x expand bellows f 2x

19 20 21

Comp.

Accord. 2x close bellows 3 3 3 3 3 3

22 23 24 25

Comp.

Accord. expand bellows 3 3

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Comp. 26 27

Accord. *close bellows* 2x

Comp. 28 29 30 *Rhythm*

Accord. 2x 4:43 3 3 3 3

Comp.

Accord. 5:00 MH 5:20

l.h.

Comp.

Accord. 5:38 5:42 *Improvise delicate, ethereal melody using these pitches* 6:29 *switch to Master* 7:08 *switch to MH* 7:18 *fade away*