

Dialogue—Duet—Monologue | Joshua Groffman *for instrument, live electronics, and soundscape*

Dialogue—Duet—Monologue develops an idea central to my recent work that hears music as an adding in (or even a covering up) of sounds already present in the aural environment. The piece unfolds in three phases. In *Dialogue*, inspired by Pauline Oliveros's notion of an "environmental dialogue," the performer attends to the soundscape and seeks to respond or reinforce individual sounds. In *Duet*, the performer responds musically, developing ideas proposed by the soundscape. In *Monologue*, the computer, which has been listening all the while, takes over, responding to sounds heard in the previous two stages. It falls silent; the process begins again, repeated as many times as desirable.

Dialogue—Duet—Monologue can be performed for any duration and on any instrument. This instantiation was recorded in the scene shop of the theater program at the University of Pittsburgh at Bradford. The HVAC system generates a continuous B-flat, with assorted overtones, and we tuned the drum set to match the pitch of the room, the better to respond to the environmental sounds present.