

Richard Harding

Mobile

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Mobile is for four players, on any instruments, and is inspired by the kinetic sculptures of Alexander Calder. Three of the players take one each of the three cells given above. These cells (a single note, a melodic interval and a harmonic interval) form the elements of the mobile. The players of these cells begin to play, repeating their figures at roughly regular intervals. The initial temporal disposition of these musical elements forms the starting state of the mobile. At this stage, it is the player's task to attempt to maintain this opening temporal state. Any rhythmic inconsistencies that might occur are to be accepted as part of the random shifting of the elements of the mobile. The fourth player takes the role of the environment in which the mobile moves. It is their task, through improvisation, to interact with and reposition the elements of the mobile. Such interactions may take various forms ranging from the subtle nudging of one element or another to more violent global interactions, such as might happen if a gust of wind through the gallery window were to set the whole mobile spinning. The three players making up the mobile are to respond passively to the player representing the environment, shifting into new alignments under their influence and then trying (although not *necessarily* succeeding) to remain in that position until acted on again. The performance may be of any duration.