



# Liana Alexandra

Roumanie, Bucarest

## VISUAL MODULATION OF A MUSICAL STRUCTURAL MOTIVE

### A propos de l'artiste

<http://romania-on-line.net/whoswho/AlexandraLiana.htm>

**Qualification :** PROFESSEUR DOCTEUR EN COMPOSITION ET MUSICOLOGIE

**Sociétaire :** GEMA - Code IPI artiste : I-000402252-8

**Page artiste :** [https://www.free-scores.com/partitions\\_gratuites\\_lianaalexandra.htm](https://www.free-scores.com/partitions_gratuites_lianaalexandra.htm)

### A propos de la pièce



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**Editeur :** Alexandra, Liana  
**Instrumentation :** Théorie de la musique  
**Style :** Contemporain

Liana Alexandra sur [free-scores.com](https://www.free-scores.com)



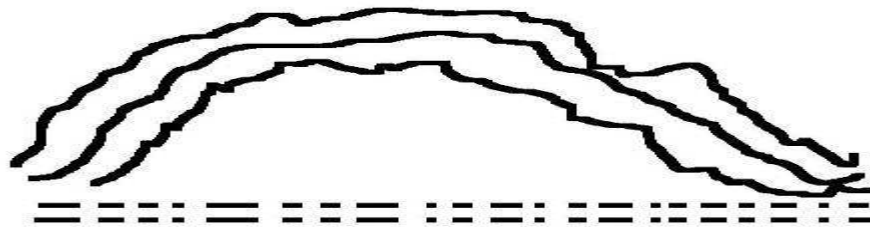
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## Visual Modulation of a Musical Structural Motive

Prof. Dr. LIANA ALEXANDRA

I will present two different visual hypostases in this study, of a musical structural motive based on two distinct coordinates, one of which is expressed by means of a horizontal line covering an ostinato over five, always present in different asymmetric rhythms, while the other consists of several melodic patterns that overlap heterophonically, having one minimal density and one maximal density (climactic point).

If represented graphically, the motive would have the following vault configuration (arch sound):



This motive is cut out of the cycle of *12 Variations* for computer music, produced with the software of Mozart the Music Processor (Great Britain).

The presentation of the motive written with in the musical score looks like this:

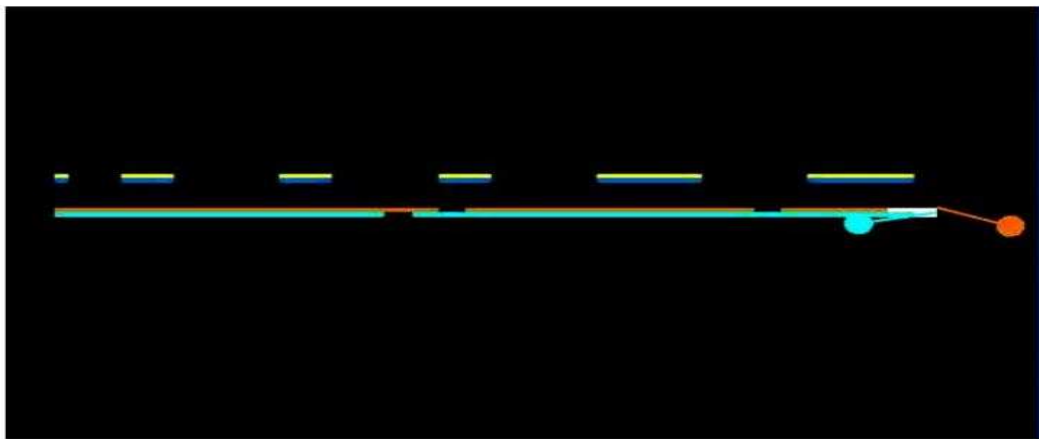
Example:

The transcription with Music Animation Machine, a program of musical visualization conceived by Stephen Malinowski (USA), using all visualization variants offered by the respective software, generated several highly suggestive images.

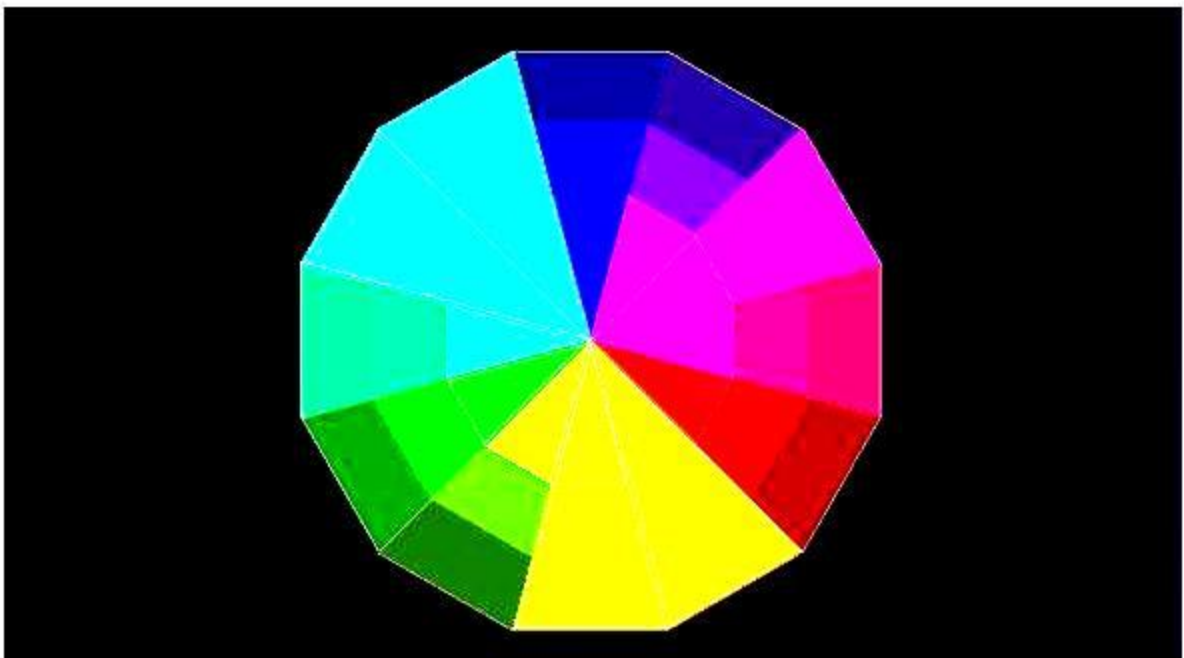
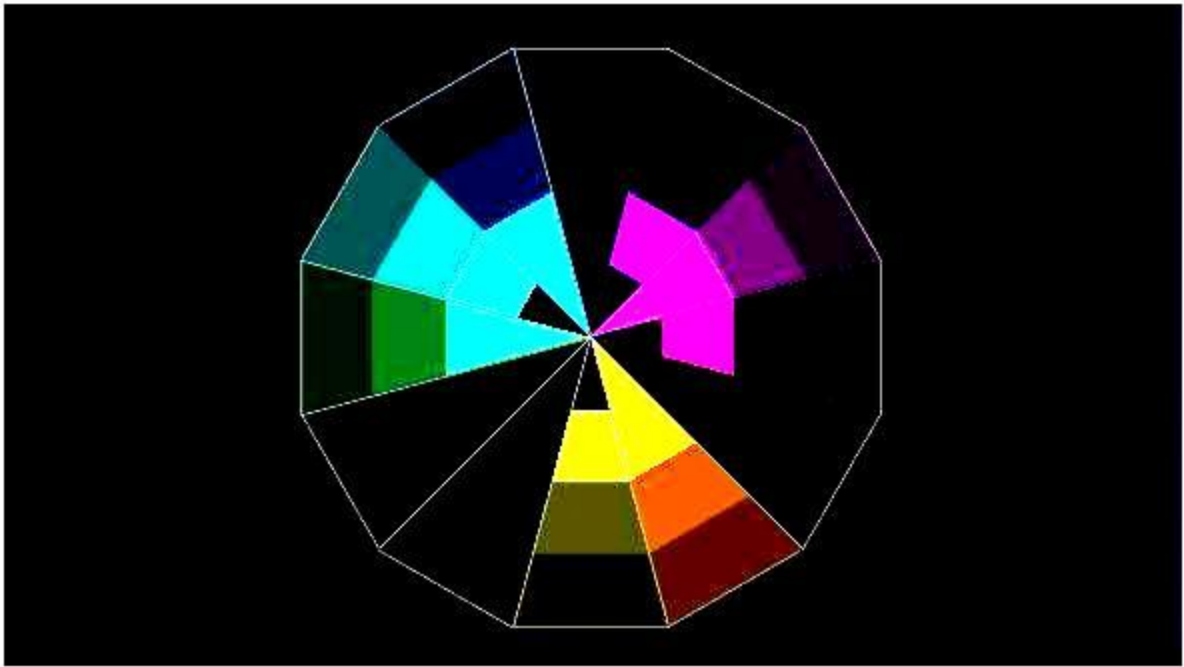
I will present further just two of the hypostases of the visual-musical dynamics for each variant: the image suggesting the minimal density and the one for maximal density. Still images out of this music video were presented at the SIGGRAPH Exhibition organized in the USA.

Visual examples of the Music Animation Machine program:

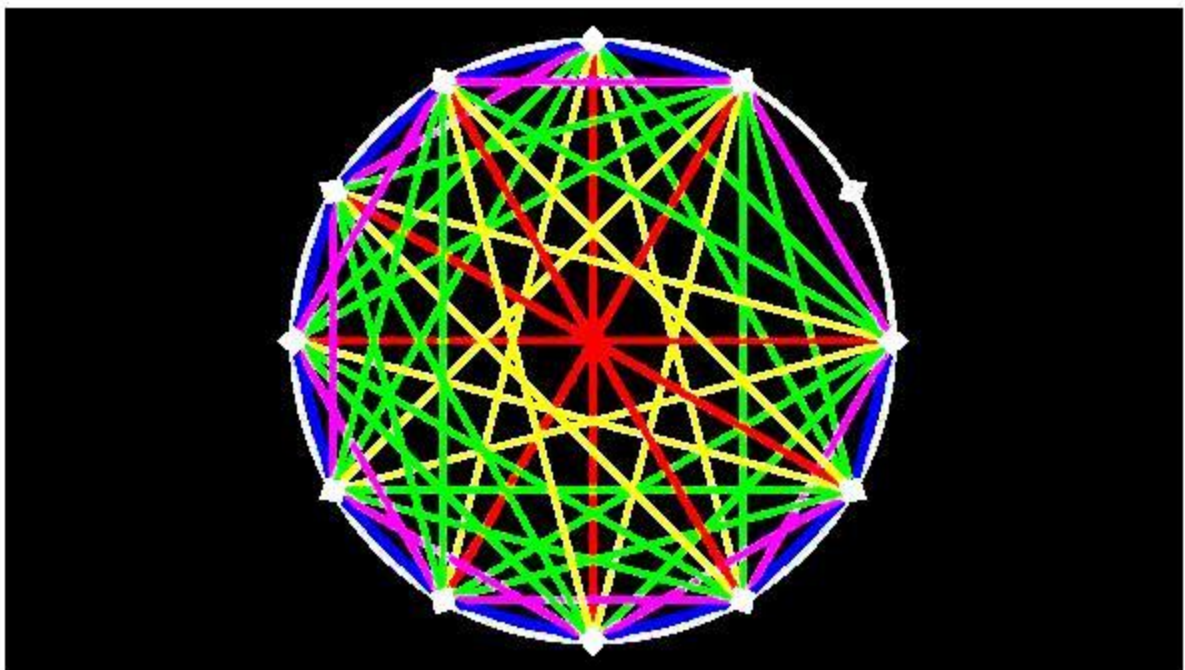
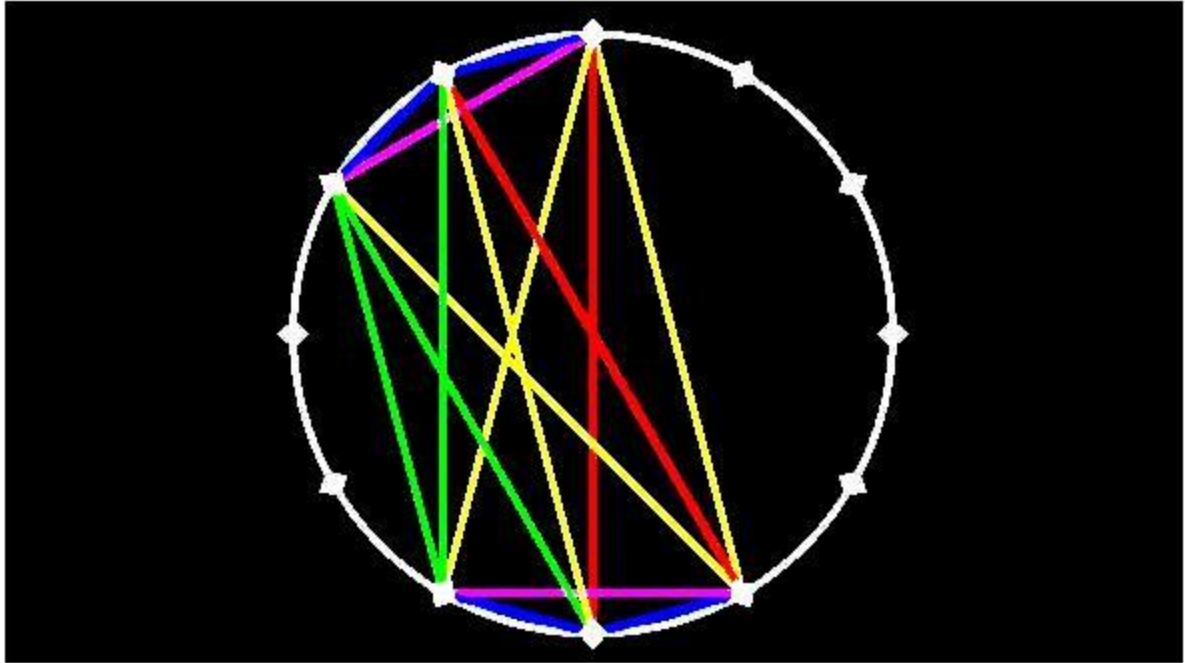
1) piano rol



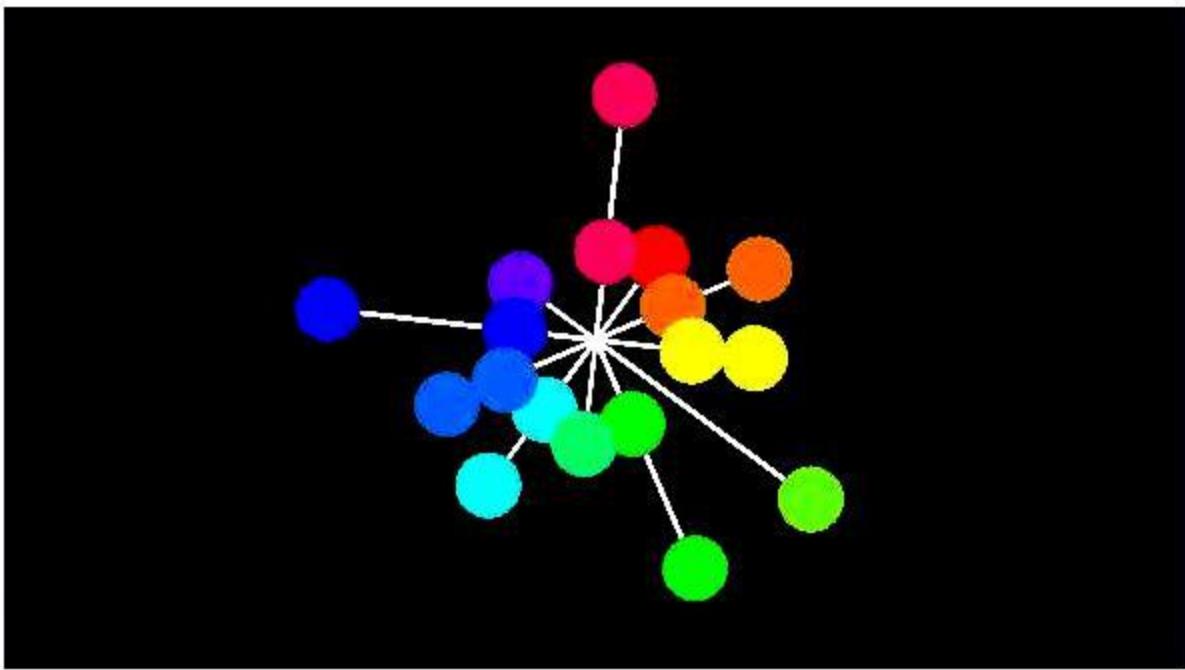
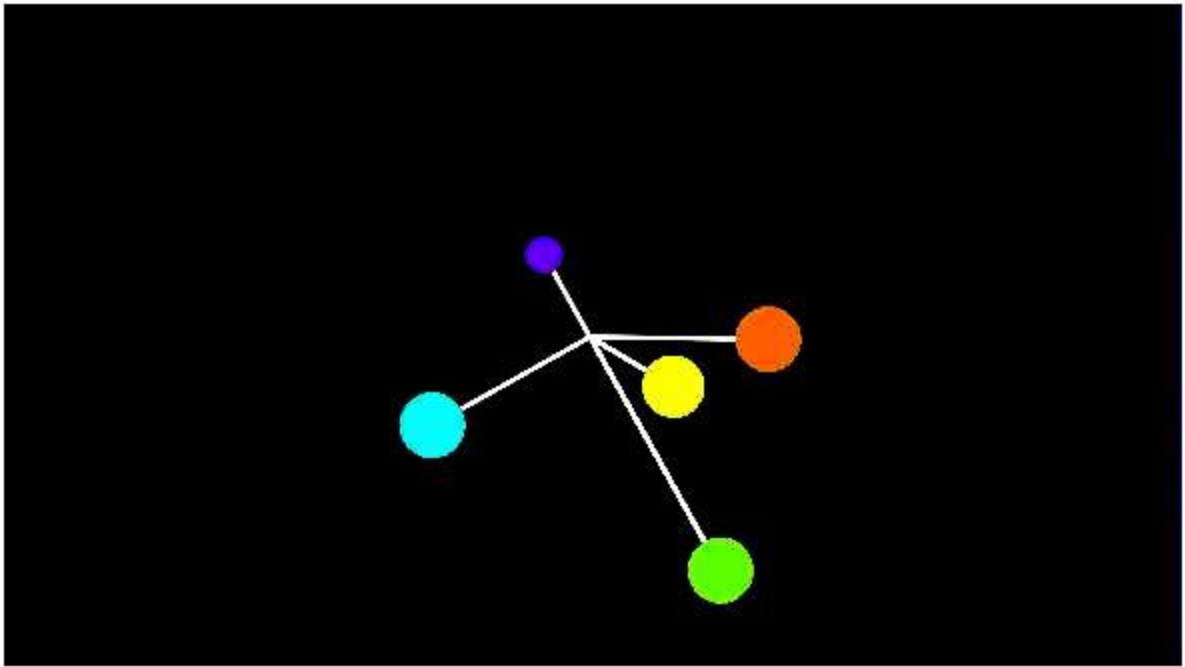
## 2) pitch class



### 3) intervals

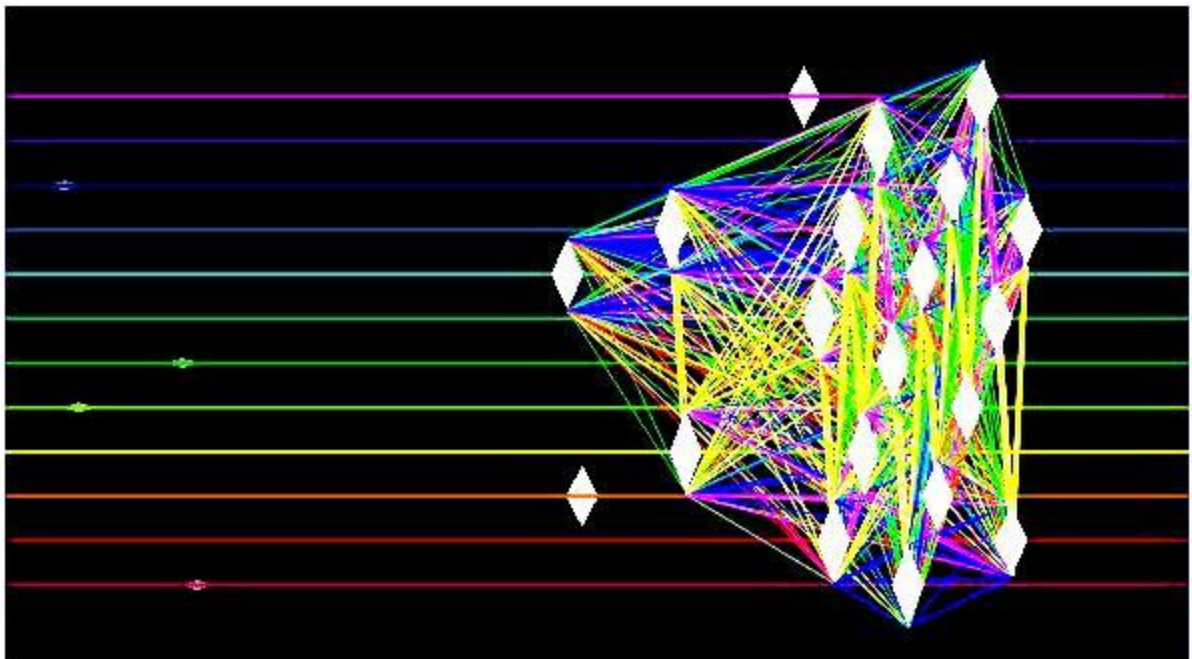
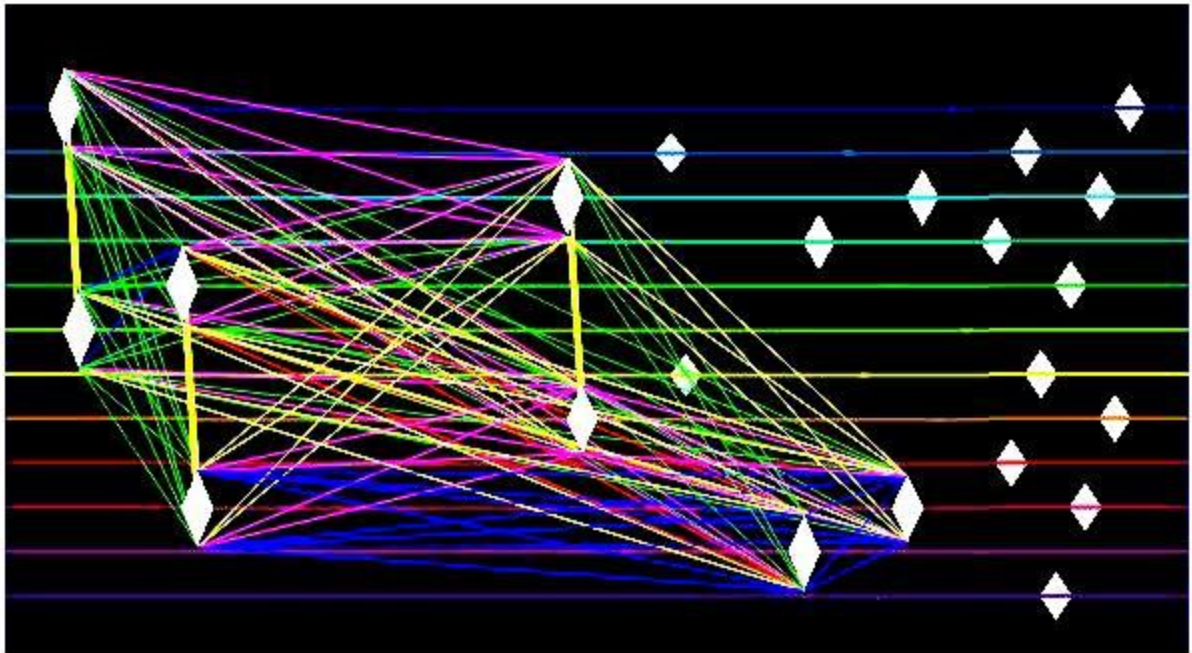


#### 4) shapes

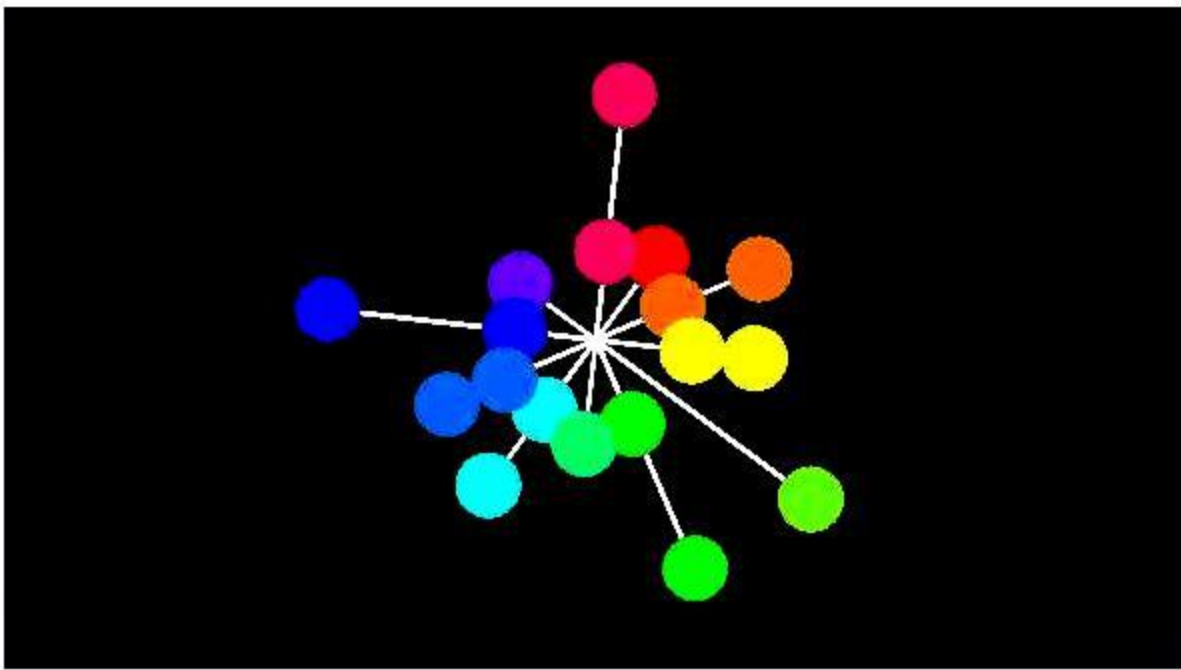
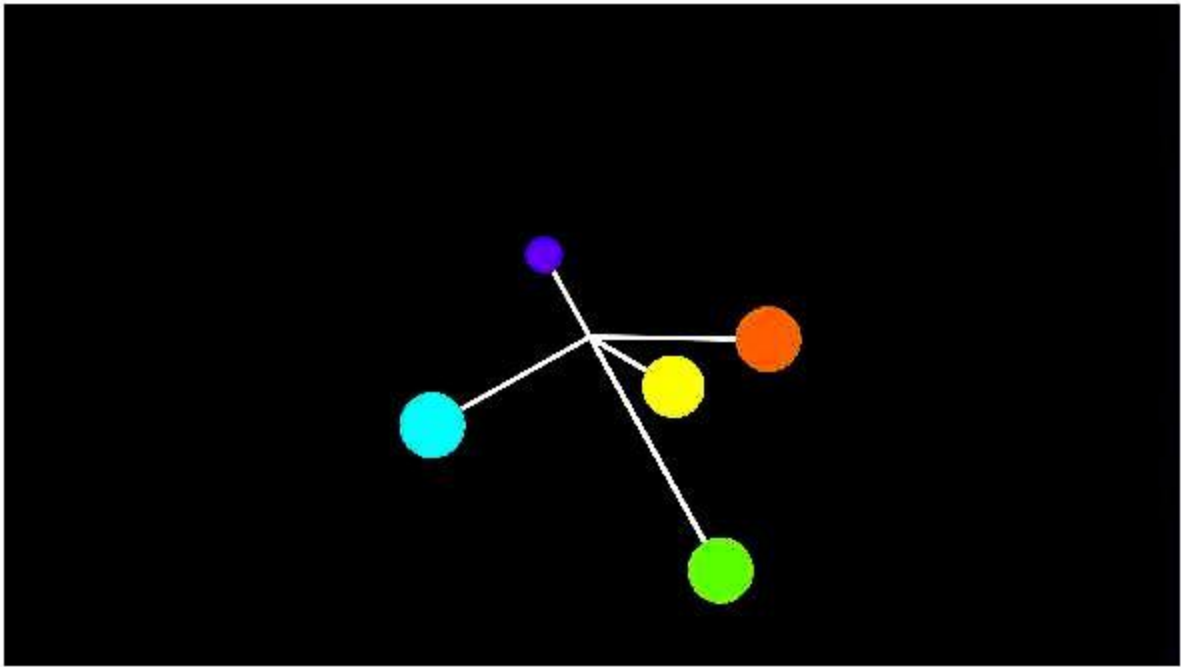




### 5) tonality staff



### 6) tonality compass





## 7) triads

