PHILOSOPHER IN A JAR

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28 Pages May 2014

*Philosopher in a Jar* is composed for vibraphone, piano, electric guitar, and amplified contrabass. The music was inspired by the unpublished short story, “The Galleon,” by T.V. Swantek. Drawing from the ideas of the seventeenth century French philosopher René Descartes, the story is a fictional realization of Descartes “evil demon” scenario and references his philosophical idea: “Cogito Ergo Sum.” In “The Galleon,” the artificial intelligence entity is the “evil demon” and is represented in the music by the use of perfect fourth intervals and steady rhythmic phrases. The protagonist of the story is a consciousness (the philosopher), presumably a former human, which has been placed into a robotic body and is confined to the artificial intelligence vessel. The philosopher is represented in the music with freely performed phrases, improvisation and serial passages. The story is presented in the form of a message being sent by the philosopher. The music incorporates the use of Morse code to convey the moral of the story: “Cogito ergo sum.” The title refers to the preservation of the consciousness being held in the AI vessel.
PHILOSOPHER IN A JAR

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A Thesis Submitted in Partial Fulfillment of the Requirements for the Degree of

MASTER OF MUSIC

School of Music

ILLINOIS STATE UNIVERSITY

2014
PHILOSOPHER IN A JAR

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KEY COMPOSITIONAL COMPONENTS & CHARACTERIZATIONS

- Instrumentation: The piano and contrabass represent the machine. The coarse
  sounding harmonics in the contrabass and the clashing overtones of the un-dampened
  piano passages are used to convey the mechanical ambiance of the A.I. vessel. The
  vibraphone at rehearsal letters “C,” part of “D,” and “E” represent conscious thinking
  of the philosopher. The Electric guitar represents the soul of the philosopher and
  could be thought of as the voice of humanity. The element of improvisation also
  presents a contrast to the conscious-less machine.

- Harmonic language: The perfect fourth interval is used to represent the machine.
  Stacked fourth chords are presented in octave displacement as a means for the
  machine to trick the philosopher (see example in the vibraphone at rehearsal letter
  “K”). Pitch content from tone rows are presented in quasi-serial passages, and
  represent the philosopher’s freedom of conscious thought
  \(P_0:0,7,11,2,4,1,6,9,3,10,8,5\).

- Tempo/Rhythm: Sections marked “Freely” represent the philosopher’s consciousness
  (rehearsal letter “C”) or represent the idea of freedom presented in the “Programmed
  Dream Sequence.” Passages in strict tempo sections that feature steady pulsed
  rhythms, such as the piano and contrabass in the “Mechanical” sections, represent the
  machine.

- Morse code: Represents the message being sent from the philosopher.
PERFORMANCE INSTRUCTIONS

- In the vibraphone part, notes with a cross through the stem (\(\times\)) are to be struck on the edge of the bar with the shaft of the mallet stick.

- The note values in the “Ad lib” section at rehearsal letter “C” are approximate note values and should be realized at the performer’s discretion. This section should be performed at a “forte” dynamic level though the performer should vary the dynamic levels to shape the phrase as to their liking.

- The “Freely” section at rehearsal letter “E” is to be performed in the same manner as the above mentioned section (“C”). The vibraphonist and guitarist are independent of each other; there is no need for any rhythmic alignment. However, the distinct phrase in the guitar part which directly precedes rehearsal letter “F” should act as a cue into the next section.

- Rehearsal letters “P”, “Q”, and “R,” up to “S,” include boxed pitches of sixteenth notes in the vibraphone and piano parts. The players should perform the boxed notes and repeat them with no pause after the note successions. The result should be a constant flow of sixteenth notes. In the first measure of rehearsal letters “P,” “Q,” and “R,” the performers should vamp their part until the guitar and bass cue the next measure. The vamped measures should last three to five seconds. The vibraphone player and piano player should listen to the guitar and bass parts to receive a cue into letter "S."
Morse code passages are to be played rhythmically just as a typical Morse code telegraph message would sound, but using the notes or note areas as provided in the boxed figures. The performer can think of the “dashes” and “dots” as (relatively) long notes and short notes. For example the code:

\[\ldots/ \quad \ldots-/-\ldots/-\ldots/-\quad \ldots\]  

can be interpreted as:  

\[\text{\ldots/ \quad \ldots-/-\ldots/-\ldots/-\quad \ldots}\]  
The slashes represent a space in between letters and should be observed with a rest. A blank space in between two slashes represents a space between words and should be observed with a rest longer than the duration of the rest in between letters. The rhythmic example provided above does not serve as a necessary solution, and the performers should interpret the code as best as they see fit. There is no rhythmic dependence among the individual parts from rehearsal letter “T,” up until “V,” and it is not intended to be in any rhythmic unison.

In the piano part, hand symbols (\[\text{\ldots/ \quad \ldots-/-\ldots/-\ldots/-\quad \ldots}\]) should be performed as tone clusters in the general note area of where the hand image is placed on the staff. The performer should play a mix of white and black keys.
"The Machine"

Vibraphone

Piano

Electric Guitar

Amplified Contrabass

Hard mallets

strike on the edge of bars w/ shaft of sticks

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PHILOSOPHER IN A JAR
Vib.  

Pno.  

E. Gtr.  

Cb.  

p expressive - w/o pick attack (volume swell and finger slide)
Slightly faster (\(j = 72\))

Slow down (gradually)

Transition

Slightly faster (\(j = 80\))

Into the tempo at "H"

Tempo at "H"
Vib.

Pno.

E. Gtr.

Cb.

$p$ expressive - w/o pick attack (volume swell and finger slide)

---

Vib.

Pno.

E. Gtr.

Cb.
Soft mallets

At an independent tempo, play the Morse code signal using the provided notes. Repeat until "J."

Vib.:

Pno.:

E. Gtr.:

Cb.:

(Morse code)
J

Freely (approx. 15")
(Morse code)

Vib.

wide vibrato w/ bar,
gradually decrease frequency
dive w/ bar & let
loosened strings
"grumble"

E. Gtr.

gradually increase
vib. frequency

Cb.

p

K

"Programmed Dream Sequence"

L

G.P.

Freely

\( \dot{\gamma} = 112 \)

Freely

Vib.

\( \dot{\gamma} = 112 \)

Pno.

p mechanical

\( \text{hold until measure 124} \)

M

Freely

Vib.

\( \dot{\gamma} = 112 \)

Pno.

p mechanical

13
Improvisation Example:

- **Vib.**
  - Interpretation: Improvise on this chord until bass pizz.
  - Notation:

- **Pno.**
  - Interpretation: Freely
  - Notation:

- **Cb.**
  - Interpretation: Improvise on this chord until bass pizz.
  - Notation:

- **E. Gtr.**
  - Interpretation: Freely
  - Notation:

- **Cb.**
  - Interpretation: Improvise on this chord until bass pizz.
  - Notation:
\[ \textbf{P} \quad (\dot{\text{r}} = 112) \ 3'' - 5'' \text{ vamp} \]

Play boxed notes and vamp this measure. Continue playing these notes into the next measures as the E. Gtr. & Bass start to play. Tempo does not change and there should be no pause inbetween note groups.

\[ \textbf{Q} \quad \text{Vamp (same as before)} \]

Add left hand

Vol. swell every note
Vamp (same as before)
"Frustrated message"

Play morse code signals at independent tempo using pitches from the boxed figures

- Vib.
- Pno.
- E. Gtr.
- Cb.

Gradually lower pitches to next box
Gradually increase intensity and speed

Vib.

Pno.

E. Gtr.

Cb.

160

Vib.

Pno.

E. Gtr.

Cb.

Gradually increase intensity and speed

Vib.

Pno.

E. Gtr.

Cb.

161

Vib.

Pno.

E. Gtr.

Cb.

Gradually increase intensity and speed

Vib.

Pno.

E. Gtr.

Cb.

162

Vib.

Pno.

E. Gtr.

Cb.

Gradually increase intensity and speed

Vib.

Pno.

E. Gtr.

Cb.

163

Vib.

Pno.

E. Gtr.

Cb.

Gradually increase intensity and speed

Vib.

Pno.

E. Gtr.

Cb.

164

Vib.

Pno.

E. Gtr.

Cb.

Gradually increase intensity and speed

Vib.

Pno.

E. Gtr.

Cb.

165

Vib.

Pno.

E. Gtr.

Cb.

Gradually increase intensity and speed

Vib.

Pno.

E. Gtr.

Cb.

166

Vib.

Pno.

E. Gtr.

Cb.

Gradually increase intensity and speed

Vib.

Pno.

E. Gtr.

Cb.

167

Vib.

Pno.

E. Gtr.

Cb.

Gradually increase intensity and speed

Vib.

Pno.

E. Gtr.

Cb.

168

Vib.

Pno.

E. Gtr.

Cb.

Gradually increase intensity and speed

Vib.

Pno.

E. Gtr.

Cb.

169

Vib.

Pno.

E. Gtr.

Cb.

Gradually increase intensity and speed

Vib.

Pno.

E. Gtr.

Cb.

170

Vib.

Pno.

E. Gtr.

Cb.

Gradually increase intensity and speed

Vib.

Pno.

E. Gtr.

Cb.
gradually lower pitches to next box

gradually raise pitches to next box

alternate pitches randomly

gradually lower pitches

alternate pitches randomly

gradually raise pitches
gradually raise pitches

alternate pitches randomly

Vib.

Pno.

E. Gtr.

Cb.

= 22
Vamp until all players have arrived here. Continue upon consensus.

Vamp and gradually slow down. (not necessarily in rhythmic unison)
"The Philosopher's Lament"

Freely  
approx. 10"  \( \frac{d}{2} = 60 \)

Improvise freely: the philosopher's lament

182

Vib.

Pno.

E. Gtr.

Cb.

Freely  
(10")  \( \frac{d}{2} = 60 \)

188

Vib.

Pno.

E. Gtr.

Cb.

(gtr. solo)
"The Machine"

Vib.  
Freely  
(10" - 20")  
\( \frac{j}{4} = 60 \)

Pno.  

E. Gtr.  
(grtr. solo)  
End solo but continue improvising  
and gradually fade away to the end  
(pizz.)

Cb.  

\[ W \]

Play morse code using previous chord (independent tempo)

Vib.  
\( \text{hold until end} \)

Pno.  
\( \text{hold until end} \)

E. Gtr.  
(improvisation)  
\( \text{arco sul pont.} \)

Cb.  
\( p \)
208

Vib.

Pno.

E. Gtr.

Cb.

brush mallet head across bars

(improvisation)

X

215

Vib.

Pno.

E. Gtr.

Cb.
play code and improvise with any high pitched harmonics (independent tempo)

brush mallet head across bars