

*ADSR* (1998) for brass quintet and two percussion players. 6:50 minutes

*ADSR* (Attack, Decay, Sustain, Release) was composed for 7 performers; 2 trumpet players, 1 trombone player, 1 horn player, 1 tuba player, 2 percussion players. It is based on the formulation of the the four parameters that describe the envelope of a sound in analogue synthesis.

In a rather traditional sense, the form of the piece is in three parts A-B-C. The first is a dynamic section with fast musical gestures which hold up until bar 83. Section B is lyrical and quite, without loosing its inner energy. It ends with a climax that leads to the third and last section which includes the basic elements of (A) and (B) merged in such a way to give to the section a convoluted character.

A.D.S.R. is a piece with no harmonic or rhythmic structure. It is based on the correct and detailed performance of the dynamic in conjunction with the tone-colour differentiation. The aim was to create a constantly evolving sound that never sounds the same, but continues to change giving an acoustic effect full of energy and plasticity.