Rendering

this piece starts twice at last
being something like a play with two acts
can double back once more

as computer graphic "objects" are generated by constructing a
virtual framework which is then shaded and rendered to give
different surface textures, so the abstract latticework of control
points beneath the piece is fleshed out and filtered through the
medium of a human playing a bass clarinet in real time
before your very ears
another rendering
exposed
the rift at the centre, a design fault, which once smoothed over
remains unearthed
a wresting place

Riven

this piece starts twice
but once at this second rendering
doubles back again as at first

moments later

that initial act kept on correcting, repeating, amplifying itself,
scarcely pausing for breath, while this second will be pitted with
silence

being given at last the go ahead means it ends as it means to go
on.