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Nowhere Ever After proposes a design for dodecahedral dice commissioned by the composer and conductor Lawrence D. 'Butch' Morris. The project originated as a design for a resonating chamber and enclosure for a windup music machine. Reuge Music, one of the very few remaining manufacturers of this nineteenth century recording and playback device, made this brass and cast metal instrument playing the Morris composition, Nowhere Ever After. While the project name held, the study moved to the design and fabrication of dice to enable a randomly generated component to contribute to the performance of the Morris conduction, as he terms it. The dodecahedral die are comprised of 12 identical pentagonal faces. Each face has a musical note inscribed into it. A sharp die and a flat die each contain the notes within an octave in half tone divisions. The dice were produced using two different processes in two different materials. Plastic dice were straightforward to produce as there exists an established dice manufacturing community serving the gaming industry. In addition to the ubiquitous cubic six sided variety, a dodecahedral 12 sided variety is a standard product. These standard white plastic forms were laser etched and the musical notes hand painted within the recesses, a standard process in this industry to produce inexpensive multiples. A second process involved the casting of brass dice. From a three dimensional electronic model, the form was produced in resin from a laser guided rapid prototyping machine. From this form, a rubber mould was produced to receive a molten brass pour. The resultant dice were polished to reduce imperfections and add lustre to the brass planes.

