

violin & electronics

Volkmar Klien

Electronics

Violin

[1'24"]

[2'05"]

[2'47"]

0

♩ = 69

0

sul e
senza vib.

pp

mf

pp

♩ = 40
tempo rubato

5

6

mf

gliss.

leggero

gliss.

gliss.

gliss.

gliss.

p

pp

13

~ 10"

approx. 1 minute,
on one bow.

ppp

(attacca)

15 $\bullet = 84$
ff *pp* *p* *ff*

25 *rit.* *a tempo* $\bullet = 84$ *accel.* $\bullet = 104$ *a tempo subito* $\bullet = 84$
pp *pp*

35 *acc.* $\bullet = 104$ *a tempo subito* $\bullet = 84$ *rit.* $\bullet = 66$ $\bullet = 84$ *sul tasto* *molto rubato*
ff *p* *pp*

43 *a tempo subito*
ff *p* *pp* *ff*

53 *p* *mp*
p *mp*

61 *ff* *mf* *ff* *mp* *mf* *p* *mp* *ffz*
pizz. *arco* *flautando leggero*
Musical notation for measures 61-68, including dynamics, articulation, and performance instructions.

69 *ff* *mp* *p* *mp*
sul tasto *dolce* *gliss.*
Musical notation for measures 69-76, including dynamics, articulation, and performance instructions.

79 *p* *ff* *mp* *mp* *f* *mp*
Musical notation for measures 79-85, including dynamics and articulation.

86 *tempo rubato* *a tempo* *sul pont.* *simile*
gliss. *tr*
mf *mp* *pp*
Musical notation for measures 86-92, including tempo markings, dynamics, and articulation.

93 *ord.* *sul pont.*
tr
p *pp* *mf* *ppp*
Musical notation for measures 93-99, including dynamics, articulation, and performance instructions.

Electronics

Violin

$\bullet = 72$

simile

simile

pp

121

121

p

pp

8va

15ma

simile

137

137

(bow touching strings)

simile

153

153

rit.

ppp

A

Musical score for section A, consisting of 12 staves of music. The notation includes various notes, rests, and accidentals across the staves.

B

Musical score for section B, featuring a long staff with glissando markings (gliss.) and a double bar line at the end.

C

Musical score for section C, consisting of three staves of music.

D

Musical score for section D, consisting of three staves of music.

attacca

♩ = 82

leggiere
sehr frei

approximately 20"

gliss.

pp *p* *ppp* *f*

A musical staff in treble clef with a key signature of one sharp (F#). It begins with a glissando marked 'gliss.' and dynamic markings *pp*, *p*, and *ppp*. A dashed line above the staff indicates a duration of 'approximately 20"'. The staff then changes to a 3/4 time signature and features a forte (*f*) dynamic with various notes and slurs.

169

molto rubato

acc. ----- ♩ = 92

gliss.

gliss.

gliss.

gliss.

gliss.

gliss.

poco a poco diminuendo al

A musical staff in treble clef with a key signature of one sharp (F#). It starts at measure 169 with a 'molto rubato' marking and a triplet of eighth notes. The staff includes several glissando markings ('gliss.') and an 'acc.' (accelerando) section with a tempo marking of '♩ = 92'. The piece concludes with a 'poco a poco diminuendo al' marking.

185

p *pp* *f*

5 6

rit. gliss.

A musical staff in treble clef with a key signature of one sharp (F#). It begins at measure 185 with a piano (*p*) dynamic, followed by a pianissimo (*pp*) section. The staff contains several slurs and articulation marks, including a forte (*f*) dynamic. There are also markings for a 5-measure phrase and a 6-measure phrase, and a 'rit. gliss.' marking at the end.

192

♩ = 82

f *mf* *f* *mf* *f* *mf* *f* *mf*

7 7 7 7 7 7

ord.

A musical staff in treble clef with a key signature of one sharp (F#). It starts at measure 192 with a tempo marking of '♩ = 82'. The staff features a series of dynamic markings: *f*, *mf*, *f*, *mf*, *f*, *mf*, *f*, and *mf*. Each dynamic marking is associated with a 7-measure phrase. The word 'ord.' (ordine) is written above the staff, and there are various articulation marks throughout.

ord.

202

f 7 7 7 7 7 7 *mf*

211

p *f* *mf* 8^{va} ♩ = 92

225

f *ff* *mf* subito *mp* 6 spicc. leggiero

simile

230

242

poco *poco a poco ritardando* bouncing bow ord. bouncing bow ord. poco

257 $\bullet = 82$ *leggiero*

mf 6 *f* 8va

258 *gliss.* *8va* *batt.* *8va*

(highest note possible) *mf* *p* 8va

269 *gliss.* *gliss.* *gliss.* *gliss.* *gliss.* *gliss.* *gliss.* *gliss.* $\bullet = 76$ *ord.* *mf* *gliss.* *gliss.* *gliss.* *gliss.* $\bullet = 92$ *leggiero* *8va* *f*

280 *gliss.* *p* *f* *gliss.*

289 *poco rit.*

Electronics

Violin

mp

• = 58

302

302

pp *p*

sul tasto

gliss.

3

313

313

p *pp* *mp* *pp*

gliss.

mf

3

317

317

ord. *mp* *f* *p* *poco* *p*

gliss. *flautando* *8va* *dolce*

3

321

batt. *ord.* *fiutando poco rubato* *p*

325

mf

336

molto rit.

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Volkmar Klien, 2001

Performance Notes:

Accidentals:

♯	pitch raised by 3/4 of a tone
♯	pitch raised by 1/2 of a tone
♯	pitch raised by 1/4 of a tone
♮	natural pitch
♭	pitch lowered by 1/4 of a tone
♭	pitch lowered by 1/2 of a tone
♭	pitch lowered by 3/4 of a tone

Additional symbols:

	Bow on tailpiece
	Bow on bridge, parallel to strings
	Bow on bridge, perpendicular to strings
	Bowed with high pressure. No defined pitch, only noise.

Execution of bar 15:

Notation:



Execution:



This and the following chords should be played as loud and short as possible.

Rules to page 5:

The music contained on page 5 is a set of instructions to a game played by the performer with the computer. The computer 'listens' to the violin's notes and answers each one with a chords. The less similar the durations between the onsets of violin, its computer - response and next violin note are, the louder the computer's next response.

- A** Start at a speed of approximately 30 bpm to move through the matrix of pitches in horizontal and vertical direction. Pitches can be played in any octave convenient but without or only very little vibrato. Play with the computer's responses and after approx. 1'40" move towards **B**.
- B** Play sequence of notes as notated (no free choice of octaves). Try to calm the computer's responses.
- C** Play pitches within matrix in a manner similar to **A**. Calm down computer's response. After reaching a steady beat, go to **D**.
- D** Repeat until computer has stopped. Then fade out and continue on page 6 (attacca).