KAMMERVERK

CHAMBER WORK

[illegible]N

Anna Thor[illegible]sdottir

DEMO

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TÓNVERKAMIÐSTÖÐ
ICELAND MUSIC INFORMATION CENTRE

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Rain

Performance notes:

The electronic part of this piece is in the form of a pre-prepared sound structure [illegible] from a CD that accompanies the instruments. A stereo version of the part comes with the score for rehearsal. Time cues a[illegible]en in [illegible]or performers to synchronize their performance to the electronics, but furthermore, verbal cues are written in the score fo[illegible]nc[illegible]li[illegible]g for cues. *Performers are encouraged to write their own cues with regards to the electronic sounds and what they portr[illegible]*

Vo[illegible]

Use of sounds and vowels:

Think of ea[illegible]wel and i[illegible]sound as being its own word with its own meaning.

Vowels/sounds ar[illegible]oughout the piece[illegible]ources. Vowel sounds are written using the IPA (International phonetic alphabet).

PA as written in score	-	Vowels as they would be projected in Icelandic
-	**i** - í	**ʊð** - ö
-	**ɔ** - o	**ʊ** - u
ei	**ɔu** - ó	**ai** - æ
ɔ ʊ - ú		

Consonants: s

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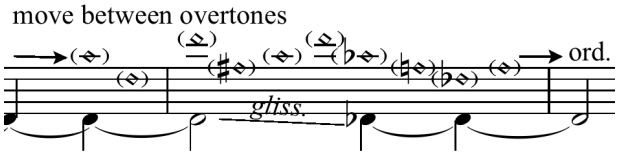
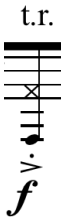
Flute

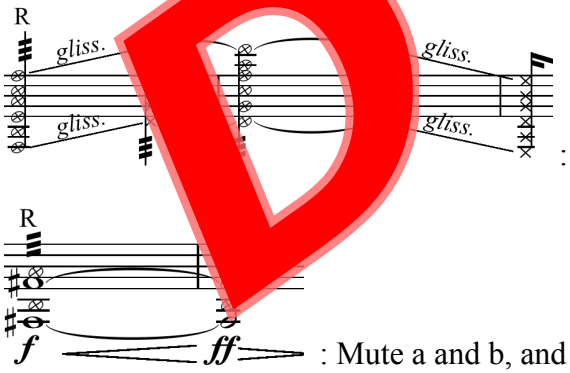


: Softly move between the overtones and the fundamental pitches, written in a soft dynamic.



: Key click with tongue ram.

Guitar



: Mute strings with left hand and glissando as indicated, on rasgueados (or tremolo).

: Mute a and b, and hold the two F sharps ordinarily – on rasgueados (or tremolo).

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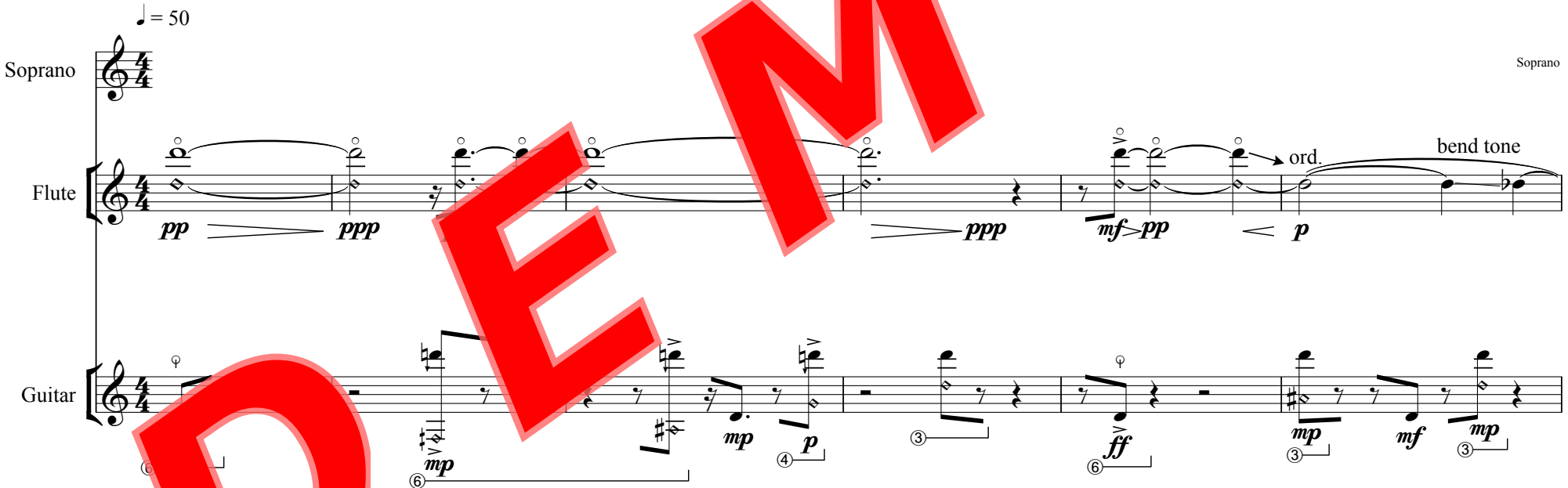
Rain

Anna Þorvaldsdóttir



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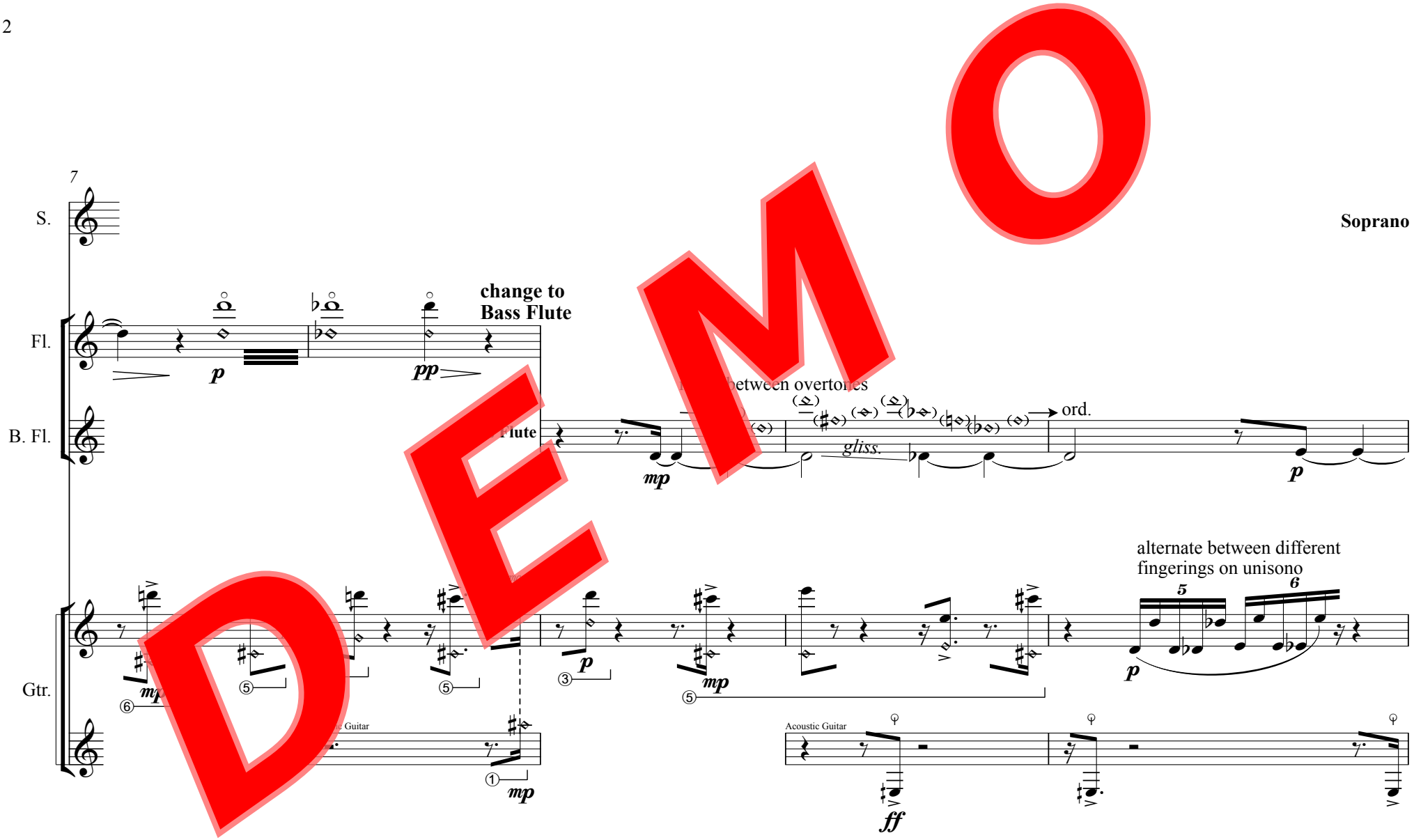
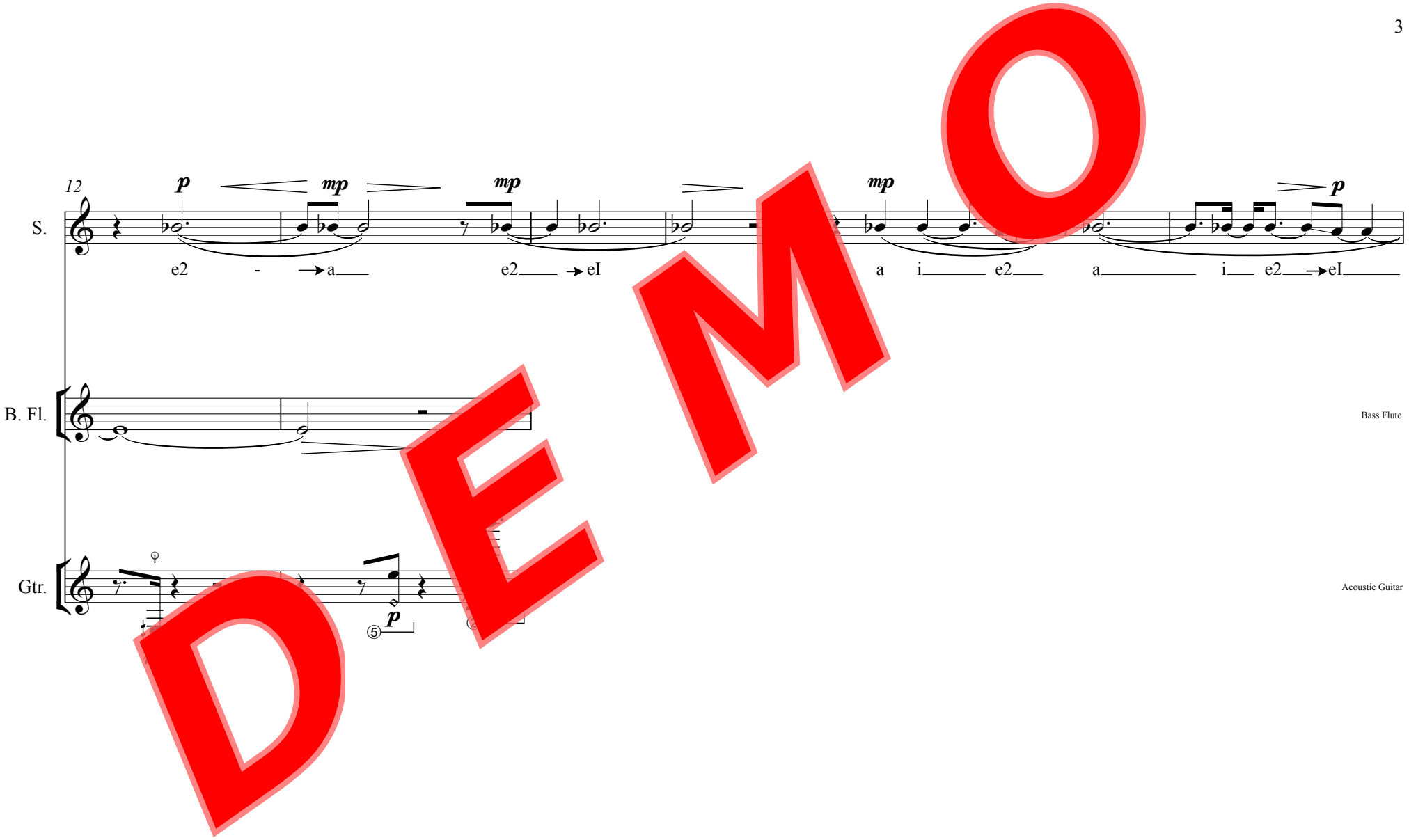
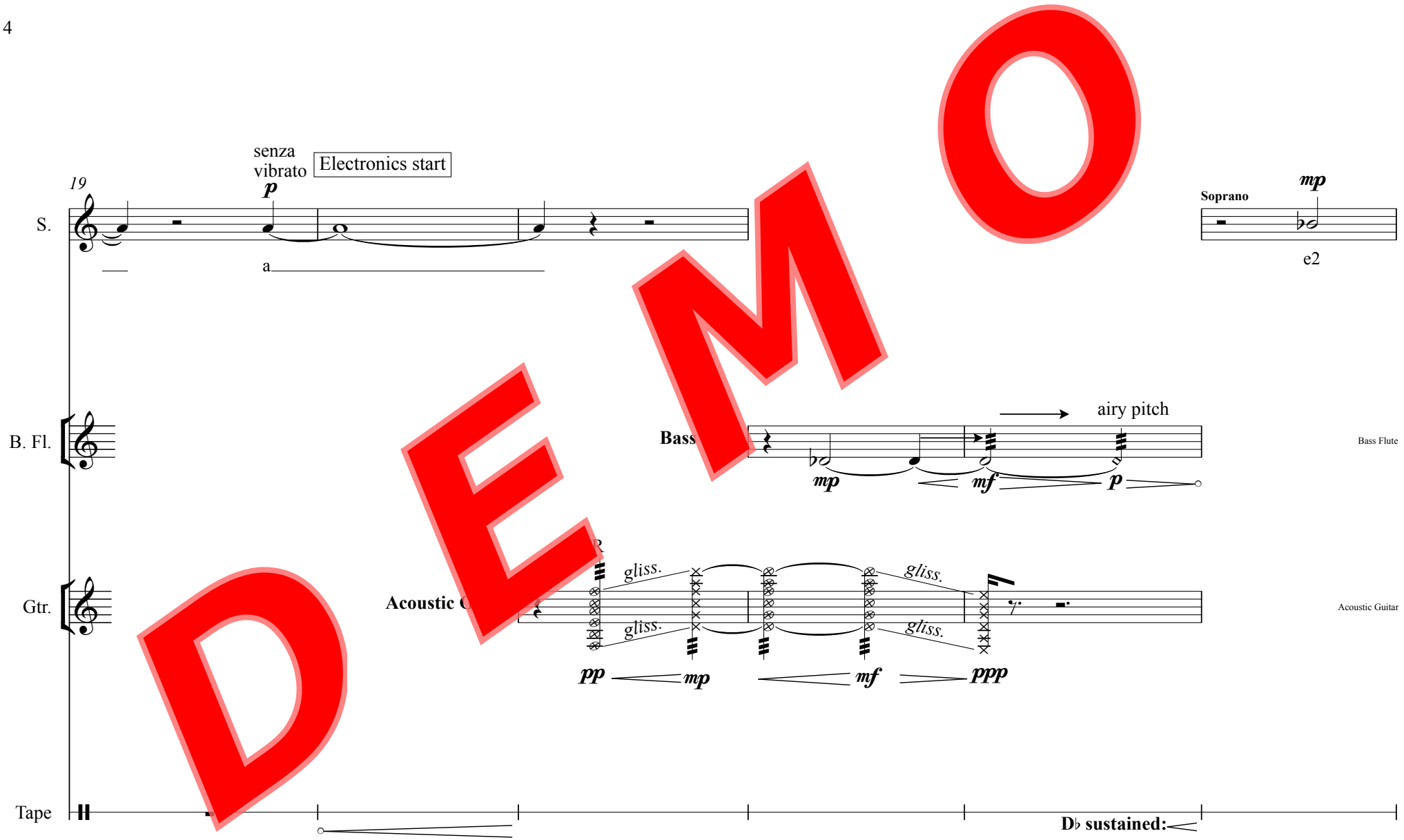
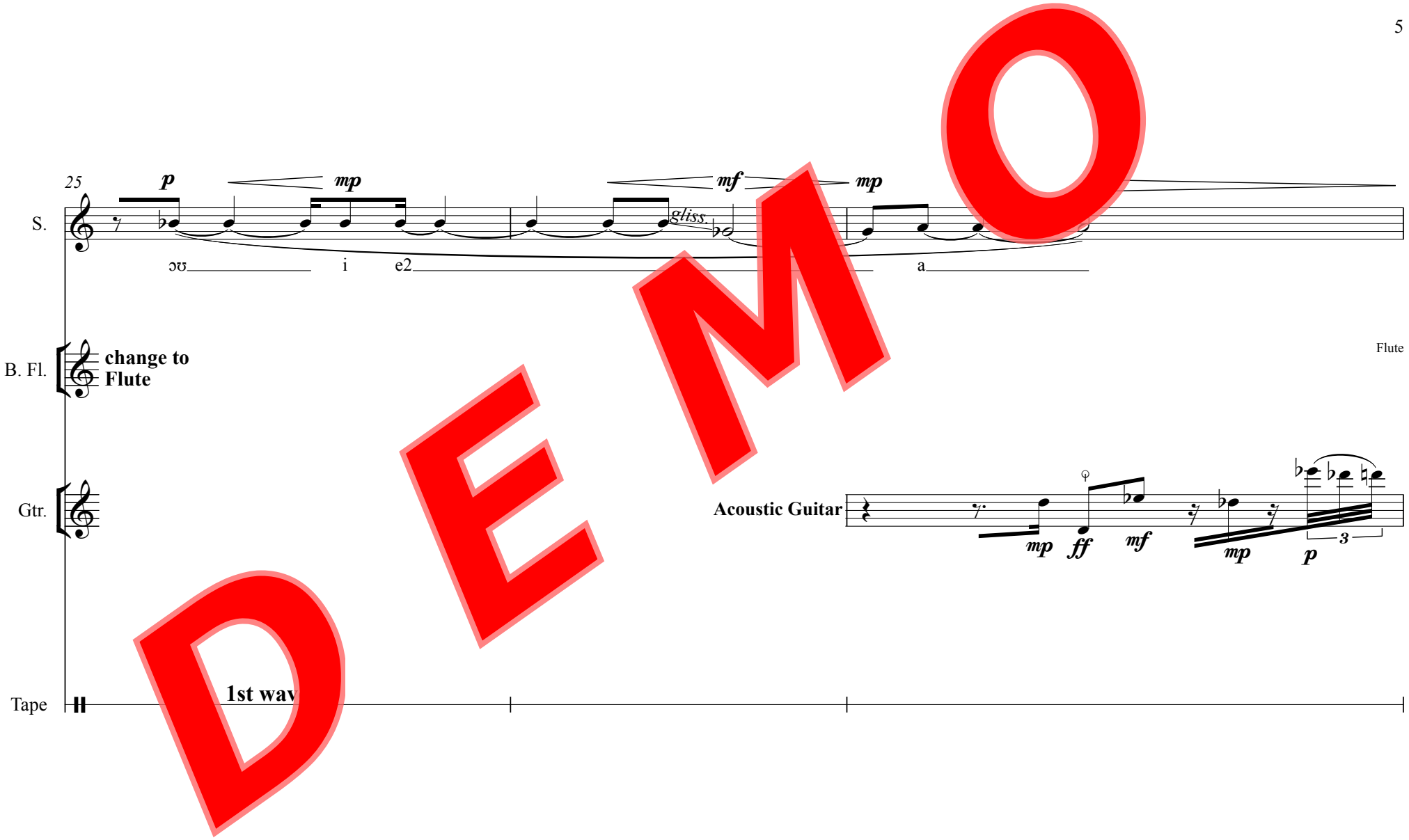
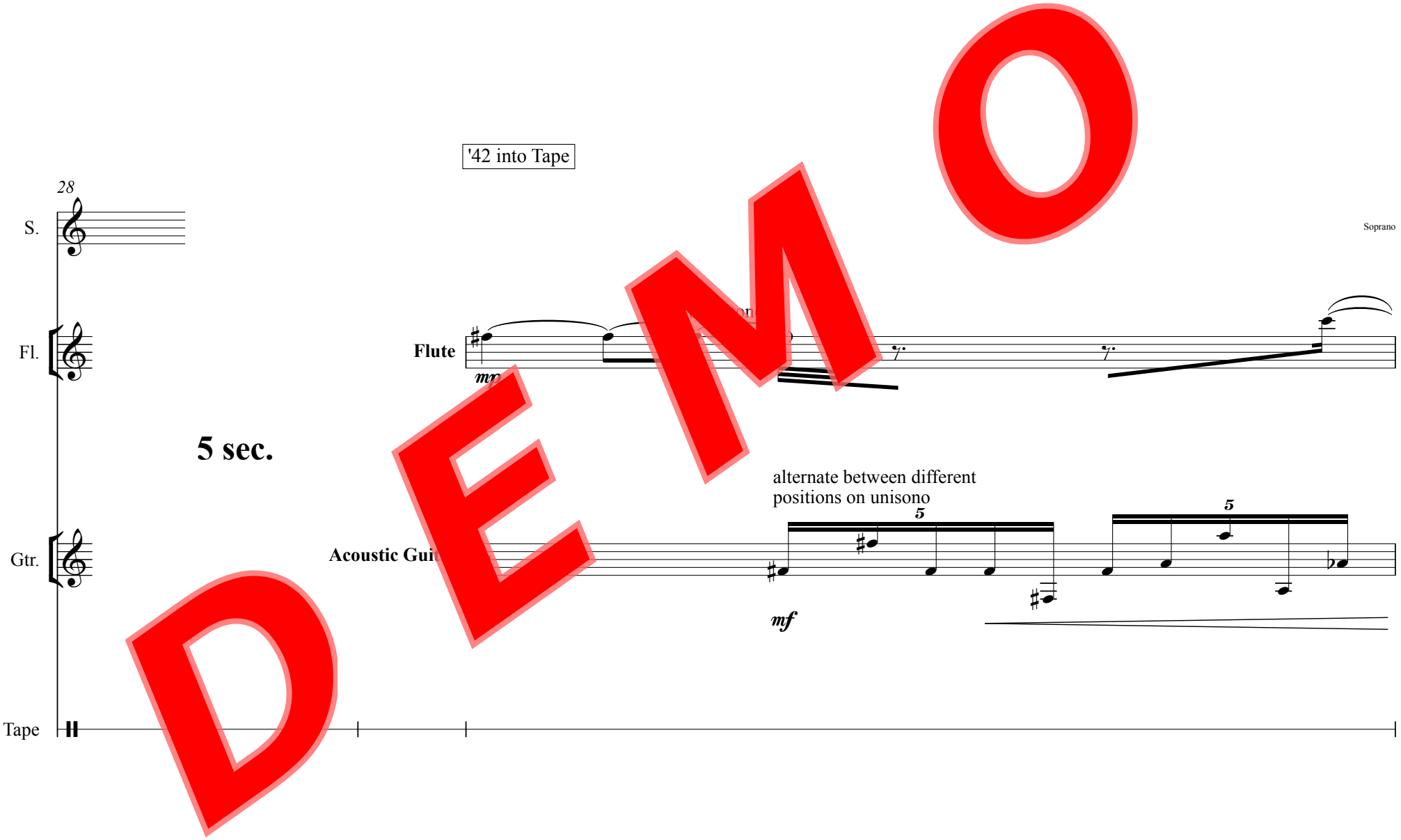

7
S.
Soprano
Fl.
change to
Bass Flute
p
pp
B. Fl.
Flute
between overtones
mp
gliss.
ord.
p
Gtr.
alternate between different
fingerings on unisono
5
6
p
mp
mp
Guitar
Acoustic Guitar
ff
DEMO

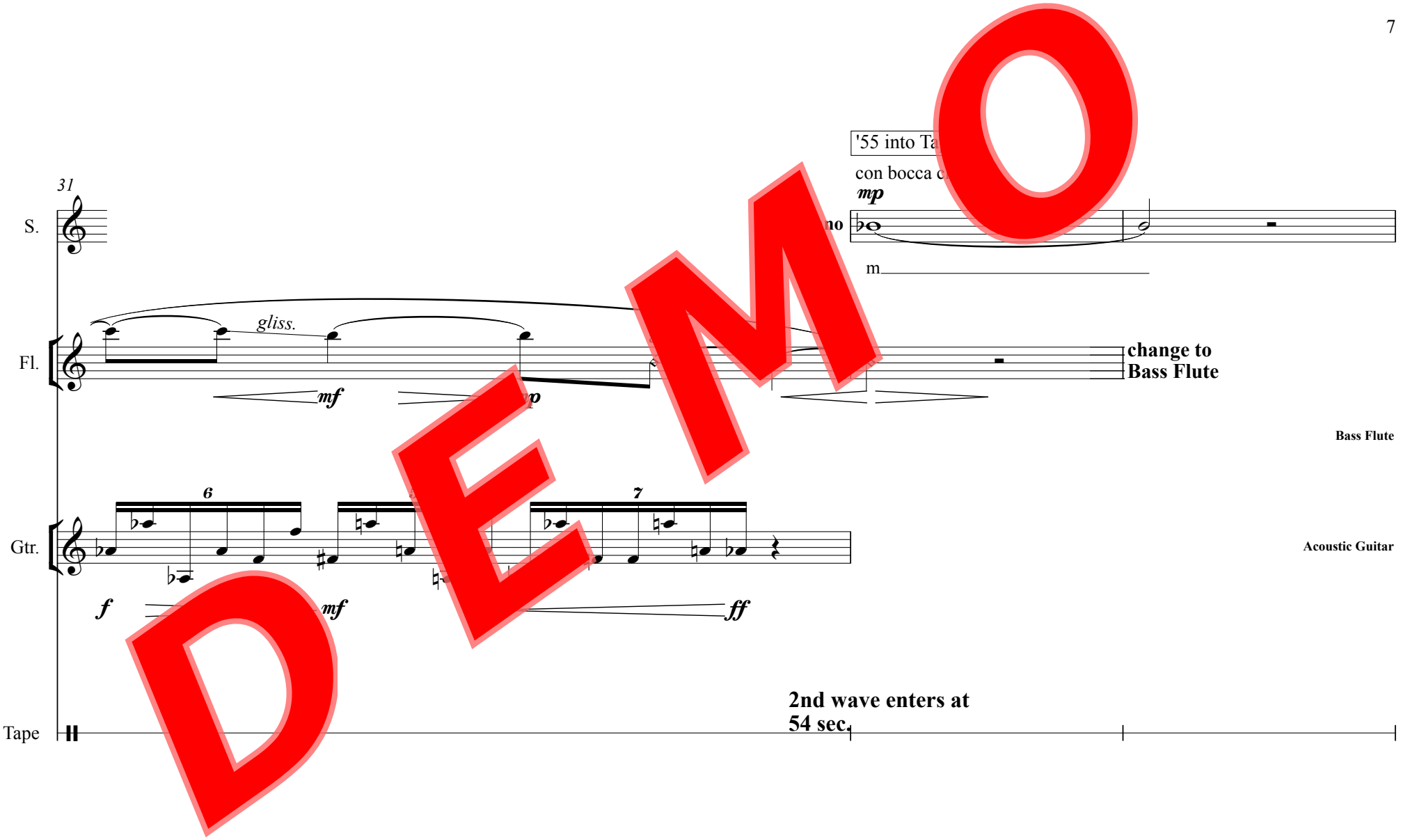

12
S.
B. Fl.
Gtr.
Bass Flute
Acoustic Guitar
e2 - a e2 eI a i e2 a i e2 eI
DEMO


19
senza
vibrato
p
Electronics start
S.
a
Soprano
mp
e2
B. Fl.
Bass
airy pitch
mp
mf
p
Bass Flute
Gtr.
Acoustic G
gliss.
gliss.
gliss.
gliss.
pp
mp
mf
ppp
Acoustic Guitar
Tape
D♭ sustained:
DEMO

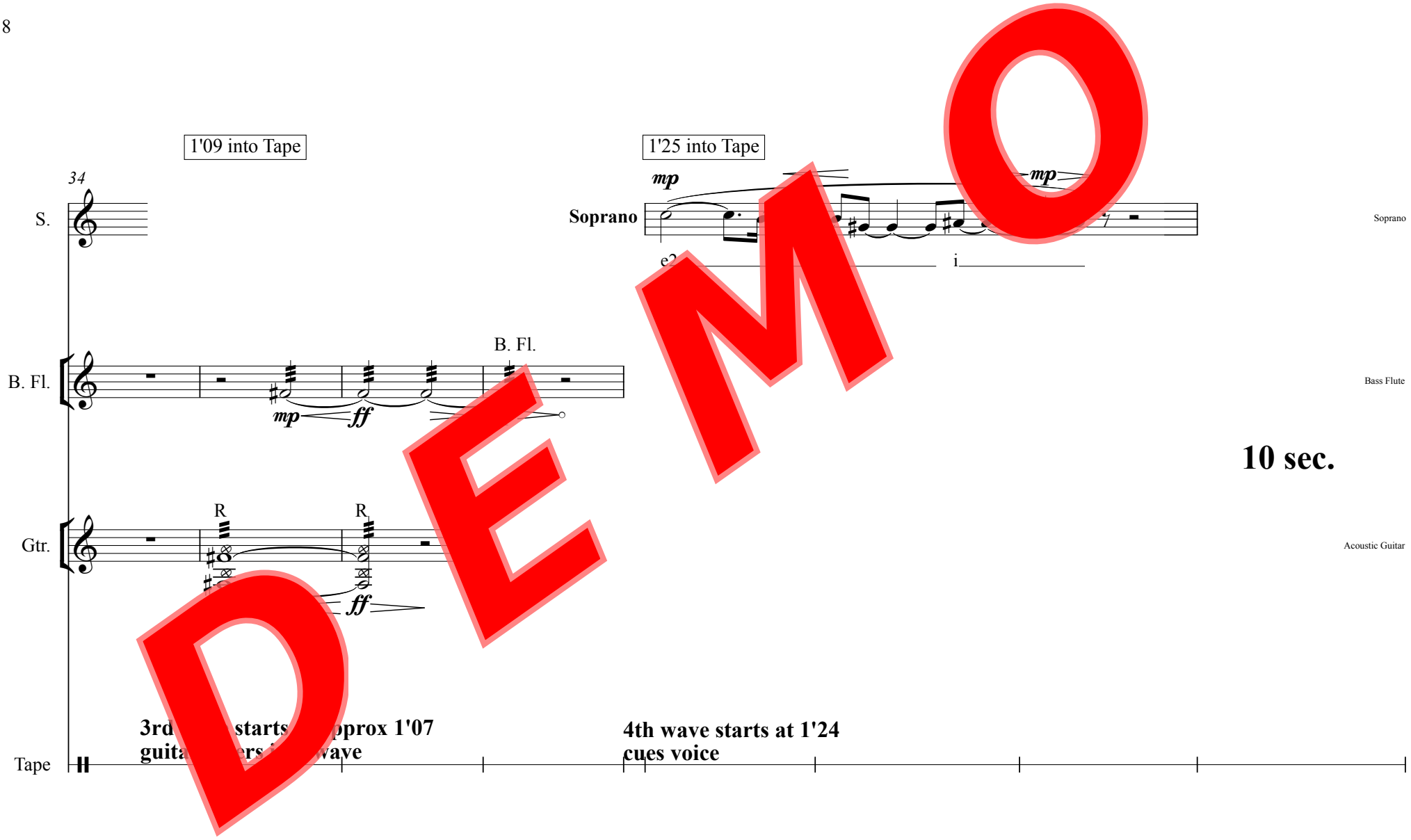

25
p
mp
mf
mp
gliss.
S.
ɔʊ
i
e2
a
B. Fl.
change to
Flute
Flute
Gtr.
Acoustic Guitar
mp
ff
mf
mp
p
3
Tape
1st wav

DEMO

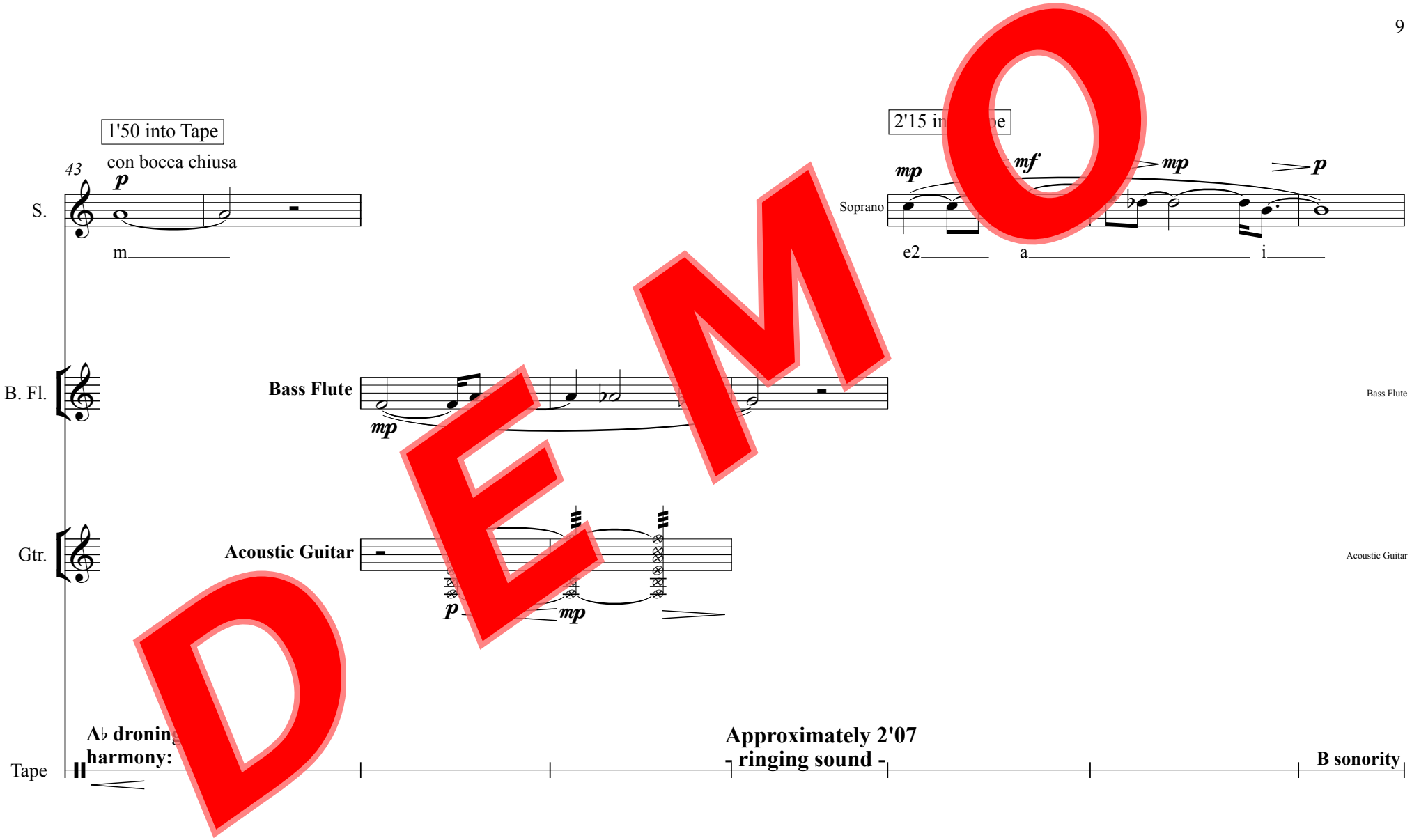

'42 into Tape
28
S.
Soprano
Fl.
Flute
mp
5 sec.
alternate between different
positions on unisono
Gtr.
Acoustic Gui
5
5
mf
Tape
DEMO


31
S.
'55 into Ta
con bocca c
mp
no
m
Fl.
gliss.
mf
p
change to
Bass Flute
Bass Flute
Gtr.
6
7
f
mf
ff
Acoustic Guitar
Tape
2nd wave enters at
54 sec.

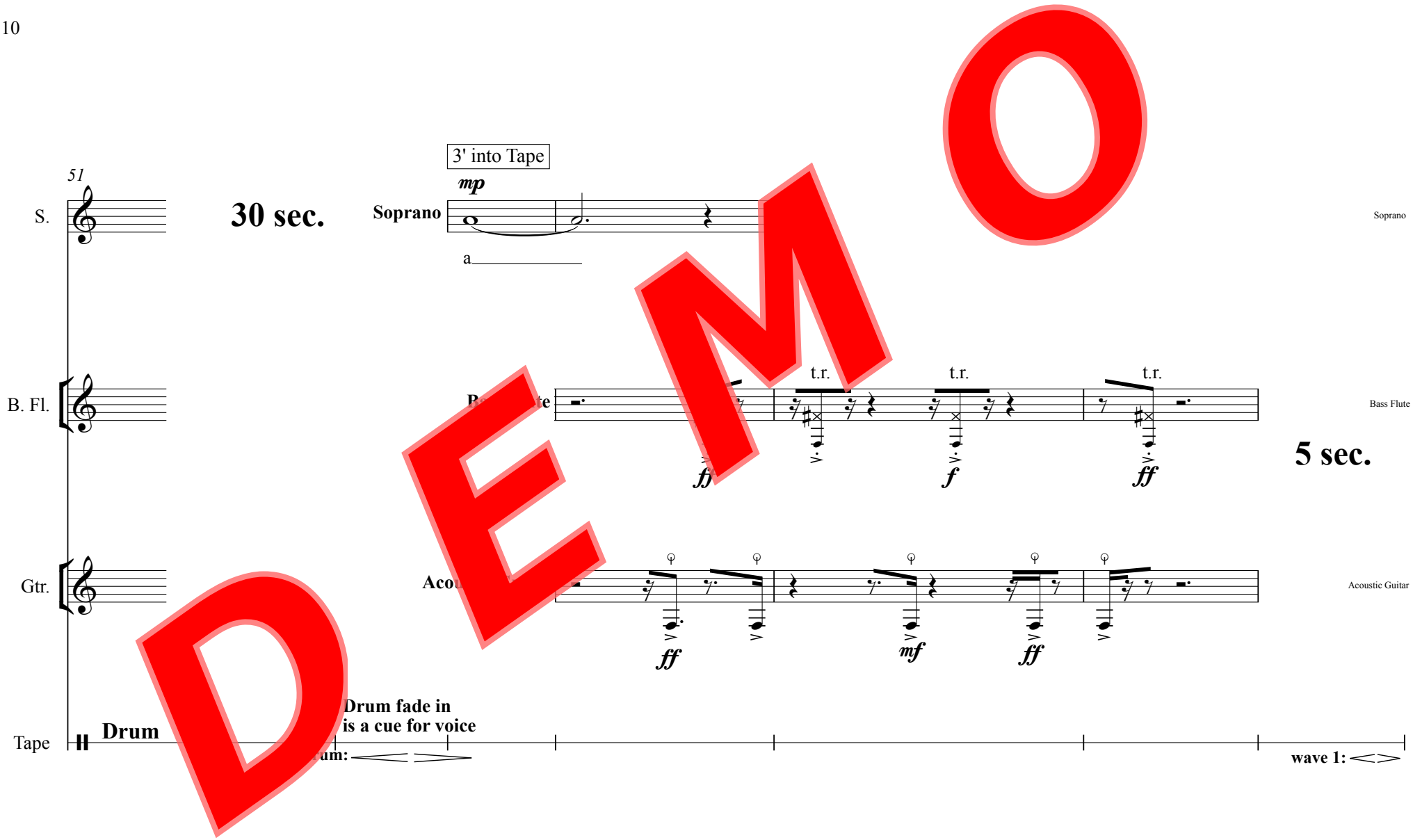
DEMO


1'09 into Tape
1'25 into Tape
34
S.
Soprano
mp
mp
e2
i
B. Fl.
B. Fl.
Bass Flute
mp
ff
10 sec.
Gtr.
R
R
Acoustic Guitar
ff
Tape
4th wave starts at 1'24
cues voice

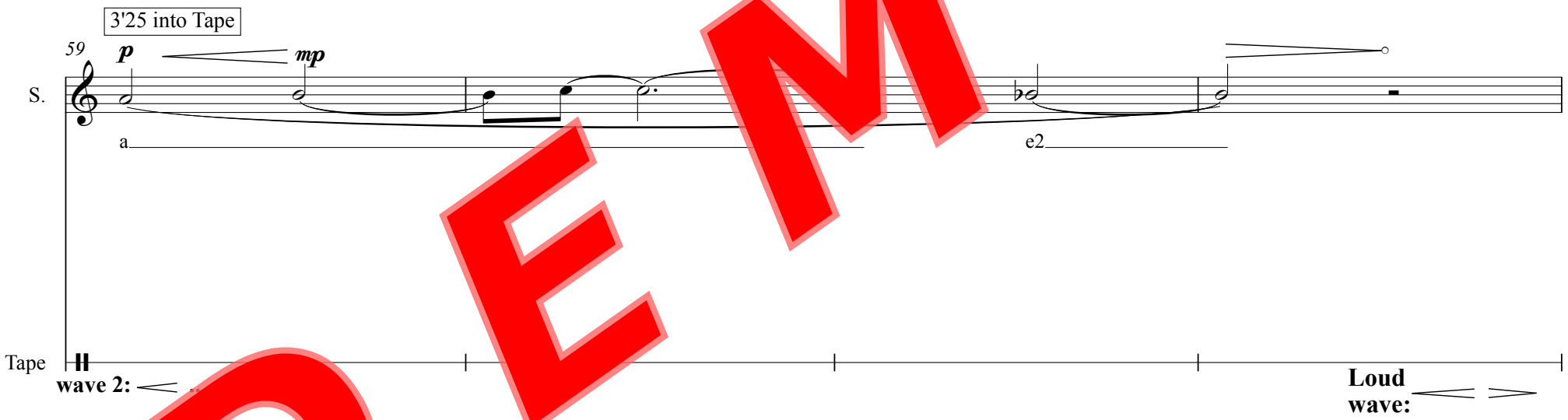
DEMO


1'50 into Tape
43
con bocca chiusa
p
S.
m
2'15 in
e
mp
mf
mp
p
Soprano
e2
a
i
B. Fl.
Bass Flute
mp
Bass Flute
Gtr.
Acoustic Guitar
p
mp
Acoustic Guitar
Tape
A♭ droning
harmony:
Approximately 2'07
- ringing sound -
B sonority

DEMO


51
S.
30 sec.
3' into Tape
mp
Soprano
a
Soprano
B. Fl.
t.r.
t.r.
t.r.
fp
f
ff
Bass Flute
5 sec.
Gtr.
ff
mf
ff
Acoustic Guitar
Tape
Drum
Drum fade in
is a cue for voice
wave 1:

DEMO



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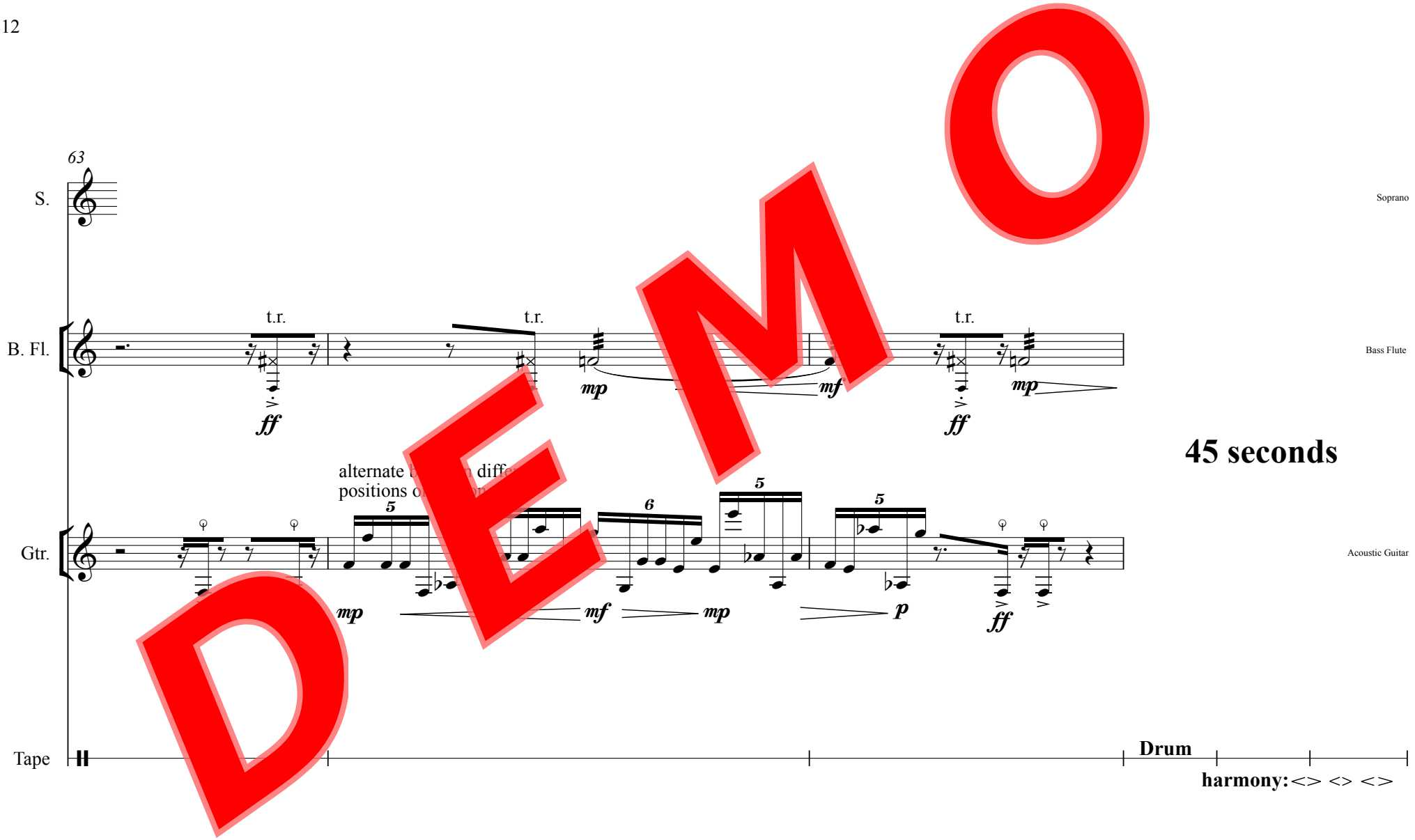
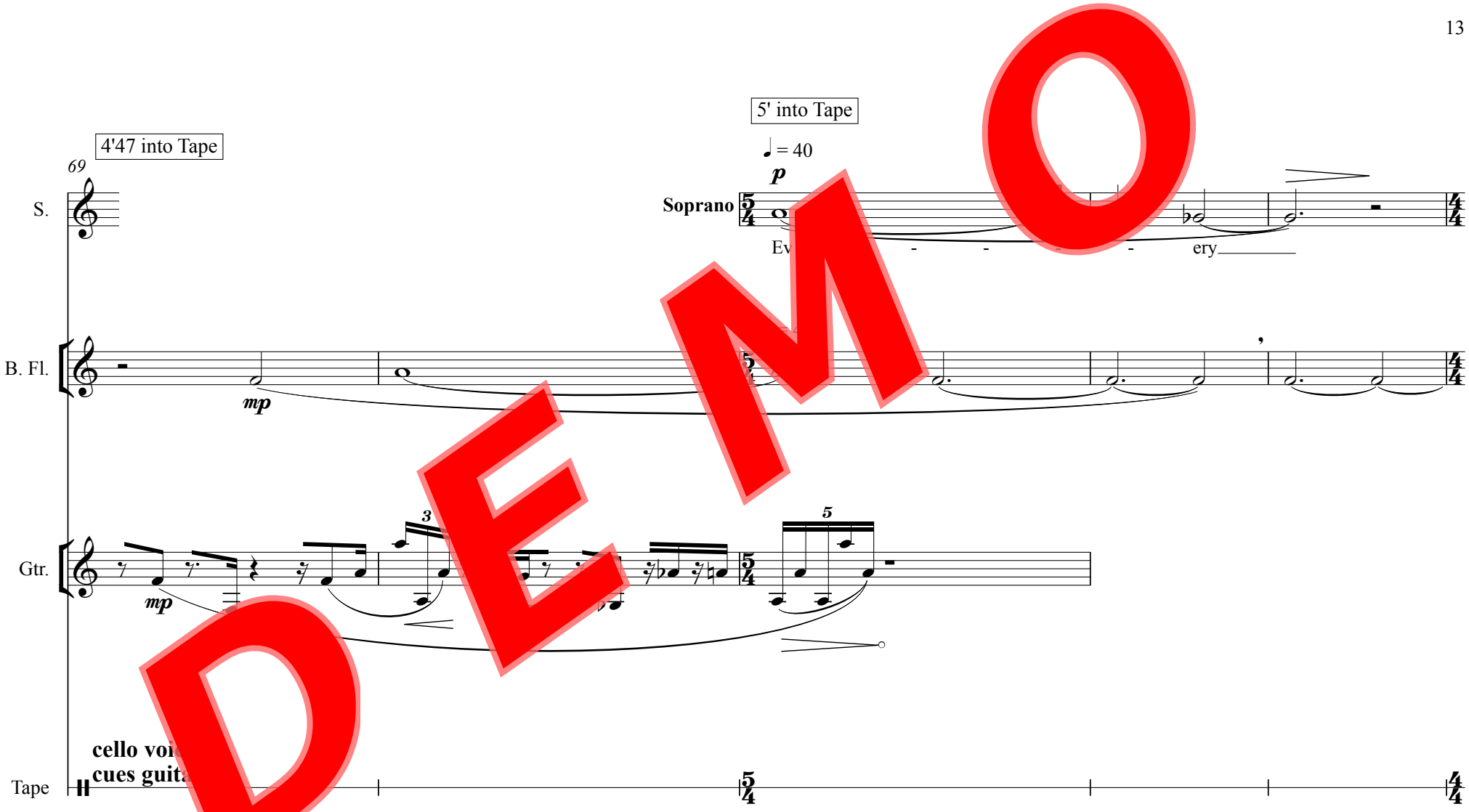
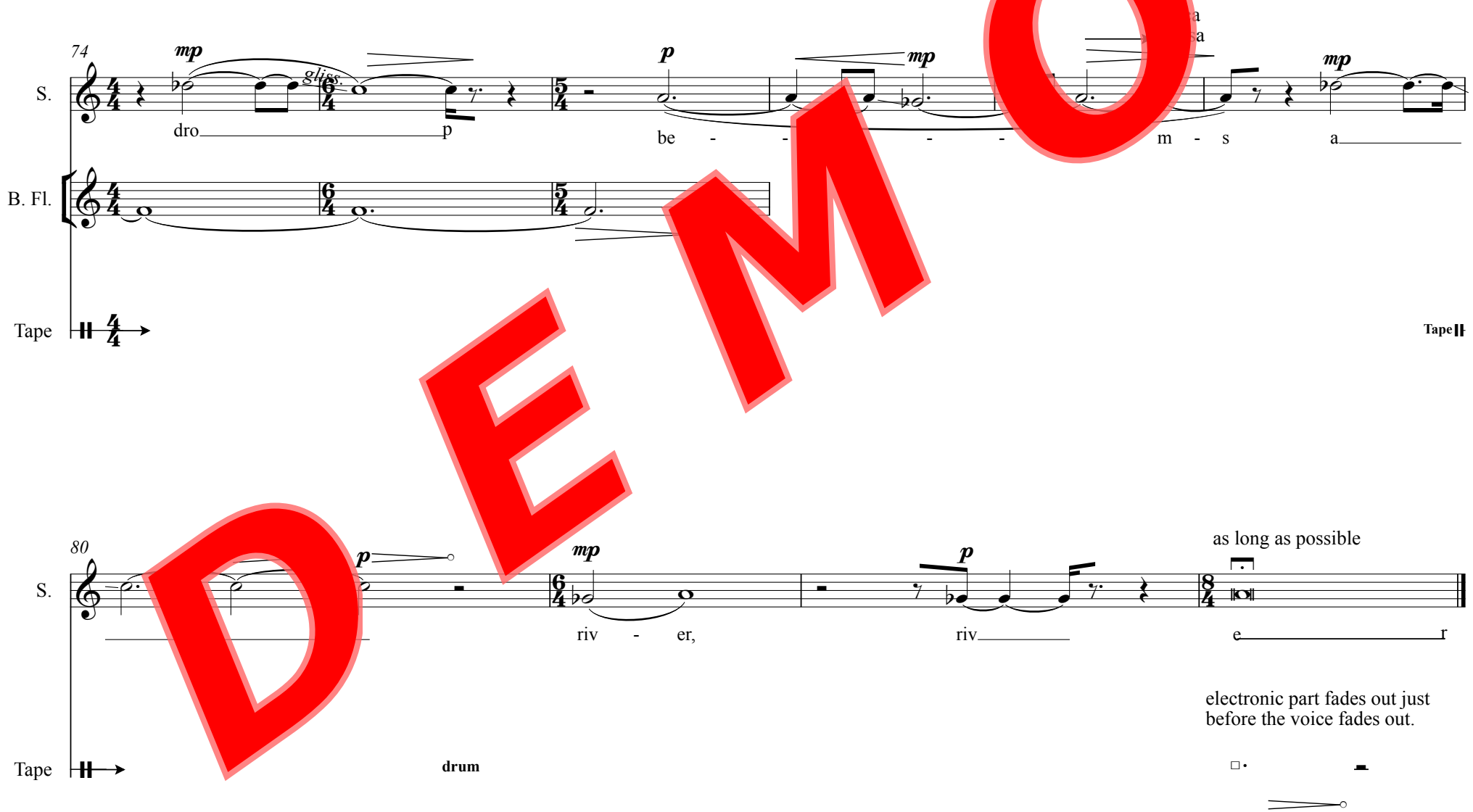

63
S.
Soprano
B. Fl.
Bass Flute
t.r.
t.r.
t.r.
ff
mp
mf
mp
ff
45 seconds
alternate
positions
Gtr.
Acoustic Guitar
5
6
5
5
mp
mf
mp
p
ff
Tape
Drum
harmony: <> <> <>

DEMO


4'47 into Tape
5' into Tape
69
♩ = 40
p
S.
Soprano
Ev - - - ery
B. Fl.
mp
Gtr.
mp
3
5
cello voi
cues guita
Tape

DEMO


74
mp
gliss.
p
mp
mp
S.
dro p
be - - - - m - s a
B. Fl.
Tape
Tape
80
p
mp
p
as long as possible
S.
riv - er, riv e r
electronic part fades out just
before the voice fades out.
Tape
drum

DEMO