

KAMMERVERK
CHAMBER WORK

O

DEMO

Anna Thorvaldsdottir

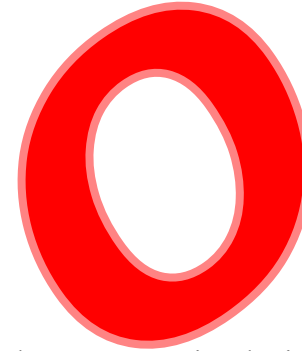
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 **TÓNVERKAMIÐSTÖÐ**
ICELAND MUSIC INFORMATION CENTRE

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DEMO

Rain



Performance notes:

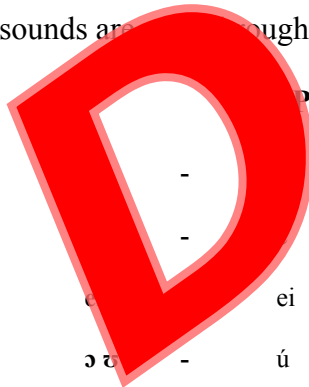
The electronic part of this piece is in the form of a pre-prepared sound structure from a CD that accompanies the instruments. A stereo version of the part comes with the score for rehearsal. Time cues are given in the score for performers to synchronize their performance to the electronics, but furthermore,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

Voice

Use of sounds and vowels:

Think of each vowel and its sound as being its own word with its own meaning.

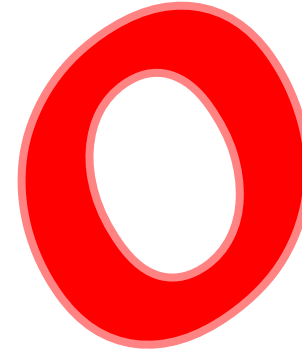
Vowels/sounds are used throughout the piece. Sources: Vowel sounds are written using the IPA (International phonetic alphabet).



IPA as written in score - Vowels as they would be projected in Icelandic

-	i	-	í	ʊð	-	ö
-	ɔ	-	o	ʊ	-	u
e	ei	-	ó	ai	-	æ
ɔ	ú					

Consonants: s



Flute

move between overtones

ord.

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

t.r.

f : Key click with tongue ram.

Guitar

gliss.

gliss.

gliss.

gliss.

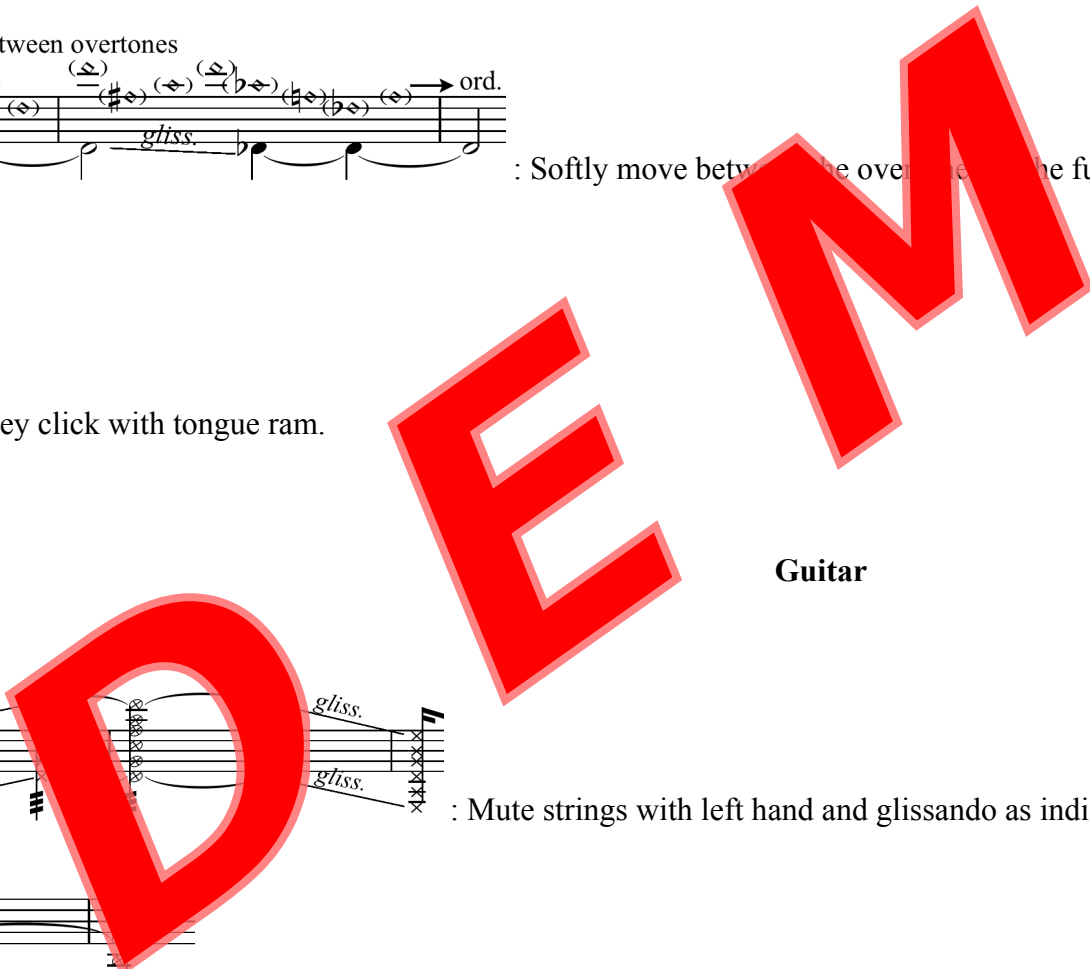
: Mute strings with left hand and glissando as indicated, on rasgueados (or tremolo).

R

f

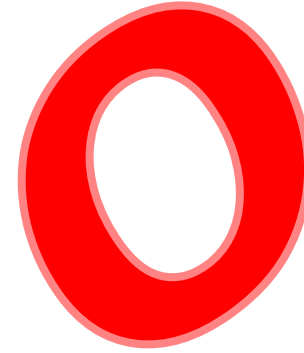
ff

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



Rain

Anna Þorvaldsdóttir



♩ = 50

Soprano

Flute

Guitar

pp *ppp* *ppp* *mf* *pp* *p*

mp *p* *ff* *mp* *mf* *mp*

ord. bend tone

⑥ ④ ③ ③ ③

The musical score is written in 4/4 time with a tempo of 50 BPM. The Soprano part is mostly blank. The Flute part begins with a *pp* dynamic, followed by a crescendo to *ppp*. It features several long notes with breath marks and a final phrase with *mf* and *pp* dynamics, including an *ord.* (ornament) and a *bend tone*. The Guitar part starts with a *mp* dynamic, followed by a *p* dynamic, a *ff* dynamic, and ends with *mp*, *mf*, and *mp* dynamics. It includes various techniques like triplets (marked ③) and sixteenth-note patterns (marked ④ and ⑥).



Soprano

7

S.

Fl.

B. Fl.

Gtr.

change to Bass Flute

between overtones

ord.

gliss.

alternate between different fingerings on unisono

5 6

Acoustic Guitar

p *pp* *mp* *p* *mp* *mp* *p* *ff* *v*

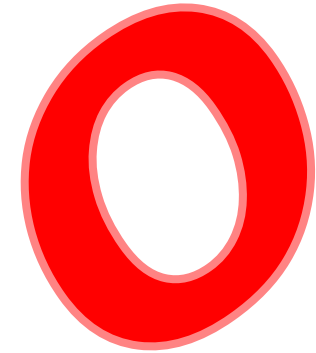
12 *p* *mp* *mp* *mp* *p*

S. 
e2 - -> a e2 -> e1 a i e2 a i e2 -> e1

B. Fl. 
Bass Flute

Gtr. 
Acoustic Guitar

DEMO



senza vibrato Electronics start

p

S. *19*

— a —

Soprano *mp*

e2



B. Fl. Bass

airly pitch

mp *mf* *p*

Bass Flute

Gtr. Acoustic G

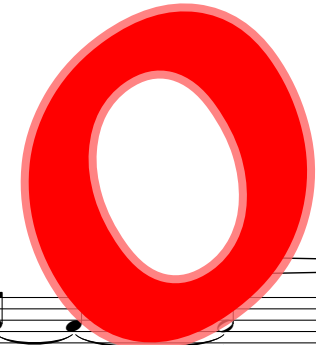
gliss. gliss. gliss. gliss.

pp *mp* *mf* *ppp*

Acoustic Guitar

Tape

D \flat sustained:



S. 25 *p* *mp* *mf* *mp* *gliss.* a

ov i e2

B. Fl. change to Flute

Flute

Gtr. Acoustic Guitar *mp* *ff* *mf* *mp* *p* 3

Tape 1st way

'42 into Tape

O

Soprano

28

S.

Fl.

Flute

mp

5 sec.

D E M

alternate between different positions on unisano

Gtr.

Acoustic Gui

mf


Tape


D


5


5

31

S. 

Fl.  **change to Bass Flute**

Gtr. 

Tape 

'55 into Ta
con bocca d
mp

m

Bass Flute

Acoustic Guitar

2nd wave enters at 54 sec.

D

E

M

O

1'09 into Tape

34

S.

1'25 into Tape

mp

Soprano

mp

e2 i

B. Fl.

B. Fl.

mp *ff*

Gtr.

R

R

ff

3rd guitar starts approx 1'07
guitar enters wave

4th wave starts at 1'24
cues voice

Tape

Soprano

Bass Flute

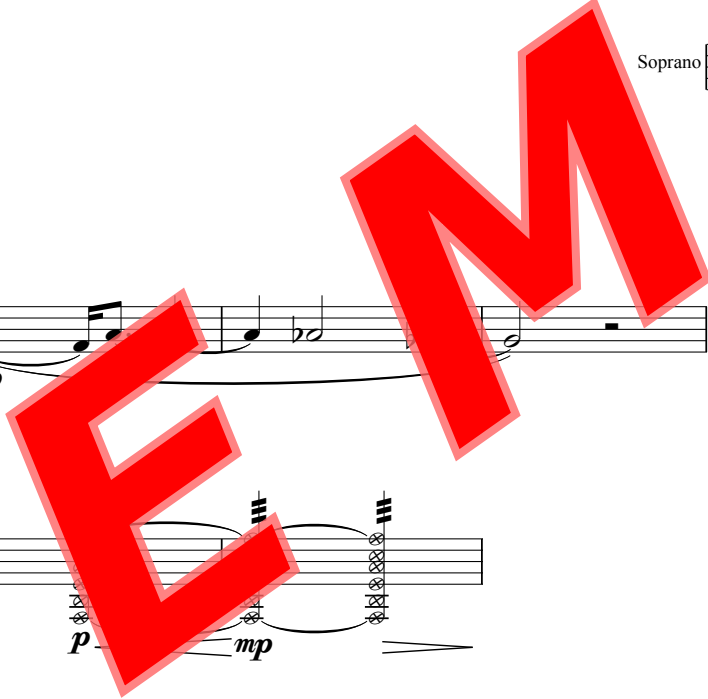
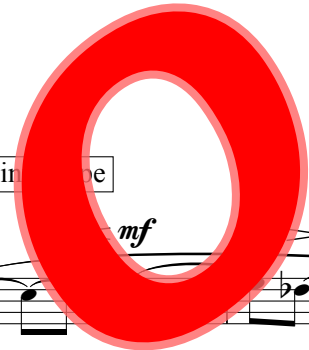
Acoustic Guitar

The image shows a musical score for a recording session. It features four staves: Soprano, Bass Flute (B. Fl.), Acoustic Guitar (Gtr.), and Tape. The Soprano part begins at 1:09 and includes dynamics like *mp*. The Bass Flute part starts at 1:25 and includes dynamics *mp* and *ff*. The Acoustic Guitar part also starts at 1:25 and includes dynamics *ff* and cues 'R'. The Tape staff has two vertical markers: one at approximately 1:07 labeled '3rd guitar starts approx 1'07 guitar enters wave' and another at 1:24 labeled '4th wave starts at 1'24 cues voice'. A large, red, semi-transparent 'DEMO' watermark is overlaid diagonally across the score. The word 'DEMO' is written in a bold, sans-serif font. The letter 'O' in 'DEMO' is significantly larger than the other letters. To the right of the score, the text '10 sec.' is printed in a bold, black, sans-serif font.

10 sec.

1'50 into Tape

2'15 into Tape



S. 43 con bocca chiusa *p*

m

Soprano

e2 a i

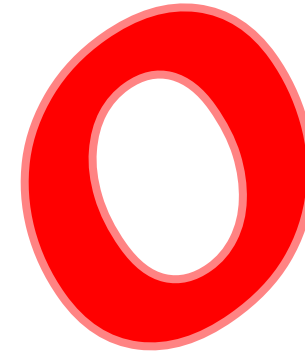
B. Fl. Bass Flute *mp*

Bass Flute

Gtr. Acoustic Guitar *p* *mp*

Acoustic Guitar

Tape *A_b droning harmony:* *Approximately 2'07 ringing sound* *B sonority*



30 sec.

5 sec.

3' into Tape

mp

Soprano

a _____

Soprano

51

S.

B. Fl.

Gtr.

Tape

Drum

Drum fade in
is a cue for voice

um: <>

wave 1: <>

DEMO

B. Fl.

Bass Flute

Acou

Acoustic Guitar

t.r. t.r. t.r.

f *f* *ff*

ff *mf* *ff*

O

3'25 into Tape

59

p

mp

S.

a

e2

Tape

|| wave 2: <

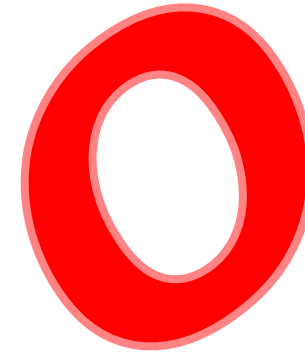
Loud wave: < >

D

E

M

O



63

S.

B. Fl.

Gtr.

Tape

Drum

harmony: <> <> <>

ff *mp* *mf* *mp* *p* *ff*

t.r. t.r. t.r.

alternate positions of 5 6 5

diff

45 seconds

D E M O

4'47 into Tape

69

S.

5' into Tape

♩ = 40

p

Soprano

Ev - - - - - ery

B. Fl.

mp

Gtr.

mp

3

5

cello voi

cues guit.

Tape

D

E

M

O

74 *mp* *gliss.* *p* *p* *mp* *mp*

S. dro be m - s a

B. Fl.

Tape $\text{H} \frac{4}{4} \rightarrow$ Tape H

80 *p* *mp* *p* as long as possible

S. riv - er, riv e

Tape $\text{H} \rightarrow$ drum electronic part fades out just before the voice fades out.