

KAMMERVERK
CHAMBER WORK

O

DEMO

Anna Thorvaldsdottir

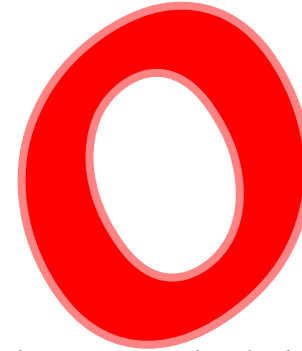
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 **TÓNVERKAMIÐSTÖÐ**
ICELAND MUSIC INFORMATION CENTRE

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DEMO

Rain



Performance notes:

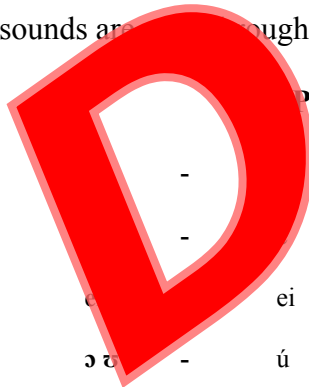
The electronic part of this piece is in the form of a pre-prepared sound structure from a CD that accompanies the instruments. A stereo version of the part comes with the score for rehearsal. Time cues are given in the score for performers to synchronize their performance to the electronics, but furthermore, 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.

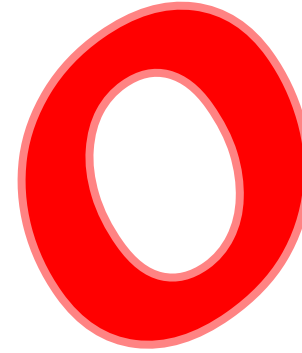
Vowels/sounds are used throughout the piece. Sources: Vowel sounds are written using the IPA (International phonetic alphabet).



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.

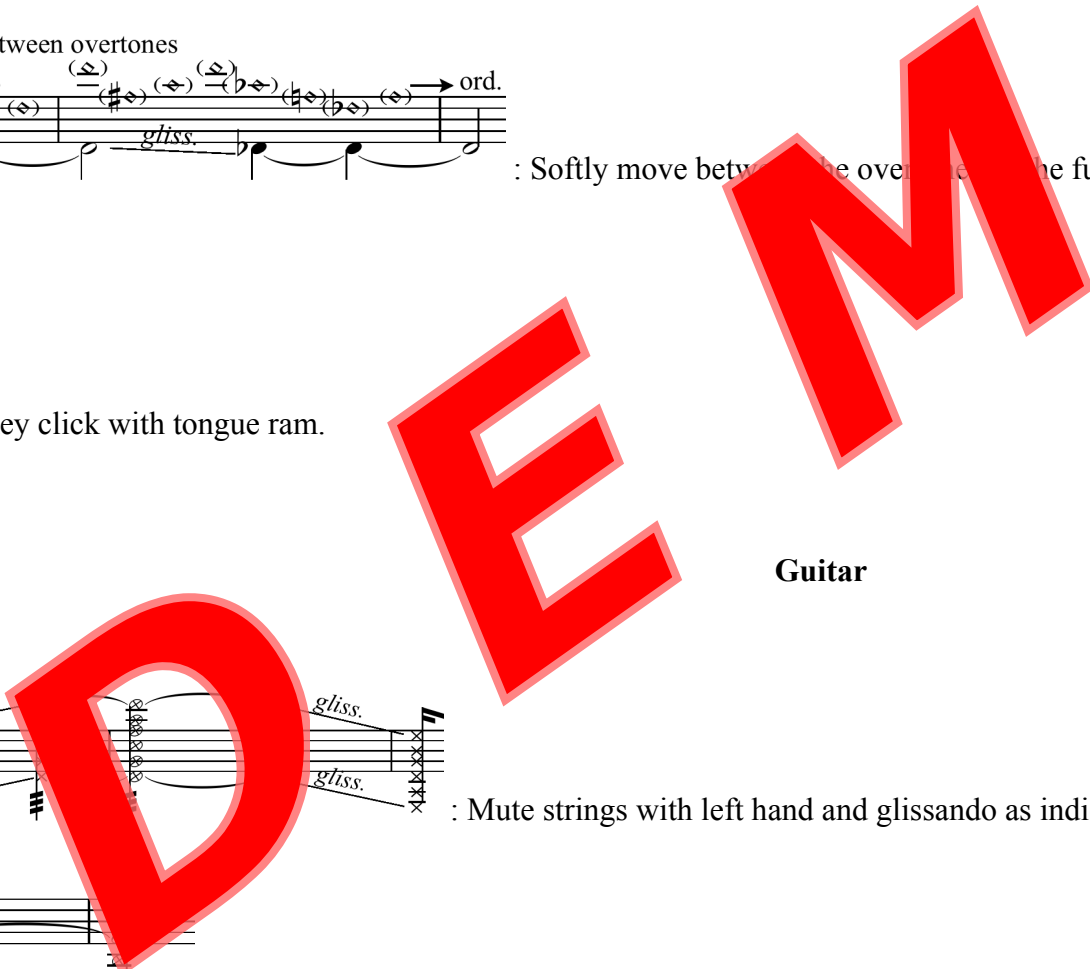
: Mute strings with left hand and glissando as indicated, on rasgueados (or tremolo).

R

f

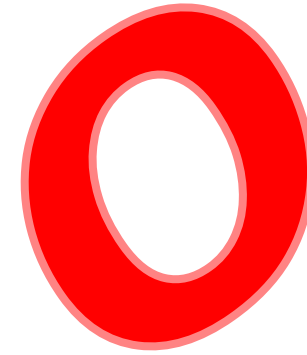
ff

: 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 dynamics *mf*, *pp*, and *p*, including an 'ord.' (ordine) and 'bend tone' instruction. The Guitar part starts with a *mp* dynamic, followed by a *p* dynamic, then 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).

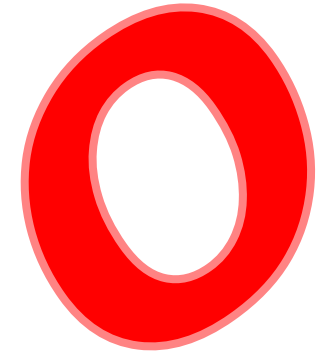
12 *p* *mp* *mp* *mp* *p*

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

→ airy pitch

mp *mf* *p*

Bass Flute

Gtr. Acoustic G

gliss. gliss. gliss. gliss.

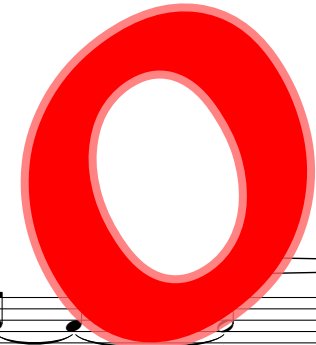
pp *mp* *mf* *ppp*

Acoustic Guitar

Tape

D_b 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

28

S.

Soprano

Fl.

Flute

mp

5 sec.

alternate between different positions on unisono

Gtr.

Acoustic Gui

mf

Tape

D

E M

The image shows a musical score for four parts: Soprano (S.), Flute (Fl.), Acoustic Guitar (Gtr.), and Tape. The Soprano part starts at measure 28. The Flute part begins with a dynamic marking of *mp*. The Acoustic Guitar part starts with a dynamic marking of *mf* and includes a fingering instruction '5' and the note 'alternate between different positions on unisono'. The Tape part is indicated by a double bar line. A large red watermark 'DEMO' is overlaid diagonally across the score. A large red letter 'O' is positioned above the Flute staff, and a large red letter 'D' is positioned below the Acoustic Guitar staff.

31

S. *mp*

Fl. *gliss.* *mf* *p* **change to Bass Flute**

Gtr. *f* *mf* *ff*

Tape **2nd wave enters at 54 sec.**

'55 into Ta
con bocca d

m

Bass Flute

Acoustic Guitar

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

4th wave starts at 1'24 cues voice

Tape

Soprano

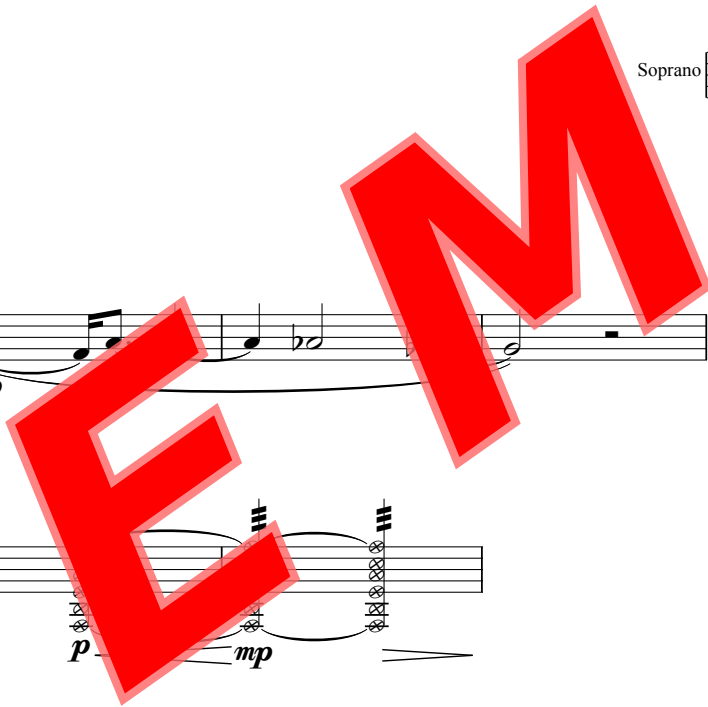
Bass Flute

Acoustic Guitar

10 sec.

1'50 into Tape

2'15 into Tape



S. 43 con bocca chiusa *p*

m

Soprano

e2 a i

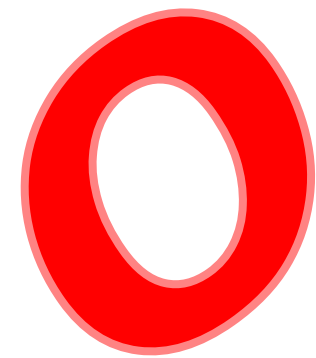
B. Fl. Bass Flute *mp*

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.



51

S. *mp* **Soprano** a _____

B. Fl. *f* *ff* *f* *ff* **Bass Flute** t.r. t.r. t.r.

Gtr. *ff* *mf* *ff* **Acoustic Guitar**

Tape **Drum** Drum fade in is a cue for voice

um: wave 1:

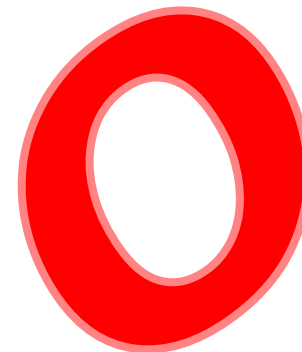
3'25 into Tape

59 *p* *mp*

S. a e2

Tape wave 2: Loud wave:

DEMO



63
S.

Soprano

B. Fl.

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

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

Bass Flute

45 seconds

Gtr.

alternate positions of 5 6 5

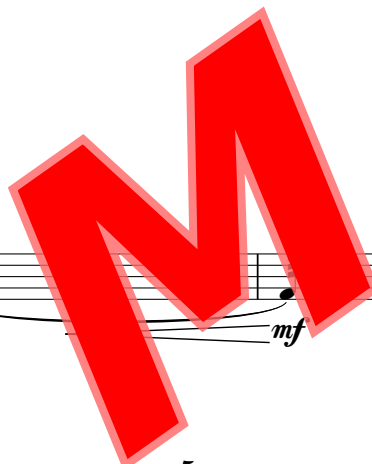
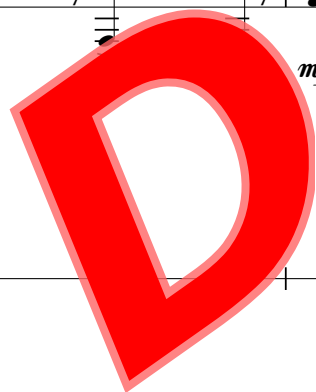
mp *mf* *mp* *p* *ff*

Acoustic Guitar

Tape

Drum

harmony: <> <> <>



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

The image shows a musical score for a recording session. It features four staves: Soprano (S.), Bass Flute (B. Fl.), Guitar (Gtr.), and Tape. The Soprano part includes lyrics 'Ev - - - - - ery' and a tempo marking of quarter note = 40. The guitar part has a dynamic marking of *mp* and includes a triplet of eighth notes and a quintuplet of eighth notes. The tape staff shows a 5/4 time signature. A large red 'DEMO' watermark is overlaid diagonally across the score. There are two boxed annotations: '4'47 into Tape' at the beginning and '5' into Tape' above the Soprano staff.

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

S. dro be - m - s a

B. Fl.

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

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

S. riv - er, riv e

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

