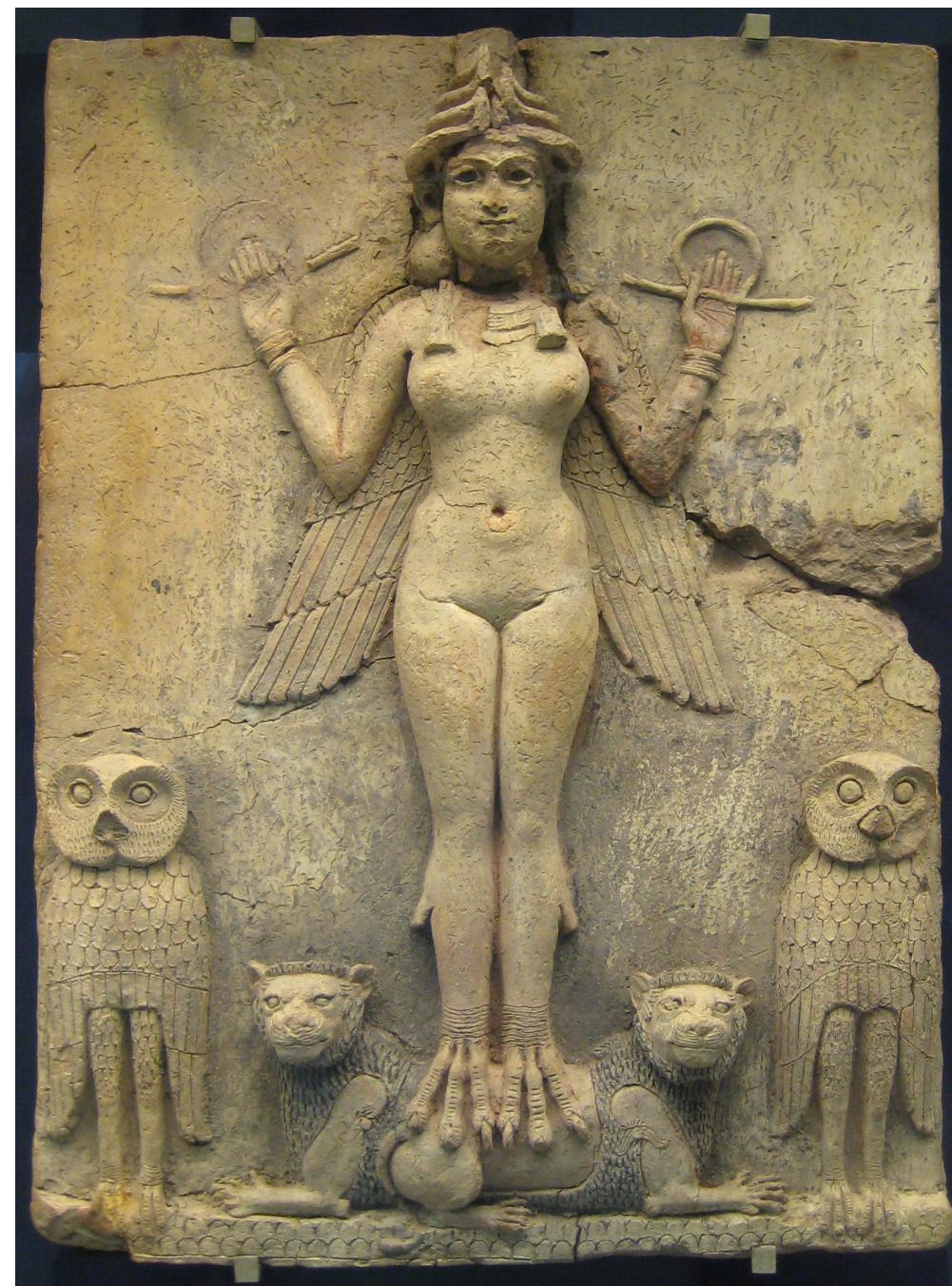


Irkalla

for bass flute, baritone saxophone, double bass, prepared piano and live-electronics

Onur Dülger
2019



Program notes:

Irkalla, the name of the piece comes from Sumerian religion, and it means the ancient Mesopotamian underworld, was a dark, dreary cavern located deep below the ground, where inhabitants were believed to continue "a shadowy version of life on earth". Sumerian civilisation is the earliest known civilisation in the world and located in the historical region of southern Mesopotamia.

In the piece, the idea of a shadowy version of life of an ancient world is processed. Sounds are depicting not necessarily a place where souls suffer but a place where they are interacting and living in a different, strange version of life. Sounds, interacting and imitating each other can be seen as developing sound objects but also as an energy which is building narrative sound story.

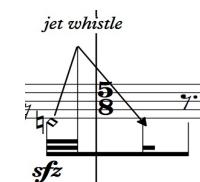
The live-electronics are using the properties of sounds of four instruments independently as an input for the modulations of themselves. Therefore, the result is mostly a natural sounding extension of themselves. It is used to both enhance the different characteristics of instruments and also for formal musical solo extension of this music.

Performance notes:

Bass Flute



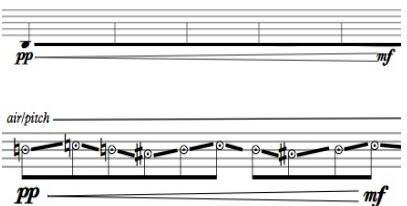
Rolling Tongue: With the simple roll of the tongue, almost without breathing. Only cover the hole with the tip of the lips. It should sound like a roar.



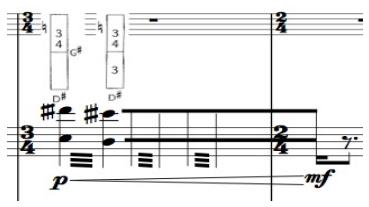
Jet Whistle: It is a forceful, loud attack of air. The embouchure hole of the flute is completely covered with the lips while exhaled air forced into the flute with a strong air/diaphragm impulse.



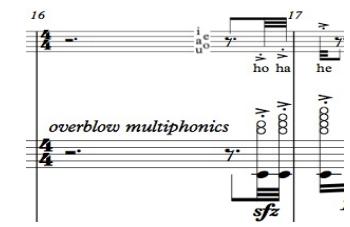
Tongue ram: it is an explosive percussive gesture produced by sealing the embouchure hole completely with the lips and strongly propelling the tongue into the embouchure hole. It sounds a major seventh below the fingered/written pitch.



Air sound, sing and play: Lower system is for flute and the upper is for voice. Air sounds are here a mixture of pitch and air.



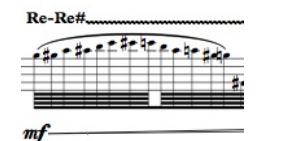
Multiphonic trill: It is a trill of two multiphonics which have very close fingerings.



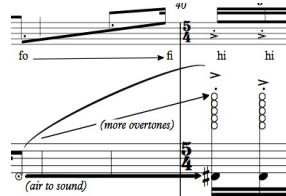
Overblow Multiphonics: These are produced by over blowing with air components. In Sciarrino's music these are called clusters.



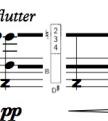
Slap Tongue: This is also called tongue pizzicato. Those are short percussive sounds. Tip of the tongue lies firmly on the roof of the mouth and then supported by a strong air steam, is explosively thrown to the bottom.



Re-Re# Trill: This While playing the given notes , the player should make D-D# foot trill in order to obtain a fabulous glissando sound



Air to sound: It is possible to deliberately mix any amount of additional air with the pure flute sound. This is done through the flexible use of lip tension. In the example, the player should go from air to pure sound, while turning sound into overblow multiphonic. The sound should get more and more multiphonic character.



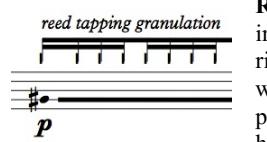
Multiphonic flutter: It is possible to mix the multiphonics with singing, flutter tongue.



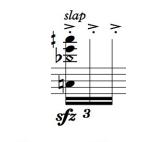
Multiphonic singing trill: It is possible to mix the multiphonics with singing trill. If the frequency of the voice is not modulating the sound of the instrument, one can choose another pitch for singing.

For writing this piece Carin Levine's book **The Techniques of Flute Playing I** and **II** are used.

Bariton Saxophone



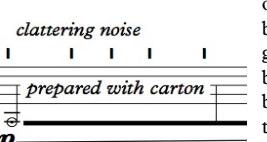
Reed tapping granulation: This technique involves flicking or tapping the reed with the right hand while holding down different keys with the left hand, producing short articulated pizz-style sounds. For more information and how to produce them and also see the video of it, visit: <https://heatherroche.net/2017/01/08/reed-tapping-articulation/>



Multiphonic slap tongue: It is possible to mix the multiphonics with singing trill. It should resonate strongly.



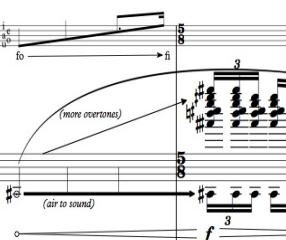
Multiphonic Trill: It is a trill of two multiphonics which have very close fingerings. In the example it is also mixed with singing with glissando



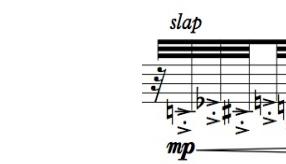
Carton Preparation: This preparation is a sheet of card. It's fixed to the sax's bell opening with a bulldog clip (the bass clarinet can be protected by gluing felt to the metal edges of the clip or by using bluetack). It's actually not so easy to find the right balance of the carton, so having a few different thicknesses to try is probably not a bad idea. When you make a crescendo on the lowest note "A" at some point it begins to make a clattering noise. These can be combined with singing, flutter tongue and overblown spectral multiphonics. For more information and how to produce them you can visit Heather Roche's clarinet page: <https://heatherroche.net/2014/03/24/on-bass-clarinet-preparations/>



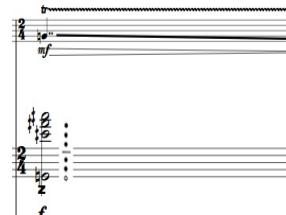
Tongue ram: With this articulation, the tongue rams against the reed. The closing action creates a darkly resonating sound. This one is with the mouth piece.



Air to sound transition: Sound should go from air to pitch, means that pitch components will gain while air noise components lose. In the example we see also spectral multiphonics. These are produced by over blowing.



Slap: It indicates an especially sharp tonguing of a percussive character. During the short moment of the attack, the tongue is pressed against the reed and almost immediately spit away from the vacuum created.



Multiphonic singing trill: It is possible to mix the multiphonics with singing trill and flutter tongue. Aim is to create more complex sound. If the frequency of the voice is not modulating the sound of the instrument, one can choose another pitch for singing.

For writing this piece Marcus Weiss's book **Techniques of Saxophon Playing** is used.

Some of the techniques are similar to bass clarinet. You can find infos for them here: <https://heatherroche.net>

Double Bass

Quarter tones

‡	one quarter tone higher	↳	one quarter tone lower
#	semi tone higher	♭	semi tone lower
♯	three quarter tone higher	♭	three quarter tone lower

Right Hand Positions

tp	: tail piece
ws	: wrapped strings
bb	: behind the bridge
msp	: molto sul ponticello
sp	: sul ponticello
ord	: ordinario
st	: sul tasto
mst	: molto sul tasto

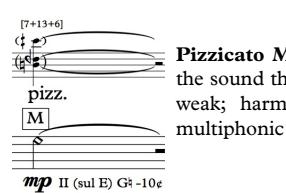
For more information about playing techniques for strings visit the following page:

<http://www.cellomap.com>

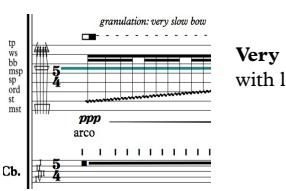
<http://www.themoderndoublebass.org.uk>

Bow pressure levels

□	: under pressure
ORD	: ordinary pressure
■	: partially over pressure, halfway between "ordinary" and "over pressure"
■	: over pressure
■■■	: noise symbol for over pressure



Pizzicato Multiphonics: The open string is much more present in the sound than for bowed multiphonics. The mid-high harmonics are weak; harmonics above the 10th seem to be inaudible. The multiphonic effect is notably more pronounced on the lower strings.



Very slow bow granulation: The combination of slow bow with little overpressure will result a granulation.

Double Bass Part: It consists of 5 systems: for voice, right hand, sounding pitches (loco), left hand, live-electronics.

Multiphonics: In general, to perform a multiphonic, one plays with light left-hand finger pressure and a medium-slow, fairly heavy bow stroke, further from the bridge than for normal harmonic playing. These conditions are relative to the 'usual' playing technique for the highest harmonic that contributes to the multiphonic, so they vary from multiphonic to multiphonic: the bow stroke will be lighter, faster and closer to the bridge if the multiphonic contains high components (e.g., 12th, 13th harmonics) than for multiphonics with only mid-range harmonics.

<http://www.celldomap.com/index/the-string/multiphonics-and-other-multiple-sounds.html>

Controlling Loudness and Overtone Content

The scope for varying bow pressure, bow speed and point of contact in multiphonics is limited compared to normal playing, and even compared to performing harmonics. In general, these factors control the loudness and noisiness of a multiphonic. However, they also influence which harmonics take part in a multiphonic and can block high/low components. Therefore, when trying to change the loudness or colour of a multiphonic, it is very easy to 'break up' the multiphonic and find yourself playing a single harmonic. A balance between flexibility of colour/loudness and reliability of multiphonics is difficult to achieve. In summary:

-Increasing bow pressure increases loudness and encourages a distortion-like sound. High bow pressure favours the lower harmonics, making them loudest in the mix of harmonic components. It also encourages the open string ("first harmonic") to contribute to the sound and can restrict high harmonics.

-Decreasing bow pressure makes a multiphonic sound quieter and 'purer'. Low bow pressure can restrict the lower harmonics in a multiphonic.

-Increasing bow speed increases loudness and encourages higher harmonics, eventually cutting out lower harmonic components.

-Decreasing bow speed decreases loudness and encourages lower harmonics, eventually cutting our higher harmonic components.

-Contact points quite close to the bridge encourage noisiness and favour low components, sometimes restricting high harmonics and allowing the open string to sound.

-Contact points very close to the bridge produce a 'purer' sound and favour high components, sometimes restricting low harmonics.

Artificial Multiphonics: These function in a same way as pure multiphonics but they are produced as stop multiphonics. The principle is the same.

Metal Clip Preparation: The IVth string will be prepared with a metal clip so that, it stays on the bridge in order to make noise while playing.

Chew the Bow Hair: Turn the backside of the instrument. Bow the back plate of the instrument and pressing down on the hair of the bow, making rotation motions. If the middle part of the bow is used, the sound quality will be bright. If the frog part used, the sound will be darker.

Double stop harmonics: Two different harmonics on the neighbour strings are played simultaneously.

Artificial Multiphonics Glissando: The artificial multiphonics are played with glissandi. It is difficult to sustain a consistent multiphonic effect, but reliability improves with practice.

Pizz. Metal Clip Preparation: It is a normal bartok pizzicato but since the IVth string is prepared it sounds very noisy.

Wrapped Strings' Sound: It is played on the wrapped part of the string behind the bridge. If you move the bow vertically towards the fine tuning screws, the sound gets higher and brighter.

Pizzicato on Two Strings: Pizzicati are applied on the given strings by using two fingers, one finger or each string while making a glissando.

Clattering Minor Seconds: These are played on two adjacent strings. The higher note should be played on the lower string. In this example for instance A 3 quarter sharp is played on the 4th string where B on the IIIth.

Trill with growing interval: Trilling finger goes further away from the lower finger while the overall glissando.

Superball Rubing: A superball is played on the body of the instrument. Stave position of the activity indicate contact point of the superball to the instrument.

Line going down in the stave means going down on the body of the instrument. Wavy lines indicate wavy movements of the superball. Pressure of the superball is also indicated on the top of the stave.

Cassette band: The rosined cassette's magnetic tape is tied to all four strings and they stay on the bridge from the beginning of the piece. There is special string-clef used to indicate which string going to be played. Pull the tape band with your fingers to create a continuous noisy sound.

Fork Harmonics Trill: The right hand is trilling with the back of the metal fork between two indicated strings forth and back vertically shown in the upper stave, while left hand dampens indicated pitches. One will hear the harmonics of those strings going up and down.

Seagull effect: The effect is performed so that the left hand interval should be kept fix between the stopped and harmonic fingers while making the glissando. As a result broken upwards glissandi are heard.

Piano Part: It consists of 5 systems: for voice, right hand on the strings, right hand on the keyboard, left hand on the strings, left hand on the keyboard and live-electronics.

Pluck on the string: The right hand holds the plectrum and plucks the given string inside the piano.

Muted String: The right hand mutes the given string inside the piano while left hand plays on the keyboard.

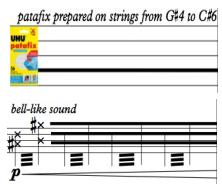
Slow Granulation: The right plays the given string so what it creates a slow granulation by scratching each winding of the string with the given rhythm.

Book Mute: A A4 size book should be placed on the indicated bar between A0 and A1. The right plays the given notes on the keyboard.

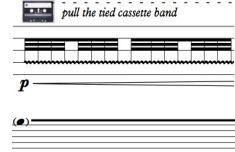
Tuning Pin Granulation: The right hand plays on the tuning pins to create metallic noises with the given rhythm.

Horizontal Glissando: The right hand holds the plectrum and makes a horizontal glissando (top staff) by scratching the winding fast on the given string (bottom staff) which causes very noisy sound.

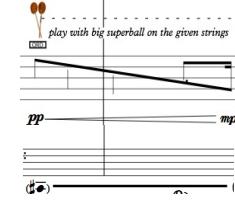
Vertical Glissando: All chromatic tones should be played between the given notes with a plectrum inside the piano towards the given direction.



Patafix Preparation: All strings tones between G#4 and C#6 should be prepared with a patafix on somewhere close to the hammers so that it causes bell-like sounds means multiphonics.

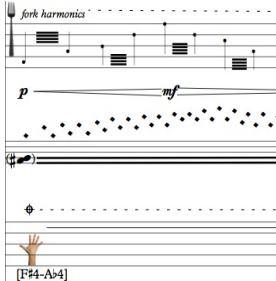


Cassette Band: G#3 and B3 strings should be prepared with cassette band. The right hand should pull the tied band on the given string to create a noisy granulation.

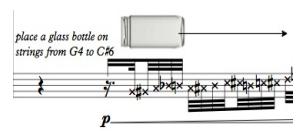


Superball Rubing: A superball is played on the given strings. Pressure of the superball playing is given on the top of the stave.

pressure levels
◻ : ordinary pressure
◻ : little over pressure
■ : over pressure



Fork Harmonics Trill: The right hand is trilling with the back of the metal fork between two indicated strings forth and back vertically as it is shown in the upper stave, while left hand dampens indicated pitches. One will hear the harmonics of those pitches going up and down.



Glass Bottle Preparation: The Glass bottles or glasses should be placed on the strings between G4 and C#6 so that while left hand or right hand playing them on the keyboard, they make some characteristic noisy sounds.

How to Play the Multiphonics

1) A light and small object (a node-obstacle) such as a plectrum is put on a mono-chord string, to rest on a slot of the copper winding, (kept in the right hand)

2) The corresponding key is hit quite loudly and held pressed. (left hand)

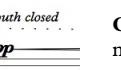
3) The plectrum is soon released upwards away from the string (right hand)

4) The key is released at latest after the sound has faded completely, or earlier (left hand). Also, the pedal can be used, in which case the decay can be regulated more.

For more information about playing the multiphonics on the piano visit the following page to download the thesis regarding the multiphonics:

http://ethesis.siba.fi/files/vesikkala_thesis_2016_fulltext.pdf

Voice



Closed Mouth: The given note should be sang while mouth is closed by saying "hmm". Black circle on the top of the note indicates that mouth should be closed.



Whistle Glissando: This notation is used for whistling glissandi.



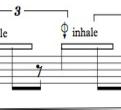
Closed Mouth Glissando: This notation is used for closed mouth glissandi.



Tongue Snap: This is a clicking noise, made by snapping the tongue to the teeth. "Ieaou" clef is indicating high and low sounds respectively. This is used to imitate similar instrumental noises like reed tapping of sax.



Vocal Fry Granulation: Vocal Fry is the lowest vocal register and is produced through a loose glottal closure which will permit air to bubble through slowly with a popping or rattling sound of a very low frequency.



Breath Noise: These signs indicate the breathing noises first one while exhaling while the second one is inhaling.

For more information about the techniques please see the book called "**The Techniques of Singing**" by Nicholas Isherwood.

If you have questions, please do not hesitate to write me. My e-mail address is

dulger@bu.edu

IRKALLA

for bass flute, baritone Saxophone, double bass, prepared piano and live-electronics

0" pre-1

3" loco

7" R... jet whistle
With the simple roll of the tongue, almost without breathing.
Only cover the hole with the tip of the lips.

9" pre-2

12" jet whistle

16" tongue ram

20" pre-3

5 sing while playing

Onur Dülger 2019

Voice

Bass Flute

Live-Electronics

Baritone Saxophone

Live-Electronics

Voice

Baritone Saxophone

Double Bass

Live-Electronics

Piano Right Hand

Piano Left Hand

Live-Electronics

© 2019 by ONUR DÜLGER
All rights reserved

25" 30" 33" 37" 40" 44"

pre-4

gliss. while playing 3 3 3 8 jet whistle R. rit.

Voice pp mf sfz harm_5

Fl. pp mf

L-Elec. 3 4 3 4 7

 7

Voice p mf

Bari. Sax. mf p mf

L-Elec. 3 4 3 4 7

 7

Voice mf

tp ws bb msp sp ord st mst

Cb. 3 4 3 4 7

L-Elec. 3 4 3 4 7

 7

Voice mf

slow granulation pp mf

Pno. R.H. 3 4 3 4 7

Pno. L.H. 3 4 3 4 7

L-Elec. 3 4 3 4 7

 7

rit.

[B0]

15mb

mf

reson_1_off

sog_3_play

cop_1_off

rit.

ped.

10

pre-17

2'25" 2'29" 2'32" 2'35" 2'38" 2'41" 2'46" **pre-18** 2'49"

A tempo

Voice

B. Fl.

L-Elec.

Voice

Bari. Sax.

L-Elec.

Voice

tp
ws
bb
msp
sp
ord
st
mst

Cb.

L-Elec.

A tempo

Voice

Pno. R.H.

Pno. L.H.

L-Elec.

This figure displays a musical score across four systems, labeled pre-21 through pre-24. The score is organized into six staves, each representing a different instrument or voice part.

- Staff 1:** Voice (measures 49-54), B. Flute (measures 50-54), L-Elec. (measures 49-54).
- Staff 2:** Voice (measures 49-54), M. Sax. (measures 49-54), L-Elec. (measures 49-54).
- Staff 3:** Voice (measures 49-54), Cb. (measures 49-54), L-Elec. (measures 49-54).
- Staff 4:** Voice (measures 49-54), Pno. R.H. (measures 49-54), Pno. L.H. (measures 49-54), L-Elec. (measures 49-54).

Key features of the score include:

- Measure 49:** Voice (mf), B. Flute (mf), L-Elec. (harm_11).
- Measure 50:** B. Flute (fff), L-Elec. (ring_10).
- Measure 51:** B. Flute (p), L-Elec. (ring_11).
- Measure 52:** Voice (p), B. Flute (tr), L-Elec. (ring_1_off).
- Measure 53:** Voice (fo), B. Flute (more overtones), L-Elec. (whistle).
- Measure 54:** Voice (fi), B. Flute (clattering noise), L-Elec. (vrd_2_rec).
- Measure 55:** Voice (ORD), B. Flute (mp), L-Elec. (xn_1_off).
- Measure 56:** Voice (ff), B. Flute (tr), L-Elec. (xn_4).
- Measure 57:** Voice (f), B. Flute (tr), L-Elec. (harm_12, frz_2_rec).
- Measure 58:** Voice (vertical gliss.), B. Flute (horizontal gliss.), L-Elec. (cop_4).
- Measure 59:** Voice (mp), B. Flute (horizontal gliss.), L-Elec. (cop_1_off).
- Measure 60:** Voice (f), B. Flute (fff), L-Elec. (reson_8).
- Measure 61:** Voice (fff), B. Flute (fff), L-Elec. (ped.).
- Measure 62:** Voice (f), B. Flute (f), L-Elec. (vrd_2_rec).

3'37" 3'42" **pre-25** 3'46" 3'50"

Voice: ho ho ho ho ho ho ha he he he he he
B. Fl.: mf f
L-Elec.: frz_3_play

Voice: -
Bari. Sax.: (more overtones) clattering noise
 (air to sound) prepared with carton
L-Elec.: mf
Voice: vocal fry granulation
Cb.: fff mf ff (b) frz_3_play
L-Elec.: fff
Voice: vocal fry granulation
 vertical gliss.
Pno. R.H.: f ff
Pno. L.H.: 8vb
L-Elec.: fff Ped. mf

Voice: 6 6 6 7
B. Fl.: Re-Re# fff

Voice: mf
Bari. Sax.: vocal fry granulation
Cb.: ff mf pizz.
Voice: vocal fry granulation
 horizontal gliss.
Pno. R.H.: mp
Pno. L.H.: 15mb mp
L-Elec.: ff

5'45" 5'49" 5'53" 5'57" 6'01" 15

B. Fl. 65 *slap* 66 67 68 69 **pre-29** **pre-30**

L-Elec.

Bari. Sax. *slap* *slap* *slap*

L-Elec. *ring-13* *harm_14* *harm_15*

Voice 3 *exhale* *inhale* 5 5 5 6 6 6 7 7 *p* *mp* *p*

Cb. *pull the tied cassette band* *pull the tied cassette band* *pizz.* *p*

L-Elec. *harm_1_off*

Voice *inhal* *vocal fry granulation* 5 5 6 6 7 7 *p* *p* *pull the tied cassette band*

Pno. R.H. *bell-like sound* *p* *mf* *p* *p* *f*

Pno. L.H. *play with big superball on the given strings* *pp* *mpp* *mf mp* *f*

L-Elec. *ring_13* *harm_1_off*

pre-31

6'05" 6'10" 6'14" 6'18" 6'22"

B. Fl. 70 *f* *mp* *p* *mf* *p mp* *slap*

L-Elec. *harm_16 vrd_4_rec*

Bari. Sax. *mf* *p* *f* *p* *mf* *p* *slap* *mp*

L-Elec. *harm_16 vrd_4_rec*

Voice *vocal fry granulation* *p* *mf* *p* *mf*

tp ws bb msp sp ord st mst

Cb. *p* *f* *p* *mf* *p* *pizz.* *p*

L-Elec. *harm_16*

Voice *tongue snap to teeth* *p* *mf* *p* *mf* *p* *vocal fry granulation*

patafix prepared on strings from G#4 to C#6 *mf* *p*

Pno. R.H. *p* *mf* *pp* *pp* *mp pp* *mp p* *mf p* *mf mp* *f mp*

pull the tied cassette band *p* *mf* *p* *pp* *play with big superball on the given strings* *pp* *mp pp* *mp p* *mf p* *mf mp* *f mp*

Pno. L.H. *ped.* *ped.* *ped.* *ped.* *ped.* *ped.* *ped.* *ped.* *ped.*

L-Elec. *harm_16* *ring_1_off*

6'26" 6'30" 6'34" pre-32 6'36" 6'38" 6'42" 6'44" 17

Voice B. Fl. L-Elec. Voice tri. Sax. L-Elec. Voice tp ws bb msp sp ord st mst Cb. L-Elec. Voice Pno. R.H. Pno. L.H. L-Elec.

vocal fry granulation: imitate the violin - - - - -
patafix prepared on strings from G#4 to C#6
horizontal gliss.

6'58" 7'02" **pre-34** 7'06" 7'11" 7'15" 7'19" 7'26" **pre-35**

rit.

SOLO LIVE-ELECTRONICS ca.30"

ensig_1_off vrd_1_off

SOLO LIVE-ELECTRONICS ca.30"

sog_9_play ensig_1_off vrd_1_off

SOLO LIVE-ELECTRONICS ca.30"

xn_1_off

A tempo

remove the patafix

place a glass bottle on strings from G#4 to C#6

SOLO LIVE-ELECTRONICS ca.30"

sog_9_play ring_1_off

19

This figure displays a multi-page musical score for a chamber ensemble. The score is organized into three systems, each consisting of four measures. The instruments included are Voice, Bassoon Flute (B. Fl.), L-Elec., Bassoon Saxophone (Bari. Sax.), L-Elec., Cello (Cb.), L-Elec., Piano R.H., Piano L.H., and L-Elec. The score features a variety of performance techniques such as vocalizations (fo, fi, hi, he, ha, ho, fu), wind instrument effects (jet whistle, more overtones, air to sound), percussive elements (clattering noise, prepared with carton), and electronic sounds (reson_10, harm_18). Specific markings include dynamic changes (mp, mf, f, p), pitch shifts (arpa, III (sul B), IV (sul F#), D +41¢, E +41¢), and rhythmic patterns (horizontal gliss., touch the node). The score is annotated with measure numbers (92, 93, 94, 95, 96, 97, 98) and section labels (pre-36, pre-37, pre-38).

8'39" **pre-40**

105 Voice *mf*
Re-Re#...
Fl. *mf*
L-Elec. $\frac{4}{4}$ harm_19

8'44" **pre-41** 1'49" 8'53" **pre-42** 8'56" **pre-43** 9'00" **pre-44** 9'04"

106 107 108 109 110 6 6 6 6 111

flute part: *fff* *p* *fo* *fi* (more overtones)
L-Elec. $\frac{5}{4}$ xn_7 $\frac{4}{4}$ ring_19
sog_10-rec
ensig_7
xn-->8

105 Voice *mf*
Bari. Sax. *mf*
L-Elec. $\frac{4}{4}$ ring_17

106 107 108 109 110 6 6 6 6 111

Bari. Sax. *fff* *mp* *mp* (air to sound) clattering noise
L-Elec. $\frac{5}{4}$ xn_7 $\frac{4}{4}$ ring_19
xn_8 sog_10-rec

105 Voice *tr* whistle
tp ws bb msp ord st mst
C. B. *fff* *mf*
L-Elec. $\frac{4}{4}$ xn_6 frz_6_rec

106 107 108 109 110 6 6 6 6 111

C. B. *p* *tr* *ff* *f* *tr* *fff* *mf*
L-Elec. $\frac{5}{4}$ ring_18 $\frac{4}{4}$ reson_11 $\frac{3}{4}$ ring-->19 $\frac{4}{4}$ harm_20

105 Voice vertical gliss. horizontal gliss. *mp* vertical gliss.
Pno. R.H. *f* *fff* *ff* *mf* *fff* *mf* *f* *ff*
Pno. L.H. *fff* *mf* *fff* *mf* *fff* *mf* *fff* *mf*
L-Elec. $\frac{4}{4}$ cop_5 frz_6_rec

106 107 108 109 110 6 6 6 6 111

Pno. R.H. *mp* *mf* *fff* *mf* *fff* *mf* *fff* *mf*
Pno. L.H. $\frac{5}{4}$ ring_18 $\frac{4}{4}$ cop_1_off $\frac{3}{4}$ reson_11 $\frac{4}{4}$ ring-->19 $\frac{4}{4}$ harm_20
L-Elec. *fff* *mf* *fff* *mf* *fff* *mf*

pre-45

9'08"

9'13

9'17"

9'21"

sog_11_play

pre-46

23

112

Voice: ha he he he he he
Fl.: f
L-Elec.

113

6 6 6 7

114 tr. *mf* *fff*
Re-Re#.

SOLO LIVE-ELECTRONICS ca.45"

sog_11_play

115

Voice

(more overtones) clattering noise
(air to sound) prepared with carton
mf *fff*

ari. Sax.

L-Elec.

116 vocal fry granulation
tp ws bb msp sp ord st mst
mf *fff*

SOLO LIVE-ELECTRONICS ca.45"

sog_11_play

Cb.

L-Elec.

frz_7_play

Voice: vocal fry granulation
mf *fff*

Cb.: pizz.
mf *fff*

117 horizontal gliss.-
Pno. R.H. *mf* *f* *mp* *fff*

Pno. L.H. 8^{vb} *mf* *mp* *fff*

L-Elec.

frz_7_play

10'05"