

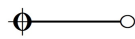
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Splintered
(2017)

Notes

Strings

Special Techniques are most of the time explained directly above the Bar. However here are the references of special techniques in "Splintered"
 Dynamics are referring to the intensity the sounds should be created with, not necessarily relating to the other simultaneous instrumental sounds.



Muteline - all 4 strings are to be muted f.ex by putting the left hand softly on the strings without pressing them down.
 Notated pitches or glissading are to be performed with the bow/bowhand approximately at the position of the notated pitch.

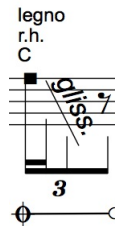
C G D A E indicating which String as to be played



Noise-actions on the strings are notated with a square notehead



u-shaped notes indicate bowing on the body of the instrument

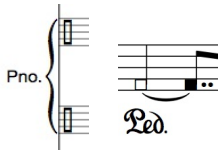


arco/hair = the bow has to be played on the hair side
 legno = the bow has to be played on the wooden side

r.h. = right hand, the glissando is to be performed with the bow while the left hand mutes the strings
 if r.h. is written the position on the upper noteline is approximately at the bridge and under the fifth line as much on the fingerboard as possible

Piano

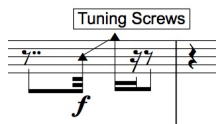
noise actions on the piano are written in the percussion clef



square noteheads are pedal actions. kick the pedal down forcefull enough to aggitate all the strings at once resulting in a "white noise". The sound of the pedal kick itself should be avoided as much as possible



release the sustain pedal. One should hear the dampers falling on the strings.



make a "glissando movement" in the area of the tuning screws. to create a ratteling percussive chimes sound.
 use fingers or eventually a bunch of wooden/plastic sticks put together in a keyring

Technical Setup

Piano

- sustain Pedal
- sostenuto Pedal

4 loudspeaker

- 1 for each player
- should be setup close to the players

5 microphones

- 1 for each string instrument
- 2 for the piano (1 close to the strings, 1 close to the tuning screws)

Computer

- 4 channels
- each instrument is amplified through their own loudspeaker
- sounds to support the instrument are played through their own loudspeaker until otherwise notated
- the triggering of audiofiles and balancing the has to be performed by a separate player(composer)

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Vln. *gliss.* *ff* *pp* *legno* *3*

Vla. *gliss.* *ff* *pp* *legno*

Vc. *gliss.* *ff* *pp* *legno* *3*

Pno. *gliss.* *p* *f* *ff* *mf* *gliss.*

Comp. Inside Piano Amplification

finger on bow(white noise) G

finger on bow(white noise) C

finger on bow(white noise) C

glissando inside the piano 15^{ms}

glissando inside piano (approximat pitchrange) 15^{ms}

glissando inside piano (approximat pitchrange)

reduce the pedal just to half until the dampers slightly tackle the strings (letting sound between dampers and strings)

Pedal 2 take the chord into the holding pedal

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Vln. hair r.h. G, *pp*, *gliss.*, hair r.h. battuto G, *pp*, hair r.h. slowest bow movement, *legno* 3, pizz. muted, bow on the body, *fff*, hair r.h. battuto G 5, *f*, hair r.h. battuto 6, *f*

Vla. hair r.h. C, *pp*, bow on the body, pizz. muted, hair r.h. battuto C 3, hair r.h. on the bridge, *fff*, bow on the body, hair r.h. battuto C 6, *f*, pizz. muted 6, *f*

Vc. hair C r.h., *pp*, pizz. muted, knock on body with fingertips, hair r.h. slowest bow movement, pizz. muted, *legno* r.h. C, *legno* 3, bow on the body, *fff*, *pp*, knock on body with fingertips, *f*

Pno. *pp*, *gliss.*, Pedal 2 (take all 88 keys to hold by Pedal 2 before releasing sustain Pedal), Pedal 2 slowly release (dampers fall randomly on the strings), *ppp*, *f*, *ppp*, *pp*, *f*

Comp. fake piano, playback crushing cans, support/amplify inside piano, white flickering noise, *p*

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Vln. *legno* *fffppp* *ppp* *ff* *gliss.* *gliss.* 13

Vla. *fff* *ppp* *hair* *fff* 6 6 6 3

Vc. *G D A D G C G D A D G C G D A D C G* *legno* *ppp* *pp* *ff* *ff* *ff* *arco resulting in a stark percussiv tremolo r.f. C*

Pno. *(b5) 1* *pp* *ff* *3* *3* *3* *3* *hit lower strings with fat hand*

Comp. $\frac{4}{4}$

111 *gliss. gliss.*

Vln. *gliss.* *fff* *f* *pp*

Vla. *gliss.* *gliss.* *pp*

Vc. *p* *ff* *ff* *f* *ppp*

Pno. *f* *ff* *scotch with fingernail* *gliss.* *p* *pp*

Comp.

arco resulting in a dark percussive tremolo *r.h C*

arco closer to the bridge resulting in a percussive tremolo pitch result approximately between f - f (use ν sign for orientation) *A*

arco resulting in a dark percussive tremolo *r.h C*

glissando inside piano (approximate pitch range) δ^{wb}

glissando inside piano (approximate pitch range) δ^{wb}

hit lower strings with flat hand *hit lower strings with flat hand*

