

Part VI / Fragile room #1 / Un freddo scoglio

This part should be sung from memory.

F ♩ = 60
 4/4 *mp* sung, portato
munter

Soprano

[a] _____ [ŋ] _____

Percussion

F ♩ = 60

bone & snail shell*)

*) 1. line: bone held up
 2. line: bone touched to drumhead

Gran Cassa

tap

shell scraped along bone down & up

6

S.

[ŋ] → [a] _____ [a] _____

mp *mf* *ppp*

fast trem. irr. slow down trem.

Perc.

Gran Cassa superball

with superball, produce very soft sounds/drones shifting in colour and pitch

dynamic range, with accents as indicated
pppppp - p

12

S.

ord.

[ɔ] _____ [a] _____ [ɔ] _____ [a] _____ [ɔ] _____

mp *ppp* trem. irr. begin slowly, then 'acc.!'*) *mp* *ppp* *pp*

*) the pulse can flip at some point during the accelerando

very fast trem.

calm

repeat bar

Perc.

trem. irr. up/down scratch

ppp *mp* *ppp* *mp*

17 *p ppp* very slow trem irr. oscillating *mp* very fast trem.

S. [i] [i] [i] [i] [i]

Perc. /: /: /: /: /:

22 *pp* *mp* *p* 4/4

S. ord. 3 3 [e] [e] [a] [c] [c] to

Perc. *pppp* *mp* *pppp*

27 4/4 *ff* *p* *mp* very strong even fast vib. 4/4 *ppp* ord.

S. [i] [a] [y] [mmm] [mmm] [i]

Perc. accents *ppp*

dynamic range *pppp - p*

32 *ff* *p* densify sounds & spread out again *mp* *p* $\frac{7}{8}$ *p* *mp* *p* sim. with pitch bend

S. Al - - - - - tri al - - - - - tri

Perc. $\frac{7}{8}$ bone & snail shell angle *)

*) angle between bone & drumhead: vertical ↓ horizontal → at an angle ↘

ff *pppp*

37 $\frac{3}{4}$ *p* *mp* *p* $\frac{4}{4}$ *p* *mp* *p* *ff* *mf* spoken voice

S. al - - - - - tri al - - - - - tri al - tri me - co non vo - - - glio I want

Perc. $\frac{3}{4}$

43 *determined spoken to oneself with revulsion* *p* sung with tenderness *mp* *p* *ppp* *p* *ppp* *trillo* *slow trem. irr.*

S. no one else with me, NO! ONE! Ch'un fred - do sco - - - glio ch'un fred - do sco - - - glio sco - glio

Perc. continue to perform a slow crescendo/decrescendo at irr. intervals modify sonic textures/drones slowly over time

Gran Cassa superbball *pppp*

48

S. *p* 'acc.' trem. to fast trem. *ppp* slow trem. irr. *mp* trem. irr. slow 'acc.' to fast trem. irr. *mp*

Perc. overall crescendo *mp*

rhythmic modifications of sounds/accents becoming more & more audible

light sweep with hand over drumhead

54

S. *mp* ord. *p* sung inhale *mp* ord. whispered, fast, in a natural rhythm *ppp* audible breaths exhaling, inhaling

Perc. tap drumhead sweep tap sweep tap stop accents

Tornante! Veil your sweet lips, don't look at me! Hide!

[c] [hə] [hə] [ha - a - ha - a - ha - a]

drop dry leaves onto the skin of the drum
lift your arm up high in the beginning,
begin with singular occasions & gradually densify

59


S. *ppp* sung *mp ppp mf* *ppp* *p* audible inbreath *mp* whispered

Perc. fadeout superbball drone drop leaves with both hands now

[i] [a] [a] [hœ] [œ] - - [œ] i

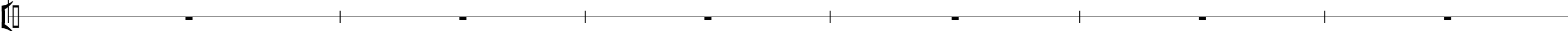
65 *mf ppp* high coloured whisper *mf ppp* *p* sung fast tongue trem. *mp* *mf*

S. sh - ee ss - ings [l] - - - [lələlə] - - - [l] La - - - scia - te - mi qui so -

Perc.  now the drumhead should be entirely covered with leaves almost to a beat drop five cones on the drumhead


71 *p* *mf ppp* hiss & whisper, medium colour *mf ppp* *mp* sung

S. - la, so - - - l a sh - e s - ings [a]

Perc. 

77 *ppp* begin trill slow *mp* *ppp* *mf* *ppp* ord. *ppp*

S. [ɔ] Leave me here a - lone [n] to sing

Perc.  with one hand, take a few leaves & very slowly, delicately crush them while gently touching the drumhead with the material to amplify the noises explore textures of crushing, begin with tiny amounts of material *dynamics follow materiality* second hand joins in, sim.

83 *ppp* begin trill slow acc. → fast *slow* *mf ppp* *mf ppp*

S. [i] [hi] - [hi] - - - - [hi] sh - e s - ings

Perc. both hands work together now, taking more material & intensifying

with one hand only, very gently sweep material with slow, wide irr. movements across the surface, very little pressure *pppp*

second hand sweeps, too, sim. moving in different spaces *pppp*

89 *mf* sung, *semplice* *mp* slow trill ord. *mf* urgently

S. leave me a - - - lone [ŋ] leave me here

Perc. *mf*

95 *f* *ppp* sung with air mixed in change to coarse murmur airy & urgent

S. to die to die a - - - lone Keep your dis-tance at all costs

Perc. overall cresc. but never loud trem. with hand holding material, stay in place, tiny quick movements trem. sim. with other hand *mp*

100

S. *p*
 slightly voiced hiss
 lower frequencies & change to inhale
 sinister
 perform 4x
 varying the colour slightly & slowly
 mp audible in-out breath
 mp sung with desperation
 keep your dis-tance at all costs [s] [y]
 vocal fry [y,æ,u]
 [o] - [ho] La -

Perc.
 as before, in place
 both hands meet at centre:
 hands move in opposite directions to right/left rim
 perform 4x
 rim
 position near the bottom
 rim

108

S. *f*
 detached
 cool & calm
 scia - - - te - mi - mo - ri - - - re mo - ri - - -

Perc.
 both hands meet at top
 hands stop at top & freeze
 right
 left
 both hands do a gently sweeping movement to the centre gathering plant material
 toss a handful of material up into the air, away from the drum
 sim. & extend by adding a few wide circular motions on the drum surface

113

S. airy, half voiced
 fadeout voice
 only move lips at end, exaggerate lip movements, continue for a while
 re
 mo-ri-re, mo-ri-re, mo-ri-re, mo-ri-re, mo-ri-re, mo-ri-re, mo-ri-re, mo-ri-re, mo-ri-re, mo-ri-re,...

Perc.
 & toss
 continue
 randomly repeat sweeping material together, using hands and arms, playing with the sound & tossing away
 continue for a while after soprano has ended & then sweep off material from the drumhead

Part VI / Fragile room #2 / Membrane

This part should be sung from a membrane score which is hung from the ceiling.

G $\text{♩} = 66$
 1 *p* tender
 S. *mp* *mf* *razw* detached *ppp* subito
 A word, a word, a word, a word, form - ing [i]

G $\text{♩} = 66$
 Perc. continue

6 *p* *ppp*
 S. vocal fry, vary colouring & density of occurrences
 [y] [œ,ə,u]

Perc. Gongs hanging *pppp*

11 *mp* sung tender *mf* *mp* *mf* *p* *mp*
 in fast even vib. ord. 3 spoken whispered, breathe as necessary vary colouring sung
 dark - ness - [ssss] [e] to [y] to [i] a word
 Perc. *pppp* *p*

16

S. *p* *ppp* *p* *mf* *ppp* *mp* *ppp* *mp* *p*

slow trem. irr. fast slow fast slow fast trem. irr.

be-tween be-tween be-tween be - tween be - tween be - tween be - tween

Perc. *pppp* *p*

21

S. *mf* *p* *ppp*

fast slow fast trem. very slow trem. irr.

be - - tween be - tween be - tween

Perc. *pppp* *p* *ppp*

26

S. *mf* *mp* *mp* *f* *mf* *p* *mp* overall decresc.

fast even vib. shivering whisper, hissed between singing & speaking, follow a natural rhythm like spoken words sung sighing sim.

my lip - s - [sss] lin - ger - ing, cling - ing to my breath, drop ping, fal - ter - ing, fall - - - ing fall fall

[y], [e], [i] vary colouring

Perc. metal or plastic rods & wooden sticks with the side of a rod very fast scratch trem. slow gradual colour change to higher frequencies to lower frequencies ascents at irr. intervals

ppppp *p*

32

S. *ppp* *mf* *p f* *mp* *fff*

fall fall fall - ing fall - - ing, fall - - ing in - to an a-byss bey - ond time.

slow down trem. tip of rod to very slow even circling movements beat with metal rod with wooden stick sim. movement in opp. direction

ppp sempre *mp* *p*

between singing/speaking sung

crumple parts of the membrane between your fingers for a crackling soundscape

37

S. *mf*

half voiced, text spoken in a low register *menacing & slowly*

that opens up under my flesh // touches the other side of dark matter // life reversed // an inner voice // still singing on

metal, with diff. colour slow circular movements with tempo variations metal scratch trem. metal scratch with colour change sim. tap circle scratch tap scratch circle

mp *mf* *mp* *p*

43

S. *mp* *mf* *ppp* *mf* *mp* *p* *ppp*

sung

life life life re-versed is gone, is gone, is gone,

accel. **accelerando to** ♩ = 86 *with a certain kind of heaviness*

scratch circle intensify circling erratic circling motions getting edgy smooth transition to soft trem.

ppp *mp* *pppp*

49

S. *mf* *keep tempo brisk* *ff* *ppp* *mf* whispered

is gone gone with the sound van - ish - ing in-to spa - ces of mem-o -

Perc. Big Cowbell, damped
4 diff. beaters quick irr. noises in many diferent timbres, short or scratched, open or damped, at irr. intervals
smooth transition to condensed, then silence

p *mp* *mp* *f* *ppp* *pppp*

include short trem. irr. scratched or beating, on one object or between objects

55

S. *mp* floating *f* *ff*

ry spa - - - ces, spa - - - ces, spa - ces of mem-o - ry

Perc. crotales with preparations (tinfoil, chain or spring)

ppppp

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

sweep both hands in circular motion across the membrane

dance with fingers over membrane & tap while speaking

80 slow. trem. irr. *mp* voiceless hiss *ff* sharp accentuated hiss *mp* casually & quickly spoken in a low voice

ows, shad - ows - - [sss] - - - - [sss] [y] [y]

or is it microbiology // winding // firing cells // twisted grey matter at play

pp *mp* *p* *mp*

mix different timbres & short tremoli

stop tapping keep right hand fingers touching to membrane for a while

86 *mp* sung *mf* bloom vib.

or a virus dancing within my skull // banging against of my song

ppppp *ppppp* sempre *mp* *mf* *mp* < *mf* *mp* *mf*

p distort sound *disgusted*

mp slow trem. irr.

mf

mp *disgusted* distort

90 *mp* ord. *p* distort sound *disgusted* *mp* slow trem. irr. *mf* begin trill slow & acc. ord. *mp* *disgusted* distort

[ŋ] my song [ŋ]

continue in a similar mode mixing timbres & techniques *p* *mp*

sim. *mp* *mp* *mp* *ppp* *mp*

G. C. damped with beater dry sound *mp* *mp* *mp* *ppp* *mp*

touch your right shoulder to the membrane and gently move along the surface

96

S. *p* low growl
[ŋ] open & close mouth for colouring

mp sung accelerate and blend into trill
song

crot.

perc. *PPP* *mp*

100

S. ord. *p* raw & dirty voice
song

fff

4
4

crot.

perc. *ff*

19 *mf* *p* *mf* **4**
 1. 3 5 2. 3 5 3. 3 5 4. 3 5 5. 3 5 6. 3 5
 [ɔ] → [a] [a]

24 *mf* **4**
 repeats, rising pitch
 perform 2x
 1. 3 6 2. sim. 3. 3 6 4. 3 6
 [ha] [ɔ] → [i]

26 *mf* **2x**
 repeats, same pitch
mf *ff* sim.
 [ha] [ɔ] → [i]

29 *mf* **2x**
 repeats, falling pitch
mf *ff* sim. 6:4 6:4 6:4
 [ha] [ɔ] → [i]

to be sung after the posture broke down
 returning from the fictitious world

32 *mf* *p* *ppp*
 drop pitch app. a semitone
 sigh sim.
 [e] - [ŋ] [e] - [ŋ] [e] - [ŋ] [e] - [ŋ] [e] - [ŋ] [ŋ] - [u]