

Textures I

Score 6.12.2013

Instructions: Textures I is a piece for any stringed instrument and delays. The performer may play the 8 fragments in any order with no more than 3 seconds of rest in between. 2-6 delays ranging from 1 to 20 seconds may be used. Do not process the sound in anyway, the volume of each voice should equal the volume of the instrument. The sound must be constant throughout except for after the initial and final strokes, where small breaks between delays are acceptable. Use multiple channels of spatialization to create a lateral movement of sound from left to right. The strokes should be played *TASTO* and with an ear towards exploring the texture of the resulting sounds. Play a half-stopped inharmonic pitch in the lower-middle register, keep same finger placement throughout. The numbers to the left of each fragment marks the order on the recording.

◇ = 1-2 seconds

∩ - normal (*TASTO*)

Grainy - bow with pressure and slow speed to create granulated sounds

Gratté - scrape string with bow hair (horizontal)

Écrasé - crush string to create sub-tone pops

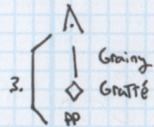
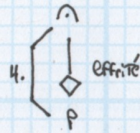
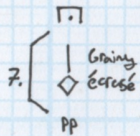
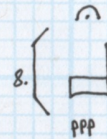
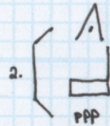
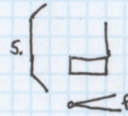
□ - white noise (no pressure on string)

∩ - ca 5"

∩ - ca 15"

∩ - ca 30"

Effrité - crumbled sound



BOE 12.9
LIT 12.9
MUN 12.9
EINS 12.9