

FRAME

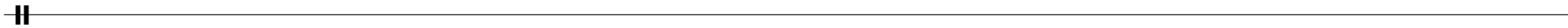
Alwynne Pritchard

screen 1: 15' footage of empty rehearsal room, followed by ca. 2' entry of some players into the frame

screen 2: blank

lights: fairly high

*1



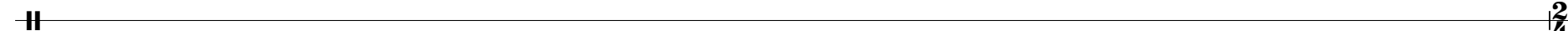
screen 1: blank

screen 2: blank

lights: spots for conductor and strings

*2

-1



screen 1: blank

screen 2: percussionist examines his music

lights: after a short pause, the spot finds the percussionist

midi time code begins

*3

♩ = 100

⊠ With precision; attempting to call your screen self into the action.

Suspended Cymbal



Suspended Cymbal



Suspended Cymbal

ca. 20" improvisation on and development of previous 11 bars, until interrupted by loud outburst from screen 1



00:39

screen 1: loud outburst from ensemble

screen 2: blank

click track begins

*4

♩ = 60

Suspended Cymbal

Double Bass

01:31

screen 1: ensemble continues to exit for a further 15"
screen 2: percussion plays

Musical score for measures 26-29. The score includes parts for Suspended Cymbal, Violin, Viola, Violoncello, and Double Bass. Measure 26 starts with a Suspended Cymbal part marked *mf* and a note 'e' with a dashed arrow pointing to 'n'. The cymbal part features complex rhythmic patterns with time signatures 5:4, 7:4, 5:4, and 7:4. The string parts (Violin, Viola, Violoncello, Double Bass) are mostly silent, with the Double Bass marked *gliss.* in measure 26. In measure 29, all string parts enter with a *mf* dynamic, playing a pizzicato line with time signatures 5:4, 3:2, 3:4, and 5:4.



Musical score for measures 30-33. The score includes parts for Suspended Cymbal, Temple Blocks, Violin, Viola, Violoncello, and Double Bass. Measure 30 features a Suspended Cymbal part with a *f* dynamic and a Temple Blocks part. The string parts (Violin, Viola, Violoncello, Double Bass) are mostly silent. In measure 31, the Violin part enters with an *arco* marking and a *p cresc.* dynamic, followed by a *mf* dynamic. The Viola part enters with a *mf* dynamic, followed by *f dim.* and *p*. The Violoncello and Double Bass parts enter with a *mf* dynamic. The Double Bass part is marked *col. legno battuto*. The score includes various time signatures such as 3:2, 7:4, 5:4, 3, 5, 3:2, 3:4, and 5:4.

LIVE EVENT 1

32

Temple Blocks

7:4 7:4 7:4 7:4 9:8

5:4 5:4 5:4 5:4

f *ff* *cresc.* *fff*

Violin

Viola

Violoncello

Double Bass

arco *ff*

arco *ff*

arco (very slow) *gliss.*

ff p sempre

arco *ff*

02:02
 screen 1: string quartet
 screen 2: blank

♩ = 119.6873

34

Hi Hat Cymbal
Kick Drum

f p sempre

Un-pitched and noise effects only. Sounds do not need to be co-ordinated across the four instruments.
 All strings stopped at all times for minimum resonance.

Strings

f p cresc. ff f

LIVE EVENT 2

38

Hi Hat Cymbal
Kick Drum

Strings

f

p dim. poco a poco al niente

gliss.

Play the highest note possible on the top string, still stopping all strings for minimum resonance.
 Very slow glissando should begin immediately.

LIVE EVENT 2

44

Percussion

Strings

***5**

7

7

screen 1: strings play

02:40

Each player to select his/her own un-pitched sound, complex in character but easy to control

54

Percussion *p sempre*

Strings *p sempre*



03:04

screen 1: string improvisation

*6

♩ = 76.7213

1

65

Ensemble *p sempre*



2

3

73

Ensemble



4

5

81

Ensemble



89

Ensemble

Oboe

131

ff *fff*

LIVE EVENT 3



06:04

screen 1: guitar foreground
screen 2: oboe with brass and wood wind laughter
click track stops

06:21

screen 1: blank
screen 2: blank
click track starts: one bar in to next section
lights: suddenly very high during audio outburst only

*8

136

Ensemble



*9



*10

♩ = 144

138

Kick Drum



mp sempre



142

Kick Drum



mp sempre

Harp



G#

mp sempre

Acoustic Guitar



mp sempre



145

Kick Drum



Harp



Acoustic Guitar



148

Kick Drum



Harp



Acoustic Guitar



06:46

screen 1: ensemble
screen 2: ensemble

♩ = 78.0705

*11

152

Kick Drum

Harp

Acoustic Guitar

Viola

Violoncello

LIVE EVENT 4

LIVE EVENT 5

07:07

screen 1: ensemble digital breakdown followed by audio
screen 2: ensemble digital breakdown followed by audio
click track stops

07:12

screen 1: conductor
screen 2: conductor

***12**

07:37

screen 1: blank
screen 2: conductor

***13**

159

Ensemble



08:18

screen 1: blank
screen 2: blank
lights: gradually dim to black
AUDIO SOLO

***14**

162

Ensemble

09:27

screen 1: harp
screen 2: blank

VIDEO SOLO (no audio)
'musicians' dream'

10:21

♩ = 144

click track to LS 1 & 4 as video fades out

2

lights: come up 'late'
click track to conductor only

166

Piccolo

Oboe

Clarinet in Eb

Contrabassoon

Horn in F

Trumpet in Bb

Trombone

Hi Hat Cymbal

Kick Drum

Harp

Acoustic Guitar

Un-pitched and noise effects only. Sounds do not need to be co-ordinated across the four instruments.
All strings stopped at all times for minimum resonance.

arco

Strings

170

Piccolo

Oboe

Clarinet in Eb

Contrabassoon

Horn in F

Trumpet in Bb

Trombone

Hi Hat Cymbal
Kick Drum

Harp

Acoustic Guitar

Strings

f dim. *f* *ff* *fp cresc.*

Detailed description: This page of a musical score covers measures 170, 171, and 172. The score is arranged in a grand staff format with 11 staves. The instruments are: Piccolo (treble clef), Oboe (treble clef), Clarinet in Eb (treble clef), Contrabassoon (bass clef), Horn in F (bass clef), Trumpet in Bb (treble clef), Trombone (bass clef), Hi Hat Cymbal and Kick Drum (percussion clef), Harp (bass clef), Acoustic Guitar (treble clef), and Strings (treble clef). Measures 170 and 171 feature woodwinds and brass playing melodic lines with various articulations and dynamics. The strings play a rhythmic pattern with dynamics ranging from *f dim.* to *ff*. Measure 172 continues the woodwind and brass parts, with the strings playing a *fp cresc.* pattern. The score concludes with a double bar line and repeat signs.

♩ = 80

173

Piccolo

Oboe

Clarinet in Eb

Contrabassoon

Horn in F

Trumpet in Bb

Trombone

Harp

Strings

f sempre

f sempre

f sempre

f sempre

f sempre

f sempre

ff

7:6

4:7

5:7

4:7

6:7

3:2

D \sharp E \sharp F \sharp A \flat

C \sharp B \flat

E \flat

182

Glockenspiel *p sempre*

Harp *p sempre*
C# D# Eb A# B# A#

Acoustic Guitar *p sempre*

Violin *pizz. p sempre*

Viola *pizz. p sempre*

Violoncello *pizz. p sempre*

Double Bass *pizz. p sempre*

LIVE EVENT 12 LE12A LIVE EVENT 13 LE14



11: 02

screen 1: ensemble digital breakdown
screen 2: ensemble digital breakdown
click track stops

11: 07

audio ensemble begins

185

Ensemble **4/4** **4/4**

11:14 (on-stage ensemble to play on 4th iteration of first audio chord)

187

Piccolo *ff*

Oboe *ff*

Clarinet in Eb *ff*

Bassoon *ff*

Horn in F *ff*

Trumpet in Bb *ff*

Trombone *ff*

Glockenspiel *f sempre*

Marimba *f sempre*

Harp *f sempre* Db Gb C# D# A# B#

Acoustic Guitar *f sempre* *p*

Violin *f sempre* *p arco* arco 7:6 15^{ma}

Viola *f sempre* *pp cresc.*

Violoncello *f sempre*

Double Bass *f sempre*

191

Marimba

Harp

Acoustic Guitar

Violin

Viola

f

mf

3:2

3:2

10:9

5:4

5:4

10:9

5:4

6:7

4:3

f

mf



11:24

audio short digital breakdown

♩ = 60

193

Harp

Viola

Viola

mp sempre

senza vib.

senza vib.

8^{va}

p

Hold until moment before audio chords begin

Hold until audio chords begin

3:2

conducted stops

Play the pitches given in consecutive order within the time given.
 Quiet, graceful and with undulating rhythm.
 Bar changes should correspond to one bar (chord) of audio.
 Rests are permitted at the end of a bar.

ca 8"

198

Harp

C \sharp D \flat E \flat F \sharp G \sharp A \sharp B \flat G \sharp E \sharp A \flat



ca 7"

199

Harp

D \sharp E \flat F \sharp G \sharp G \flat



ca 7"

200

Harp

F \flat G \sharp

201

Each instrumental entry to follow the harp

Oboe

Clarinet in Eb

Bassoon

Horn in F

Trumpet in Bb

Trombone

Harp

Db E# F# G# A# B#

8^{va}

ca 8"

p

p

p

p

p

12:19

conductor starts

ca. 15"

$\text{♩} = 60$

202

Oboe

Clarinet in Eb

Bassoon

Horn in F

Trumpet in Bb

Trombone

LIVE EVENT 15

205

Glockenspiel

Harp

Acoustic Guitar

Double Bass

pp *mp sempre* *pp* *mp sempre* *pp* *mp sempre* *pp* *mp sempre*

D# G# Bb Fb

5:4 3:2 3:4 5:4 5:4 3:2 3:4 6:5 4:3 5:4 3:2 3:4 5:4 5:4 4:3 6:5

pizz.



209

Glockenspiel

Harp

Acoustic Guitar

Double Bass

p sempre *p sempre* *p sempre* *p sempre*

D# G# Eb Cb F#

5 6:5 4:3 3:2 3:4 3:2 3:4 5:4 3:2 3:4 3:2 3:4 5:4 5:4 3:4 6:5 4:3

214

Acoustic Guitar

Violin

Viola

Violoncello

Double Bass

3:2

5:4

5:4

5:4

pp

rall.

3:4

5:3

5:6

pizz.

6:5

4:3

3:2

pizz.

3:4

5:4

5:4

3:4

3:4

3:4

3:4

3:2

6:5



217 a tempo

Piccolo

Clarinet in Eb

Contrabassoon

Horn in F

Trumpet in Bb

Trombone

Harp

4:5

f subito

5:4

f

f subito

f subito

f

6:7

4:7

G#

f

ff

ff

ff

ff

ff

Each player in his/her own time

221 *molto accel a* Fast outburst from entire ensemble

Piccolo *cresc. a* *fff!* *ff*

Clarinet in Eb *cresc. a* *fff!* *ff*

Contrabassoon *cresc. a* *fff!* *ff*

Horn in F *cresc. a* *fff!* *ff*

Trumpet in Bb *cresc. a* *fff!* *ff*

Trombone *cresc. a* *fff!* *ff*

Percussion *fff!*

Harp *cresc. a* *fff!*

Acoustic Guitar *fff!*

Violin *fff!*

Viola *fff!*

Violoncello *fff!*

Double Bass *fff!*

LIVE EVENT 16

poco più mosso

225

Piccolo

Clarinet in E \flat

Contrabassoon

Horn in F

Trumpet in B \flat

Trombone

Double Bass

arco

p

