

"Frozen particles" for violin, sensors & computer

By Stevie Wishart, Karlsruhe & Brussels 2008/9

Part 1

VIOLIN

1
 ff (solo violin to bar 35)
 let notes resonate
 ppp

8
 ff
 point of bow
 p
 sfz

16
 ff
 sfz
 mf
 f
 let notes resonate

24
 sempre

29

33
 computer parts starts here

37
 p
 accel.
 rall.
 in tempo

41

ff molto vibrato
C string *ppp*

48

p (or improv. rhythm)

57

f pizz. arco LF gliss. pizz.

62

arco *f* LF gliss. *pppp* *mp* *fff* let notes resonate

69

sempre bow tip to bow heel

72

sempre

76

82

pppp < *ff* *sfz* *sfz* *ff*

92

mf *ppp* *f* *sfz* *sfz* *arco* *pizz.* *arco* *pizz.* *sempre*

97

LF gliss.

101

mf *pizz.* *p*

104

let notes resonate
freely double with open strings
stop D with finger also touching D string at 3rd harmonic
ppp *sempre*

113

118

p

Part 2 (solo violin to b145)

Put bow aside, pizz to b.200

123

mf pizz *p* very lyrical

133

let notes resonate pluck open D string, then stop it at harmonic.

139

(sound track enters pp)

147

pizz. cont.

156

p

165

4 *pp* *mp* LF pizz. *mf* LF pizz. 4

179

pp LF pizz. *ppp* *ppp*

185

mf RF pizz. LF gliss RF pizz. RF pizz. LF gliss spread chord

strum & gliss. freely pitched using all strings

190

LF gliss. IV

193

gliss. LF gliss. IV strum as before

196

sempre strings IV, III, II

199

sempre

201

IV III II I pick up bow

part 3

204 *ffz* *ppp* oscillate G/ F# *p*

225 *pppp* *mf* *pppp*

gliss. one note, trill the other

235 *mf* *p*

freely play with timbre, harmonic trills etc. to bar 247

trill harm./open string

243 *pp* *mf*

sempre

tr

gliss.

249 *sf* *sempre*

252 *pppp* *sfp* *sfz*

gliss. & trill

259 *ff* *ff* *mf* *sfz*

play single Bb with wide vibrato to B nat.

266 *S.P*

269

272

f *pp* molto espressivo

277

long slow gliss. *mp*

283

slow gliss. III *mf* sempre tremolo *sf* arco LF pizz. *f* arco LF pizz. end trem LF pizz.

291

mf *sf* sempre *f* sempre sempre

295

trem. to bar 301 III *mf* gliss. *pp* arco LF pizz. arco LF pizz. arco no trem.

304

FINE

Score indicator key:

-  computer part present
-  computer part plays, then stops