

# **Artificial Environments Nos. 1 to 5**

for amplified ensemble and tape

commissioned by Césaré (centre national de creation musicale) and L'instant Donné

Joanna Bailie

## Performance notes

### instrument list

all instruments to be amplified

bass clarinet/clarinet in Bb

percussion (1 player):

- 32" timpani
- bass drum
- snare drum
- large cymbal
- vibraphone

violin

viola

cello

**tape** (to be synchronized with a clicktrack given to one or more players)

### glissandi

glissandi start at the beginning of and finish at the end of the notes joined by the line.



### accidentals

↑ — an eighth-tone sharp

♯ — a quarter-tone sharp

♯ — three eighth-tones sharp

♯ — five eighth-tones sharp

♯ — three quarter-tones sharp

↓ — a quarter-tone flat

♯ — an eighth-tone flat

### other signs and abbreviations



—normal bow



—heavier bow pressure, producing a sound between a normal bow and a distorted "scraping sound"



— comma for phrasing or breath. cut the preceding note short.



→ — indicates a transition from one state to another, usually bowing position.

p.o. —normal bowing position

p.s.p. —poco sul ponticello

s.p. —sul ponticello

m.s.p. —molto sul ponticello

pont —bow on the bridge

p.s.t. —poco sul tasto

s.t. —sul tasto

p.v. —poco vibrato

m.v. —molto vibrato

n.v. —non vibrato

## Texts

### **Artificial Environment number one**

Imagine a world where sound is subject to constant fluctuations in pitch and tempo as if it were being manually controlled like the playback of an old-fashioned tape machine. The fluctuations would not be predictable and could vary, say, between a slow romantic vibrato and angular glissandi of more than one octave in each direction. Composing music in such an environment, one might think, would be a case of just letting the material go and allowing it to be transformed by nature's chance operations.

### ***Environnement Artificiel numéro un***

*Imaginez un monde où le son serait sujet à de constantes variations de hauteur et de tempo, comme s'il était contrôlé manuellement, par exemple avec la touche « retour en arrière » d'un ancien magnétophone. Les variations seraient imprévisibles, allant d'un lent vibrato romantique à des glissandi saccadés de plus d'une octave dans chaque direction. On pourrait penser que composer de la musique dans un tel environnement reviendrait simplement à laisser le matériau se transformer au gré des aléas naturels.*

### **Artificial Environment number two**

This world is a world where we hear sound as if it has been passed through a sonic stencil with time going along the x axis and pitch along the y. The spaces between openings in the stencil are so narrow that it often seems that the only sound existing is one vibrating, and roughly spectral harmonic field. At other times the spaces widen a little so that we can begin to distinguish the nature of the aural environment that has been masked - snatches of

conversation in a register where the words are still difficult to understand, the slam of a door almost entire, but with part of its middle register missing.

### ***Environnement Artificiel numéro deux***

*Ce monde est un monde où nous entendons le son comme s'il était passé au travers d'un « pochoir sonore » avec la durée en abscisse et la hauteur en ordonnée. Les espaces entre les trous du pochoirs sont si étroits qu'on a l'impression que le seul son existant est un champ harmonique vibrant et plus ou moins spectral. À d'autres moments, les espaces s'agrandissent un peu si bien que l'on commence à distinguer la nature de l'environnement acoustique qui a été masqué : bribes de conversation dans un registre où les mots restent difficilement compréhensibles, claquelement d'une porte dans sa quasi intégralité mais avec une partie du registre médium manquant.*

### **Artificial Environment number three**

Environment number three is a place where time is stopped and started in an aperiodic and therefore unpredictable manner. As frustrating as this must be for its inhabitants, it has a rather curious effect on sound: at the moment of freezing a split-second of sonic resonance is prolonged until life resumes again from the point where it was broken off. Even stranger is the effect that these freezes have on the general ambience - sound starts to behave like an inappropriately sentimental soundtrack - a bell, a passing car or a fragment of birdsong are given an air of gravitas and occasional nostalgia simply by being taken out of the continuum of everyday life and stretched into a chord.

### ***Environnement Artificiel numéro trois***

*L'Environnement Artificiel numéro trois est un endroit où le temps*

*s'arrête et redémarre de façon aléatoire et imprévisible. Aussi frustrant que cela puisse être pour ses habitants, cela a un effet plutôt curieux sur le son : à l'instant du gel, un bref fragment de résonnance se prolonge jusqu'au moment où la vie reprend son cours, à l'endroit où elle avait été arrêtée. L'effet de ces gels sur l'atmosphère générale est encore plus étrange : le son se met à se comporter comme une bande-son d'une sentimentalité incongrue – une cloche, une voiture qui passe, un fragment de chant d'oiseau prennent un air de gravité et de nostalgie momentanée, du simple fait d'être isolés du continuum de la vie quotidienne pour être étirés en un accord*

#### **Artificial Environment number four**

In this world, sound seems to be operating according to a different principle entirely (and one that does not correspond with the actions that are apparently producing this sound). Large sections of sonic material are sliced into small fragments of differing lengths and then shuffled to produce a tapestry of discontinuity. One has to learn to listen very generally while at the same time concentrating quite hard in order to be able to put the pieces back together again in the right order. If you stay there long enough though, processing the process becomes second nature - so much so in fact, that you might not even notice anymore that it is happening.

#### **Environnement artificiel numéro quatre**

*Dans ce monde, le son semble fonctionner entièrement selon un principe différent (indépendant des actions qui le produisent apparemment). De grandes sections de matériau sonore sont découpées en petits fragments de différentes longueurs puis mélangées pour former un tissage d'éléments discontinus. On doit apprendre à écouter de manière très générale en même temps qu'à se concentrer intensément pour être capable de remettre les*

*morceaux dans le bon ordre. Toutefois, si vous restez assez longtemps dans cet univers, effectuer ce travail devient une seconde nature – à tel point en réalité que vous pourriez ne même plus vous apercevoir qu'il se réalise.*

#### **Artificial Environment Number five**

Artificial Environment Number 5 might be thought of as a kind of junction point for many different sound worlds. It's probably not very big, with just enough space to contain a largish mixing desk to which each of the external sound worlds is connected. Exactly what happens there is up to whoever's in charge — but needless to say the aim of the game is to try to find the music that exists somewhere amidst the perpetual raising and lowering of faders.

#### **Environnement artificiel numéro cinq**

*L'Environnement Artificiel numéro cinq peut être pensé comme une sorte de point de jonction entre différents univers sonores. Il n'est sans doute pas très vaste, juste assez de place pour contenir une grande table de mixage à laquelle sont connectés tous les environnements sonores extérieurs. Très exactement, ce qui se passe ici dépend du préposé à la console – inutile de préciser que le but du jeu est de retrouver la musique originale cachée au milieu des effets obtenus avec la console.*

(Texts: Joanna Bailie. French translation: Rémy Janin)

# Artificial Environment No.1

1 **4** **4**  $\text{♩} = 60$   
click starts  
clarinet in B-flat

Joanna Bailie

bass clarinet/clarinet

percussion

Tacet

1 **4** **4** click starts

violin

viola

violoncello

*s.t.*

*pp*

*p*

*mp*

*p*

*p.o.*

*ppp*

*p*

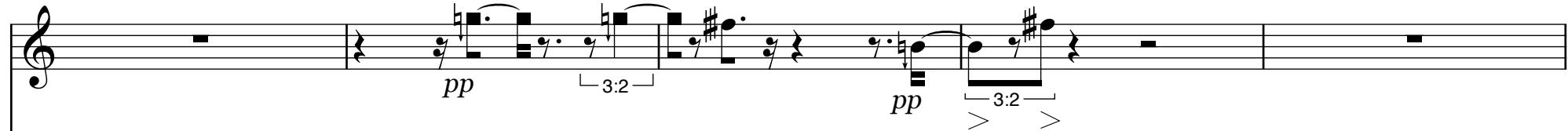
*ppp*

$5:4$

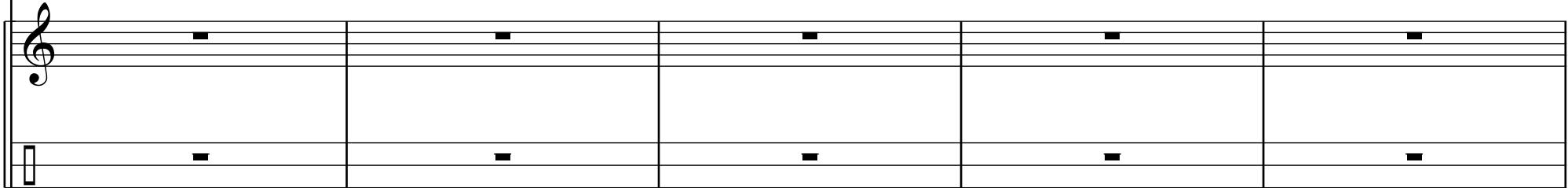
$5:4$

6

cl.

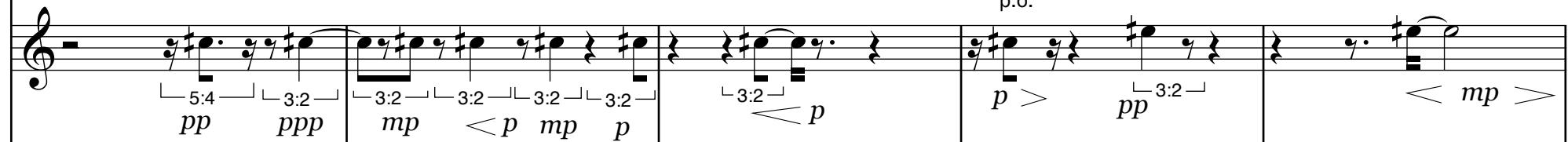


perc.

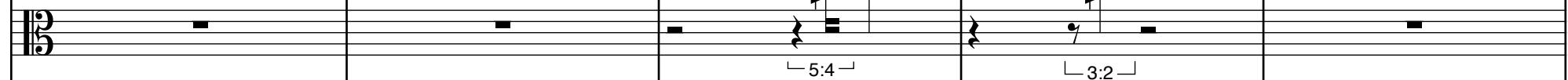


6

vln



vla.



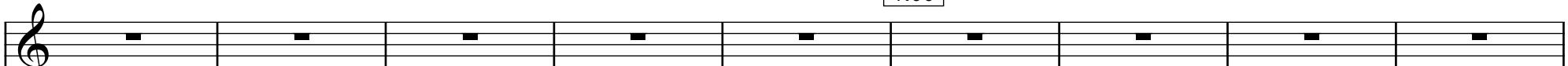
vlc.



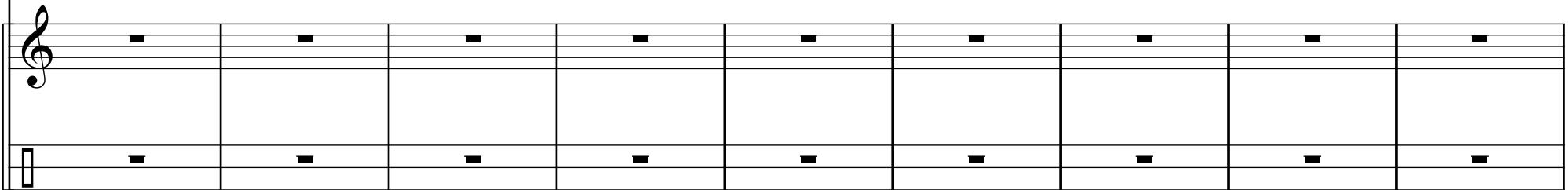
11

1:00

cl.



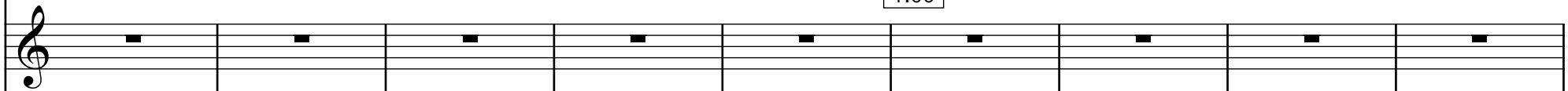
perc.



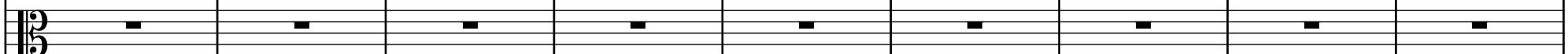
11

1:00

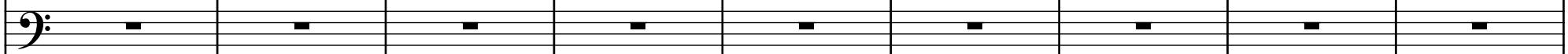
vln



vla.



vlc.



20

cl.

*p*

perc.

20

vln

*p.o.* → *s.p.* → *p.o.*

*mp*

*s.p.*

*p.o.*

*3:2*

*3:2*

vla.

*ppp*

*s.p.*

*3:2*

*3:2*

21

22

vlc.

*p.s.t.*

*5:4*

*p.s.p.*

*3:2*

*3:2*

*p*

*pp*

21

22

25

cl.

p

m.v.

perc.

25

vln

p.s.p.

5:4

5:4

p

s.p.

pp

p

p.o.

m.v.

5:4

vla.

5:4

5:4

p

s.p.

p.o.

p

p.o.

m.v.

5:4

5:4

p

p.o.

5:4

vlc.

s.p.

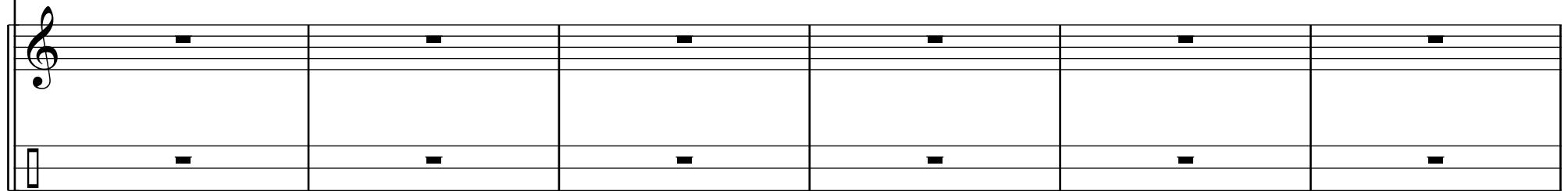
30

2:00

cl.



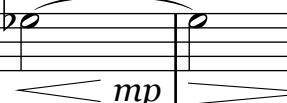
perc.



30

2:00

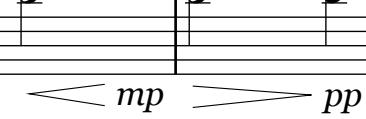
vln

p.o.  
n.v.

vla.

p.o.  
n.v.

vlc.

p.o.  
n.v.

36

cl.

A musical staff consisting of five horizontal lines and four spaces. A treble clef is positioned at the beginning. There are five vertical bar lines extending across the staff. Each bar line features a small black square near its top edge, indicating the position of a note.

perc.

A musical staff consisting of five measures. The first measure starts with a treble clef and a key signature of one sharp. The second measure starts with a bass clef and a key signature of one sharp. The third measure starts with a treble clef and a key signature of one sharp. The fourth measure starts with a bass clef and a key signature of one sharp. The fifth measure starts with a treble clef and a key signature of one sharp. Each measure contains a single vertical bar line.

36

vln

vla

measures 11-12: Bassoon part. Measure 11 starts with a sustained note on the first line. Measure 12 begins with a eighth note on the first line, followed by a sixteenth note on the second line, a eighth note on the first line, and a sixteenth note on the second line. The dynamic is *mp*.

vlc

Musical score for bassoon, page 10, measures 11-14. The score consists of four staves. Measure 11: Bassoon plays eighth notes on G4, B4, D5, F5, and G5. Measure 12: Bassoon plays eighth notes on E4, G4, B4, D5, F5, and G5. Measure 13: Bassoon plays eighth notes on D5, F5, G5, B4, D5, and F5. Measure 14: Bassoon plays eighth notes on B4, D5, F5, G5, B4, and D5. Measure 15: Bassoon rests. Measure 16: Bassoon plays eighth notes on B4, D5, F5, G5, B4, and D5. Measure 17: Bassoon plays eighth notes on G4, B4, D5, F5, and G5. Measure 18: Bassoon plays eighth notes on E4, G4, B4, D5, F5, and G5. Measure 19: Bassoon plays eighth notes on D5, F5, G5, B4, D5, and F5. Measure 20: Bassoon plays eighth notes on B4, D5, F5, G5, B4, and D5. Measure 21: Bassoon rests. Measure 22: Bassoon plays eighth notes on G4, B4, D5, F5, and G5. Measure 23: Bassoon plays eighth notes on E4, G4, B4, D5, F5, and G5. Measure 24: Bassoon plays eighth notes on D5, F5, G5, B4, D5, and F5. Measure 25: Bassoon plays eighth notes on B4, D5, F5, G5, B4, and D5. Measure 26: Bassoon rests.

41

cl.

perc.

This musical score excerpt shows two staves. The top staff is for the Clarinet (cl.), which has a treble clef and four lines. The bottom staff is for the Percussion (perc.), which includes a snare drum (indicated by a small square) and a bass drum (indicated by a vertical bar). Both staves have a common time signature. The music consists of six measures. In each measure, the Clarinet plays a single eighth note on the second line, and the Percussion plays eighth notes on the first and third lines of their respective staves. Measure 42 begins with a single eighth note on the first line for both instruments.

3:00

41

vln

vla.

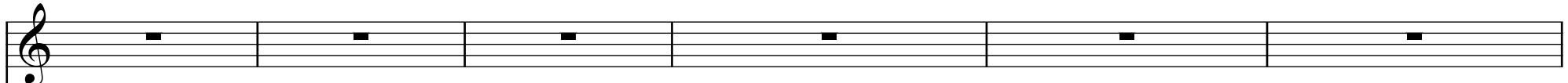
vlc.

This musical score excerpt shows three staves. The top staff is for the Violin (vln), the middle for the Cello (vla.), and the bottom for the Double Bass (vlc.). The Violin has a treble clef, and the Cellos/Bass have bass clefs. Measures 41 and 42 begin with sustained notes across all three staves. In measure 41, the Violin's note is a quarter note on the A string, the Cello's is a half note on the G string, and the Bass's is a half note on the C string. In measure 42, the Violin's note is a half note on the D string, the Cello's is a half note on the A string, and the Bass's is a half note on the E string. The dynamic marking *mp* is placed under the Cello's note in measure 42. Measure 43 begins with sustained notes across all three staves again.

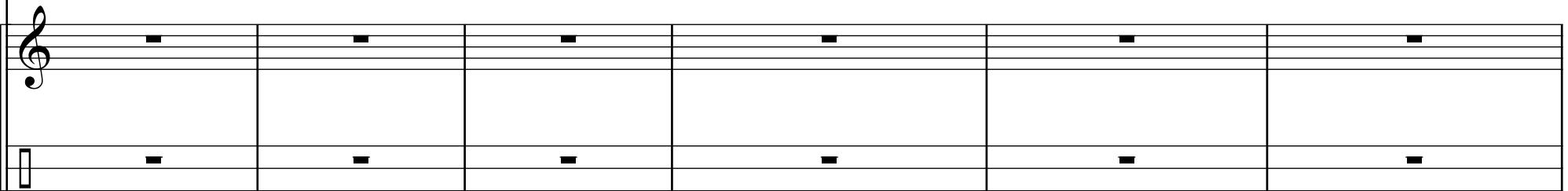
3:00

47

cl.



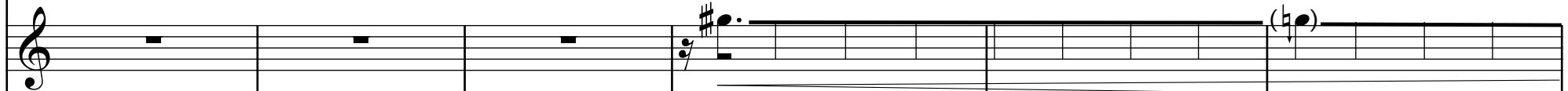
perc.



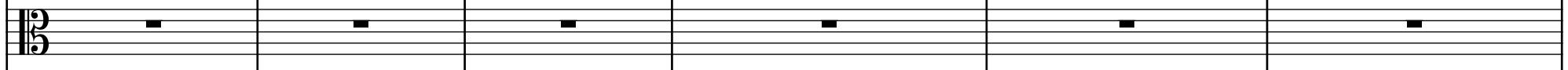
47

vln

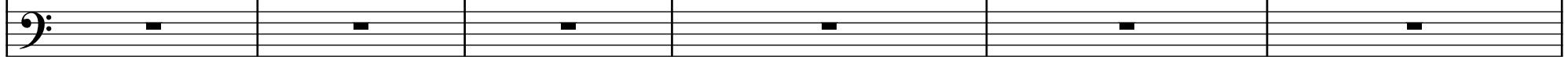
p.o.



vla.



vlc.



53

cl.

perc.

This section shows two staves of music. The top staff, labeled 'cl.', consists of five horizontal lines. The bottom staff, labeled 'perc.', also consists of five horizontal lines and includes a small rectangular box positioned on the first line.

53

vln

p

vla.

p.o.

vlc.

p

This section shows three staves of music. The top staff, labeled 'vln', has a treble clef and five horizontal lines. The middle staff, labeled 'vla.', has a bass clef and five horizontal lines. The bottom staff, labeled 'vlc.', has a treble clef and five horizontal lines. Various performance instructions are included: dynamic markings 'p' and 'p.o.' (pianissimo and piano dynamic with an arrow), and grace notes indicated by small dots with stems.

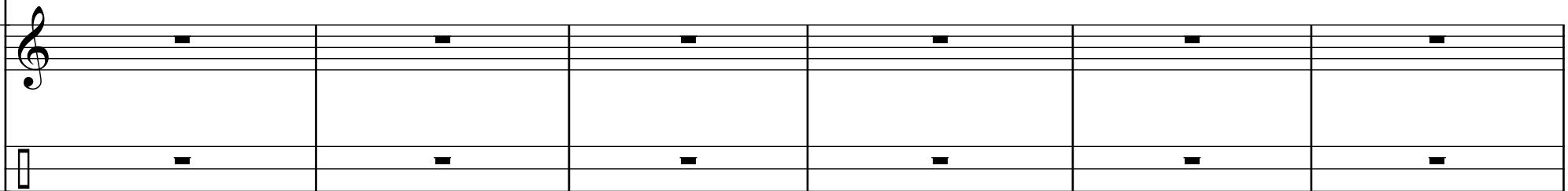
59

4:00

cl.



perc.



59

4:00

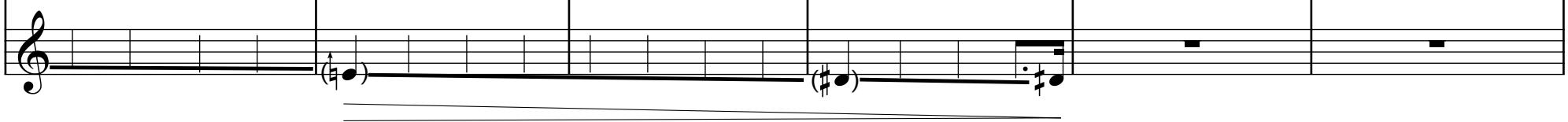
vln



vla.

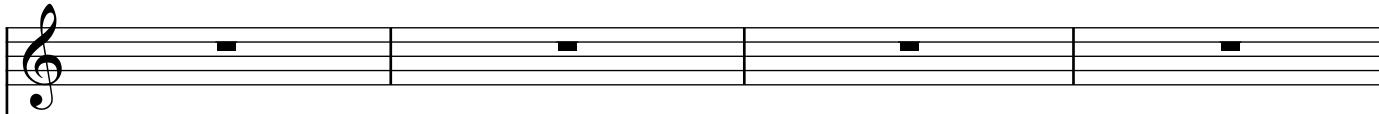


vlc.

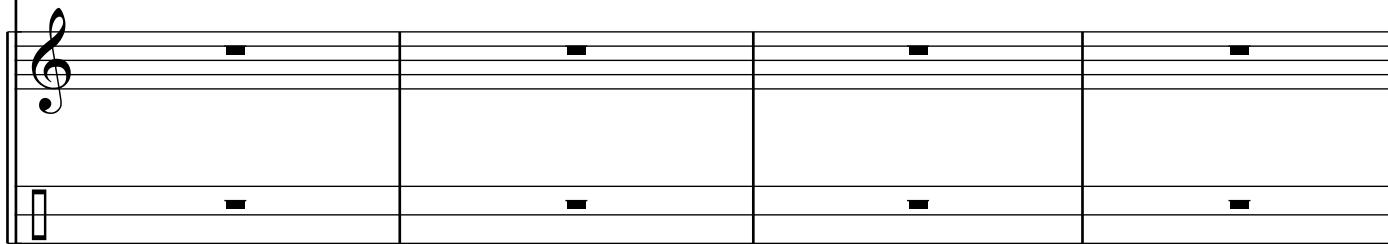


65

cl.

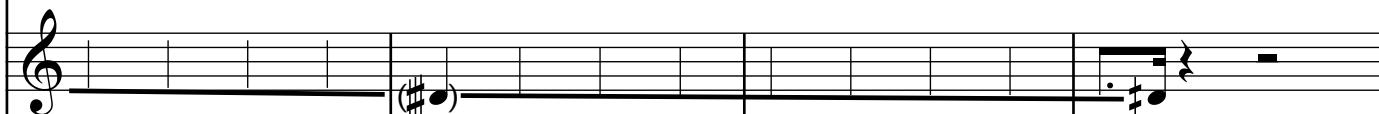


perc.

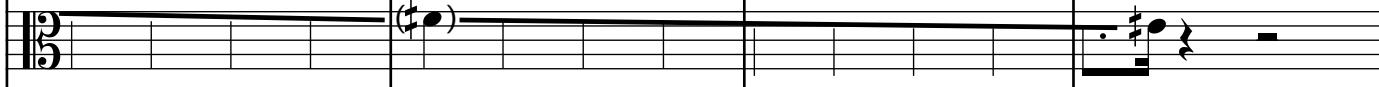


65

vln



vla.



vlc.



# Artificial Environment No.2

$\text{♩} = 60$

1 **4** click starts  
bass clarinet

clarinet

vibraphone

perc.

4 click starts

violin

p.s.p.  
m.v.

(>) (>) (>)

pp

4

p.s.t.  
m.v.

(>) (>) (>)

o  
(sempre)

pp 7:4 6:4

viola

cello

13

8

cl.

perc.

vln

p.s.t.  
m.v.

(>)

pp

3:2

5:4

3:2

vla.

p.o.  
n.v.

ppp

vlc.

p.s.p.  
n.v.

ppp

This musical score page contains five staves. The top two staves are for 'cl.' (clarinet) and 'perc.' (percussion), both showing quarter note rests. The third staff is for 'vln' (violin), which begins with a sixteenth-note pattern followed by rests, then resumes with a sixteenth-note pattern labeled 'p.s.t. m.v.' above the staff. This is followed by a series of sixteenth-note patterns with dynamics '(>)' and 'pp'. Below these are measures with time signatures '3:2', '5:4', and '3:2'. The fourth staff is for 'vla' (viola), showing sustained notes with dynamics 'ppp'. The bottom staff is for 'vlc' (cello), also showing sustained notes with dynamics 'ppp'. Measure lines divide the music into sections, and measure numbers 14 and 15 are indicated at the end of the page.

12

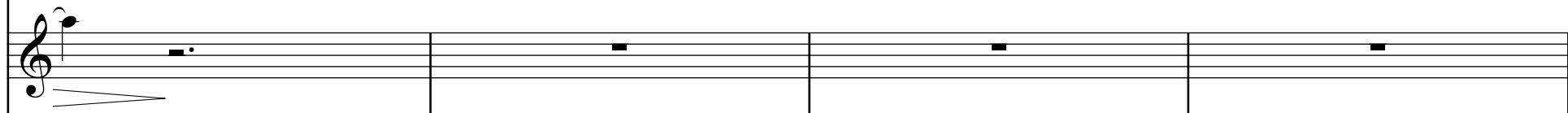
cl.



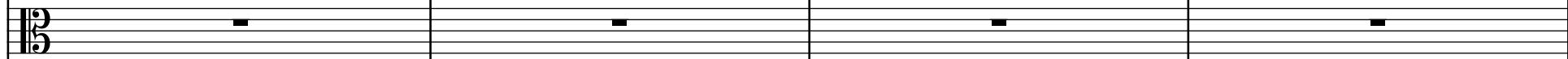
perc.



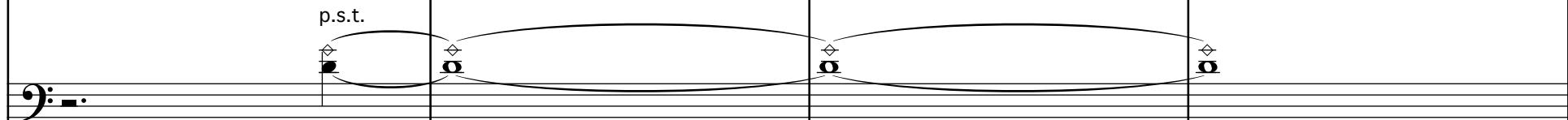
vln



vla.



vlc.



16

1:00

cl.

perc.

vln

vla.

vlc.

p.o.  
n.v.

pp

p.s.t.  
p.v.

(>)

(>)

(>)

5:4

pp

p.s.p.  
m.v.

p

20

cl.

Musical score page 10, featuring five staves of music. The top staff uses a treble clef and includes dynamic markings *p*, a fermata, and a grace note. The second staff uses a treble clef and includes dynamic markings *p*. The third staff uses a treble clef and includes dynamic markings *p*, *p.s.t.*, and *m.v.* with a downward arrow. The fourth staff uses a treble clef and includes dynamic markings *p*, *p.o.*, and *n.v.*. The fifth staff uses a bass clef and includes dynamic markings *p*, *p.o.*, *p.s.p.*, *p.v.*, and *p.o.*.

24

cl.

Musical score for orchestra and piano, page 18, measure 24.

Measure 24:

- cl.**: Rests throughout.
- perc.**: Rests throughout.
- vln.**: Sustained note (breve) on the G string.
- vla.**: Sustained note (breve) on the C string.
- vlc.**: Sustained note (breve) on the C string.

Measure 25:

- cl.**: Rests throughout.
- perc.**: Rests throughout.
- vln.**: Sustained note (breve) on the G string.
- vla.**: Sustained note (breve) on the C string.
- vlc.**: Sustained note (breve) on the C string.

Performance instructions and markings:

- p.s.p.** (pianississimo)
- m.v.** (mezzo-volumen)
- (>)** (slurs)
- 5:4** (time signature)
- pp** (pianississimo)
- 3:2** (time signature)

28

cl.

perc.

vln

vla.

vlc.

2:04

2

2

2

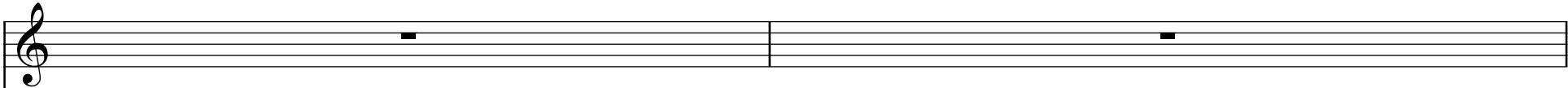
p.o.

mp

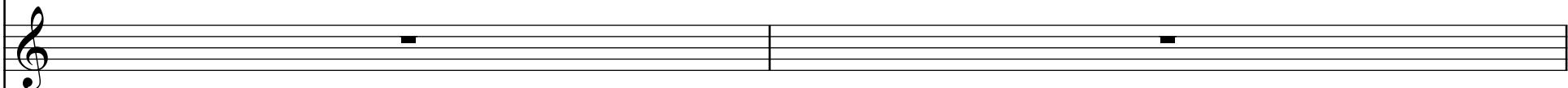
This musical score page contains five staves for the orchestra and one staff for the piano (p.o.). The orchestra parts include Clarinet (cl.), Percussion (perc.), Violin (vln), Cello/Violoncello (vla.), Double Bass/Violoncello (vlc.), and Piano (p.o.). The piano staff shows a harmonic progression with chords in G major. The score is divided into measures by vertical bar lines. Measure 28 begins with a rest followed by a sustained note. Measures 29-30 show eighth-note patterns. Measure 31 begins with a sustained note, followed by measure 32 which starts with a rest. Measure 33 shows eighth-note patterns. Measure 34 concludes with a dynamic marking 'mp'.

33

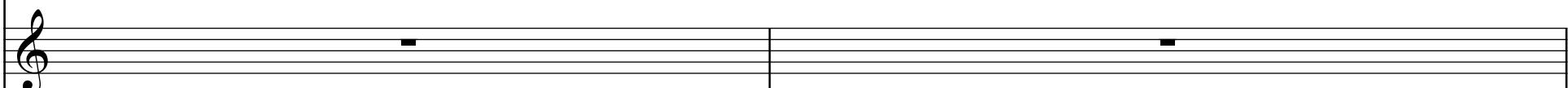
cl.



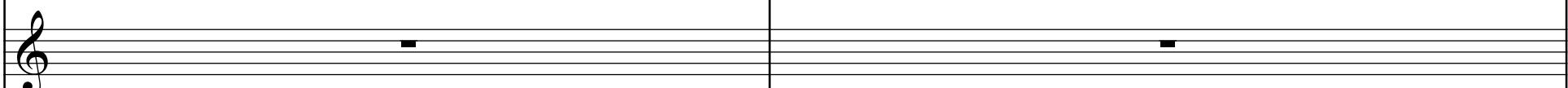
perc.



vln



vla.



vlc.



35

cl.

perc.

vln

vla. p.o.  
5:4  
*p*

7:4

vlc. 7:4  
5:4  
7:4

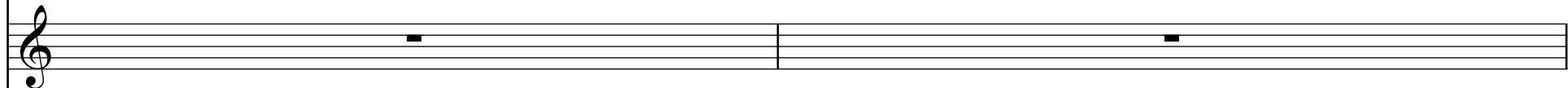
This musical score page contains five staves. The top three staves (Clarinet, Percussion, Violin) have single vertical bar lines, indicating common time. The bottom two staves (Cello/Violoncello, Double Bass/Violoncello) have double vertical bar lines, indicating common time. Measure numbers 35 and 36 are present above the staves. The Clarinet, Percussion, and Violin staves are mostly silent. The Cello/Violoncello staff features a rhythmic pattern with grace notes and slurs, labeled 'p.o.' (pizzicato) and 'p' (piano). The Double Bass/Violoncello staff also features a similar rhythmic pattern. Measure times 5:4 and 7:4 are indicated by brackets below the staves.

37

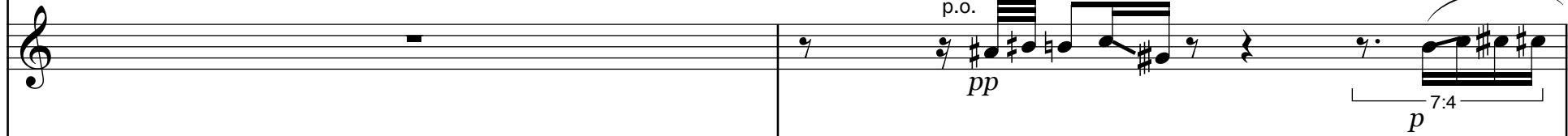
cl.



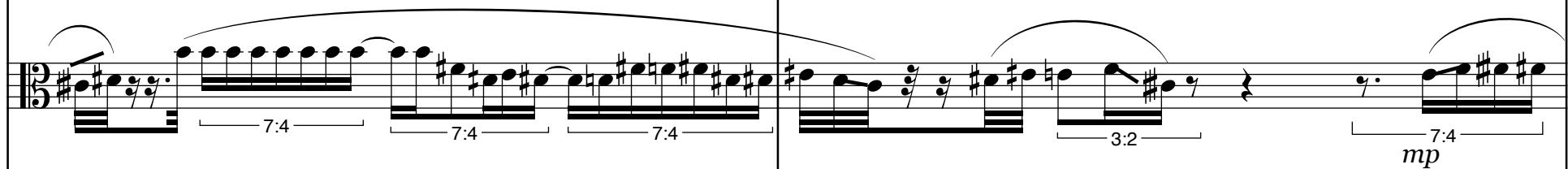
perc.



vln



vla.



vlc.



39

clarinet in Bb

cl.

perc.

vln

vla.

vlc.

p

mp

mf

f

41

cl.

perc.

vln

vla.

vlc.

6:4

poco

# Artificial Environment No.3

1       $\text{♩} = 60$       click starts      Blend with each other and the tape      clarinet in Bb

bass clarinet/clarinet

percussion

vibraphone  
motor off, arco

pedal as necessary

violin

p.s.t.

viola

p.s.t.

7      3

7      3

7      3

7      3

7      3

7      3

7      3

p.s.t.



22

cl.

perc.

vln

vla.

vlc.

4

4

4

4

pp

p.s.p.

pp

p.s.p.

pp

p.o.

p.o.

p.o.

31  
2:00

cl.

perc.

vln

vla.

vlc.

pp

pp

pp

pp

37

cl.

perc.

vln

p.s.t.

p.o.

p.s.p.

vla.

p.s.t.

p.o.

p.s.p.

vlc.

$\text{pp}$   $\text{3:2}$

$\text{p}$   $\text{5:4}$

$\text{p.s.t.}$   $\text{3:2}$

$\text{p.o.}$   $\text{5:4}$

$\text{p.s.p.}$   $\text{5:4}$

$\text{pp}$   $\text{3:2}$

$\text{p}$

$\text{pp}$   $\text{3:2}$

$\text{p.o.}$

$\text{p.s.p.}$

$\text{pp}$   $\text{5:4}$

$\text{p}$

43

3:00

p.v.

4

cl.

5:4

4

perc.

p.o.

p.v.

p.v.

4

vln

p.o.

p.v.

p.v.

4

vla.

— 5:4 —

1

2

4

vlc.

5:4

4

*mp*

1

1

1

52

n.v.

cl.

58

4:00

cl.

perc.

vln

vla.

vlc.

p.s.p.

p.o.

p

p.s.t.

p.s.p.

p.o.

p

p.s.t.

p

p.s.t.

p

64

cl.

p.v.  
3:2  
*pp*

perc.

3:2  
*pp*      *pp*      *pp*

vln

p.o.  
p.v.  
*pp*

3:2  
*pp*

vla.

p.o.  
p.v.  
*pp*

3:2  
*pp*

vlc.

p.o.  
p.v.  
*pp*

3:2  
*pp*

70

5:00

cl.

perc.

vln

vla.

vlc.

2

2

p.s.p.  
n.v.

2

p.s.p.  
n.v.

2

p.s.p.  
n.v.

2

p

p

p



# Artificial Environment No.4

5

cl.

perc.

vln

vla.

vlc.

8

cl.

perc.

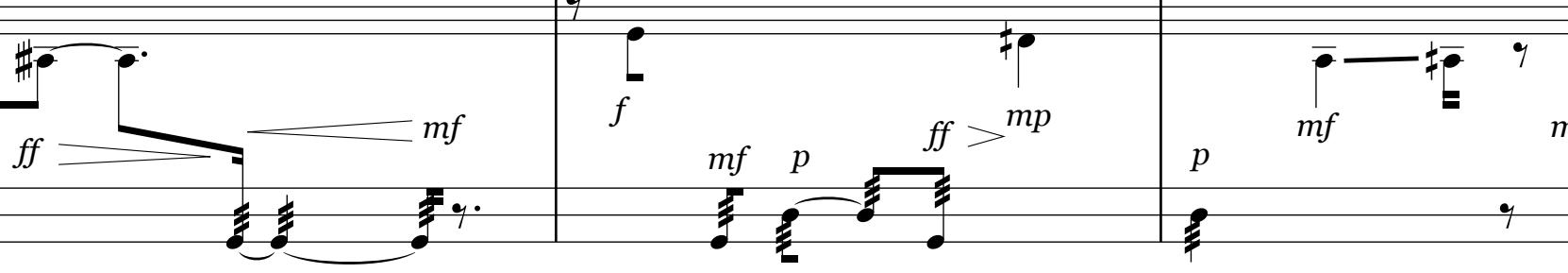
vln

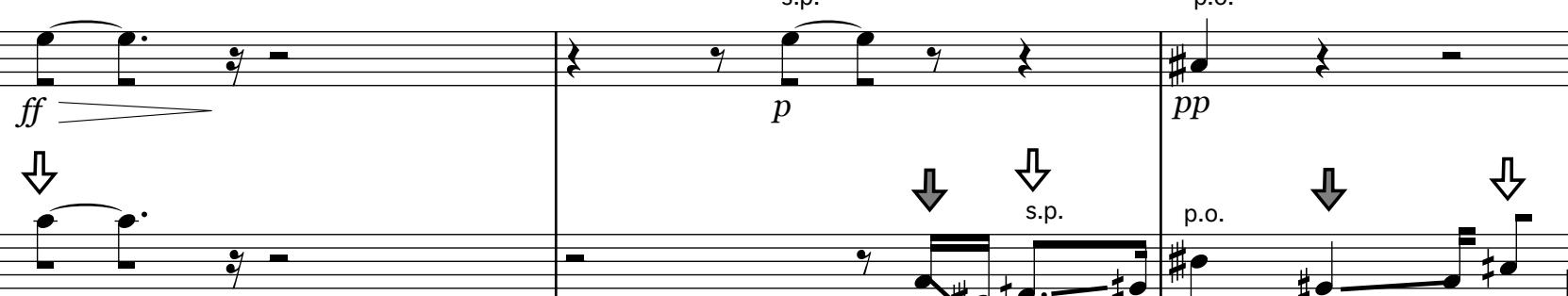
vla.

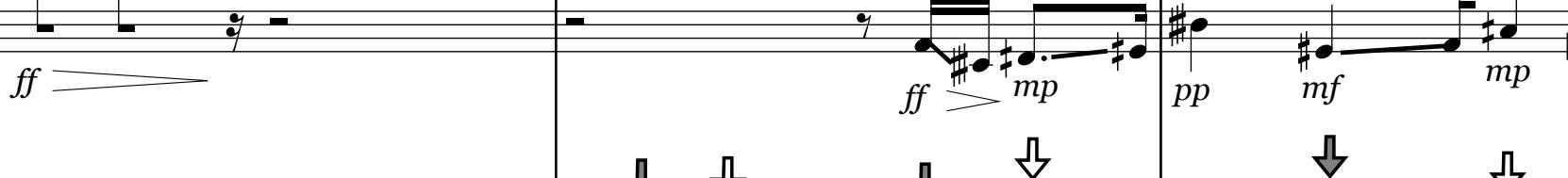
vlc.

11

cl. 

perc. 

vln 

vla. 

vlc. 

1:00

14

cl.

perc.

14

vln

vla.

vc.

17

cl.      3:2      3:2

p

perc.      3:2      3:2      3:2      3:2

p      f      mf      mf      p      mp

vln      17      3:2      3:2      3:2      3:2

s.p.

vla.      f      mf      mp

vcl.      3:2      3:2      s.p.      3:2      3:2      3:2

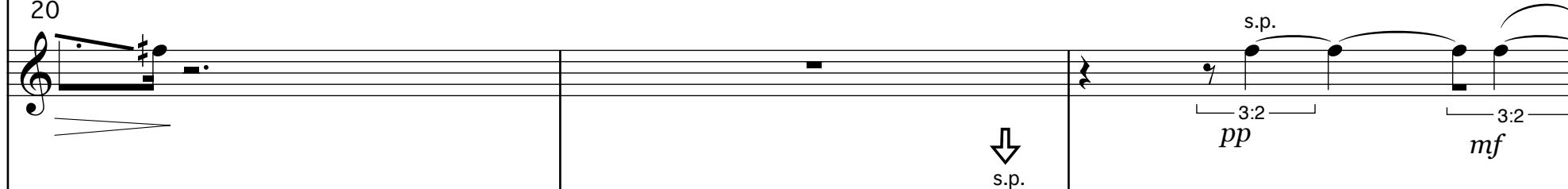
p.o.      s.p.      p.o.      f      mp

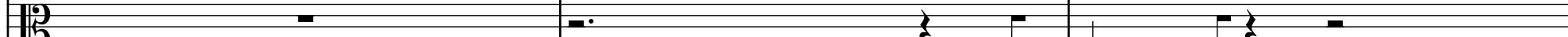
20

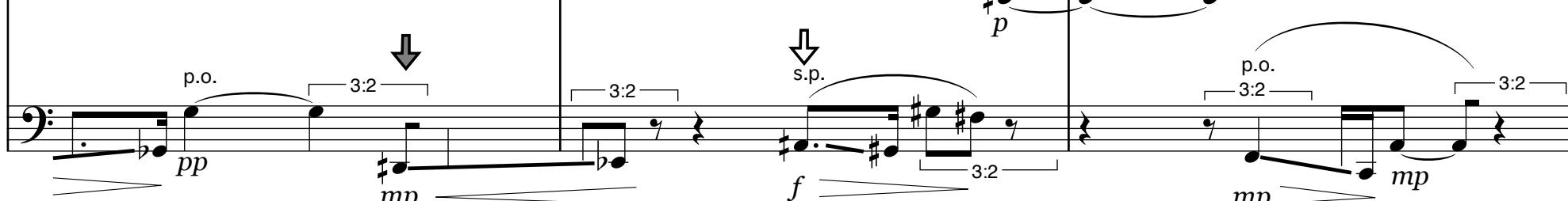
cl. 

perc. 

20

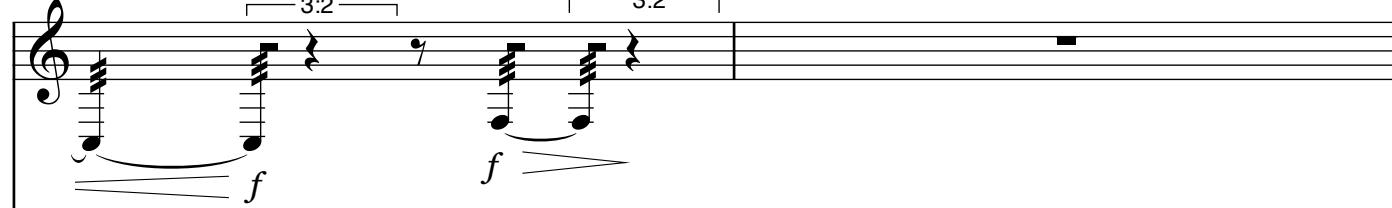
vln. 

vla. 

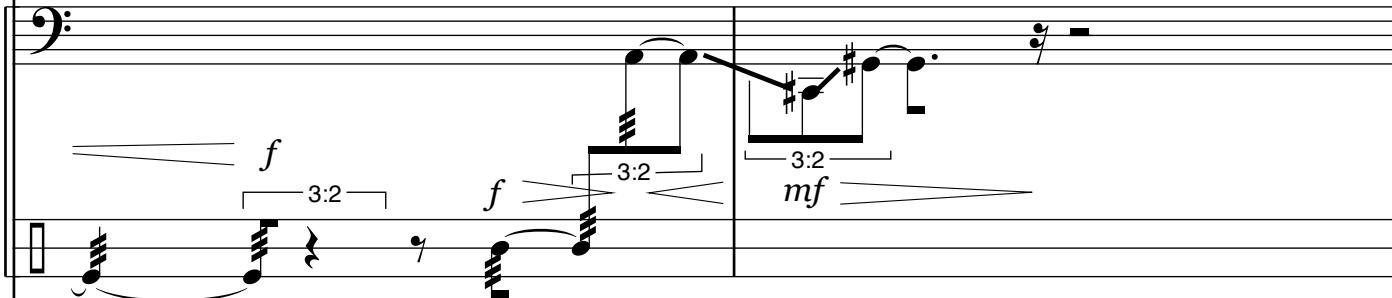
vlc. 

23

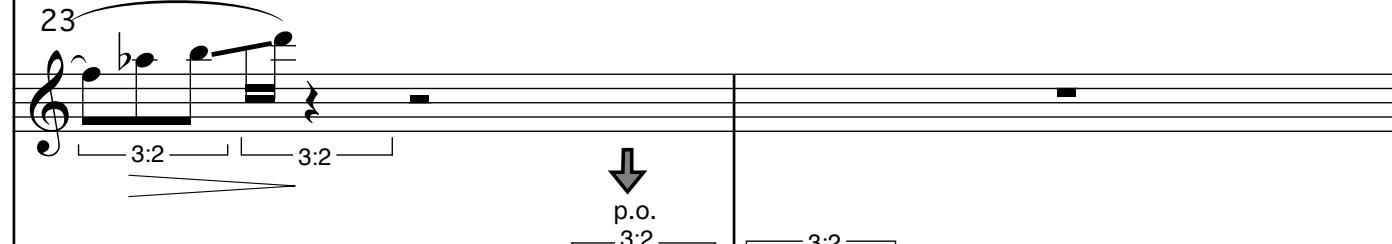
cl.



perc.



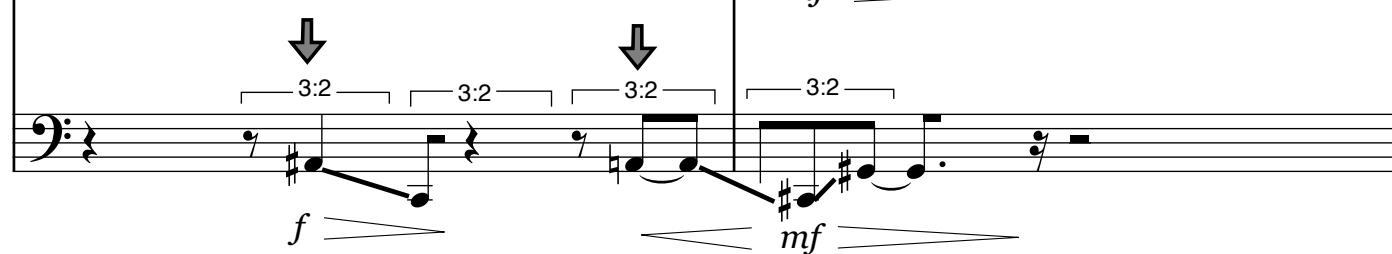
vln



vla.



vlc.



# Artificial Environment No.5

4 4  $\text{♩}=60$   
click starts

bass clarinet 1:00

bass clarinet/clarinet

vibraphone

percussion

bass drum

s.p.

mf

violin

viola

violoncello

The score is a musical composition for six instruments. It features a bass clarinet/clarinet part with a specific timing instruction (click starts at measure 1, ending at 1:00). The vibraphone and percussion parts provide rhythmic support with eighth-note patterns. The violin part includes dynamic instructions (s.p. and mf) and a sixteenth-note pattern. The viola and violoncello parts provide harmonic and rhythmic foundation with eighth-note patterns.

5

cl. *mp*

perc. *hard sticks* *damp* *mf* *l. 3:2* *soft sticks* *damp* *pp*

vln *m.v.* *p.s.t.* *p* *l. 3:2 l. 3:2* *m.s.p.* *n.v.*

vla. *s.t.* *<mp>* *pp* *p.o.* *pizz.*

vlc. *l. 5:4* *pp*

10

cl.

*pp*

*mp* >

hard sticks *l.v.*

perc.

*5:4* *p*

10

vln

*mp* >

*s.t. pizz.* *5:4* *p*

*arco p.o.* *3:2* *p*

*p.v.* *s.t.* *<p>*

*arco s.p.* *5:4* *pp* >

*p.o.* *5:4* *<mp>*

vla.

vlc.

15

cl.

*mp*

*p*

*ppp* damp

*pp*

2:00

5:4

perc.

15

vln

p.o.  
m.v.

n.v.  
m.s.p.

p.o.  
pizz.

arco  
s.p.

vla.

s.t.

p.s.t.

p.s.p.

p.s.t.

vlc.

*p* >

*pp*

*pp*

*ppp*

*p* >

*p* >

*pp* >

*p* >

*p* >

*p*

*pp*

5:4

3:2

6:4

5:4

5:4

5:4

5:4

5:4

5:4

5:4

19

cl.

air       $\overbrace{\text{pp} > \quad <\text{pp}>}$

$\overbrace{\text{3:2}}$

$\overbrace{\text{ppp} >}$

$\overbrace{\text{mp} \quad mp >}$

$\overbrace{\text{5:4}}$

$\overbrace{\text{3:2} \quad 3:2}$

$\overbrace{\text{<pp>}}$

soft sticks

$\overbrace{\text{mp} \quad mp \quad pp}$

$\overbrace{\text{5:4}}$

$\overbrace{\text{p}}$

perc.

19

vln

p.o.  
pizz.

$\overbrace{\text{pp}}$

p.s.p.  
arco

$\overbrace{\text{mf}}$

p.o.  
p.v.

$\overbrace{\text{mp}}$

p.s.p.  
n.v.

$\overbrace{\text{p}}$

vla.

$\overbrace{\text{pp}}$

p.s.p.  
arco

$\overbrace{\text{mf}}$

p.o.  
p.v.

$\overbrace{\text{mp}}$

n.v.

p.s.p.

$\overbrace{\text{pp}}$

vlc.

$\overbrace{\text{pp}}$

$\overbrace{\text{mp}}$

$\overbrace{\text{pp}}$

$\overbrace{\text{p}} \quad <\text{p}>$

$\overbrace{\text{p}} \quad <\text{p}>$

23

cl.

23

p.o.

p.v.

p.s.p.

n.v.

p.c

p.v

vln

27

cl.

*p*

perc.

*p*

l.v.

*mp*

27

vln

*p.o.*  
*n.v.*

*3:2*

*p*

*p.o.*

vla.

*p.s.p.*  
*n.v.*

*7:4*

*p*

*p.o.*

vlc.

*p.o.*  
*n.v.*

*3:2*

*p*

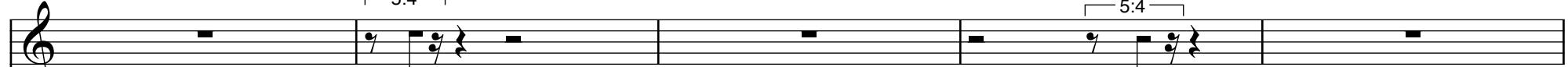
*p.o.*

32

3:00

— 5:4 —

cl.

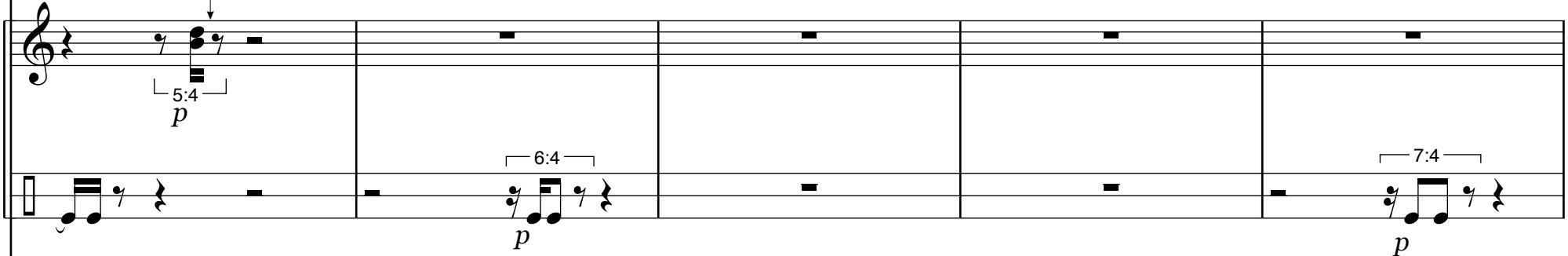


air

— 5:4 —

*pp* >

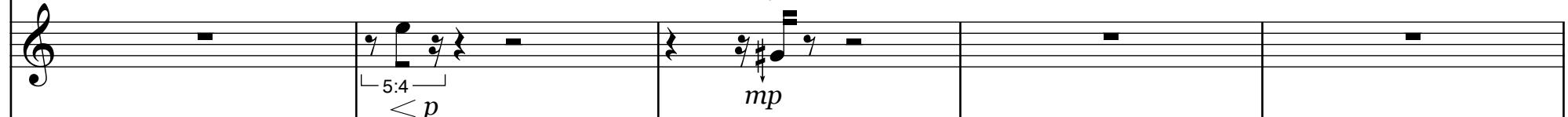
perc.



32

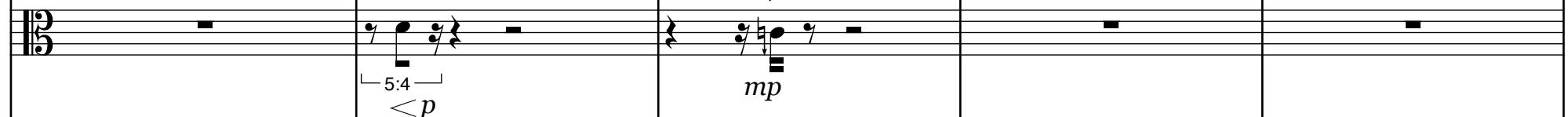
p.s.t.

vln



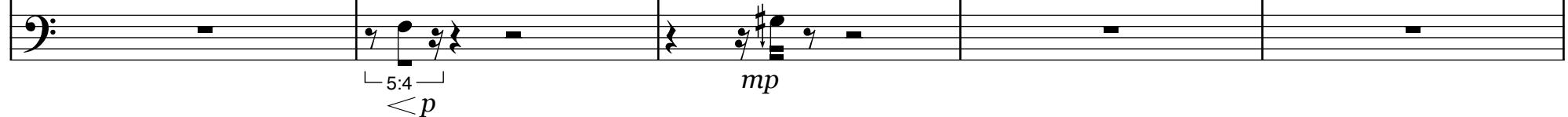
p.s.t.

vla.



p.s.t.

vlc.



37

cl.

perc.

This musical score page contains two staves. The top staff is for the Clarinet (cl.), which consists of six empty measures. The bottom staff is for the Percussion (perc.), which also consists of six empty measures. At the beginning of the second measure, there is a dynamic marking *pp*.

37

vln

vla.

vlc.

This musical score page contains three staves. The top staff is for the Violin (vln), the middle staff for the Viola (vla.), and the bottom staff for the Cello (vlc.). All three instruments play six empty measures. In the second measure, each instrument has a dynamic marking *pp*. In the third measure, each instrument has a dynamic marking *p.s.t.*. In the fourth measure, each instrument has a dynamic marking *pp*. In the fifth measure, each instrument has a dynamic marking *p.s.t.*. In the sixth measure, each instrument has a dynamic marking *pp*.

43

cl.

perc.

5:4 3:2 3:2 7:4

*ppp* *ppp* *ppp*

43

vln

vla.

vlc.

54