

SERENITY 2.0

for string quartet, percussion & electronics

2021

Ben Nobuto

Welcome to SERENITY 2.0

This service offers:

- total relaxation
- euphoric stimulation
- all of culture, all at once
- the end of boredom

How to play

Instrumentation

Violin I

Violin II

Viola

Cello

Percussion

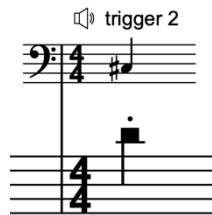
- Vibraphone (3 octaves)
- Crotales (1 octave)
- Kick drum
- 4 wine bottles (different sizes)
- Small cymbal
- Cowbell
- Brake drum
- 2 ceramic bowls (different sizes)
- 5 temple blocks

Electronics (requires Logic Pro)

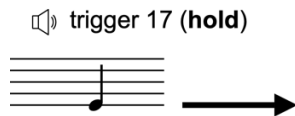
Electronics

The electronics consist of 22 prerecorded audio files that are triggered using Logic's EXS24 sampler. The 22 triggers are each assigned a key from C3 – A4, with Trigger 1 starting at C3 and moving up chromatically (Trigger 2 at C#, Trigger 3 at D and so on). The triggers can either be activated using a midi keyboard or with Logic's virtual keyboard (press COMMAND+K to bring up).

In the score, the trigger notes are shown on a small staff above the electronics part:



With the exception of Trigger 17 and 18, all of the triggers are '1shot', meaning that the entire file will play when the note is pressed. With 17 and 18, however, the note must be held down for the whole file to play. This is indicated in the score:

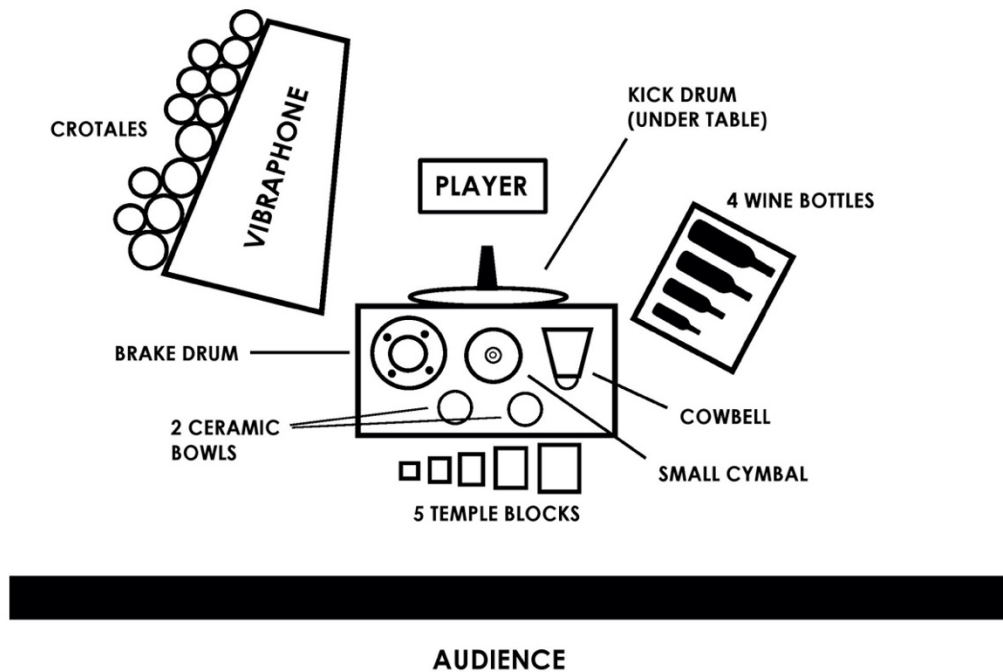


All triggers have a fixed velocity, meaning that they sound at the same volume regardless of how hard you press down the key.

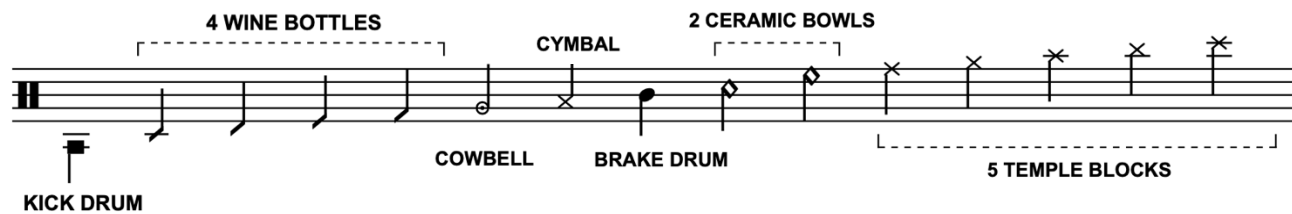
The electronics should be played out of two or more stereo speakers positioned either side of the ensemble, creating an equal balance between live and prerecorded sounds. If strings and/or percussion are amplified there should be an engineer on hand to adjust volume levels throughout the piece to maintain a balance. The ensemble may want to use in-ear monitors with click tracks for certain sections of the piece to help stay synchronised.

For sake of clarity, the notation for the electronics part is mostly a simplified version of the actual prerecorded sounds, showing specific, important cues rather than every small detail.

Percussion

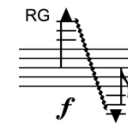


Percussion Key:



other notes:

- Vibraphone motor off throughout
- Vibes always played with soft mallets
- Crotales always played with hard mallets
- Unpitched perc. always played with sticks



RG (resonator gliss): slide the sticks (or the wooden end of the vibe mallets) quickly across the vibraphone resonators

+

Dampen crotale resonance



One-handed buzz roll



Slide stick along the wine bottles with one quick motion, either up or down depending on the arrow

Diamond noteheads during **treble clef** passages are crotale notes



Strings

ord.

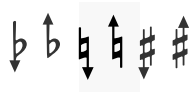
ordinario (normal manner of playing)



indicates a gradual change from one technique to another

I. II. III. IV.

Roman numerals indicate string numbers



quartertone accidentals (from left to right): three-quartertones flat, quartertone flat, quartertone flat, quartertone sharp, quartertone sharp, three-quartertones sharp

SP

sul pont.

ST

sul tasto

MST, flaut.

molto sul tasto, flautando: bow a couple of inches over the fingerboard. Use light bow pressure and a very fast bow to create a hollow, flute-like sound



indicates heavy bow pressure, usually for a loud scratch tone with no pitch



indicates a move from normal bow pressure to heavy pressure, and vice versa



triangular noteheads indicate the highest note on the string



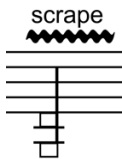
diamond noteheads indicate to finger a specified pitch lightly



square noteheads indicate an unspecified or approximate pitch

(damp)

dampen any resonance by muting the strings with the L.H.



scrape *along* the strings (i.e. towards the fingerboard) with heavy bow pressure to produce a croaky, pitchless noise. Always mute the strings with the L.H.



crazy atonal improv: bow as fast and as chaotically as possible across all four strings while your L.H. plays random notes on the fingerboard. Always continue right up until the point indicated then stop abruptly, muting the strings if possible to dampen any resonance.



slap the bottom of the fingerboard (the end furthest from you) with L.H.



slap the top of the fingerboard (the end nearest to you) with L.H.



slap the body of the instrument with L.H.



slide L.H. up the fingerboard quickly (similar to the sound of changing chords on a guitar)



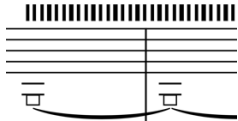
slide L.H. down the fingerboard quickly

vertical bounce



vertical bounce: bounce the bow without any up- or down-bow motion, **only vertical rebound** (works best slightly over the fingerboard, played at the tip of the bow)

stutter bow (mute strings)



stutter bow: start near the frog and bow as slow as possible **in one direction** using heavy bow pressure. The friction between the bow and string should create a jerky, stuttering effect, like a machine gun.

Duration: 12'00"

SERENITY 2.0

manic, constantly distracted ♩ = 170

BEN NOBUTO
(2021)

[illegible]

LEVEL 1

LEVEL 1

Elec. 8 *harsh noise* *'brutal!'* celeste

Perc. (Led.) *f* *ff* *p* *mp* *crazy improv. across all unpitched perc. (as fast as poss.)* **PERC** *RG*

Vln I *f* *ff* *crazy atonal improv. (as fast as poss.)* (damp) *ST, elegant* *8va* *mp*

Vln II *f* *ff* *crazy atonal improv. (as fast as poss.)* (damp)

Vla *f* *ff* *crazy atonal improv. (as fast as poss.)* (damp)

Vc. *f* *ff* *crazy atonal improv. (as fast as poss.)* (damp)

scrape along strings

14

Elec.

mf

f

ff

'one' 'two'

typing

8va

Perc.

mf

f

ff

f

slide up bottles

Vln I

(8)

mf

LH pizz. +

slap fingerboard

col legno, mute strings

Vln II

mf

LH pizz. +

slap fingerboard

col legno, mute strings

Vla

SP, sloppy, 'out of tune'

f

LH pizz. +

slap fingerboard

col legno, mute strings

Vc.

scratchy (barely pitched)

ff³

LH pizz. +

slap fingerboard

col legno, mute strings

The musical score for "Let's go!" is written for five instruments: Electric Guitar (Elec.), Percussion (Perc.), Violin I (Vln I), Violin II (Vln II), Viola (Vla), and Violoncello (Vc.). The score is in 4/4 time and consists of 20 measures. The key signature is one flat (B-flat major or D minor). The score includes various dynamic markings (pp, f, mf, mp), articulation (jeté, damp), and performance instructions (80s pop, warm, cheesy, voice). The Electric Guitar part features a melodic line with a "Let's go!" vocal line. The Percussion part includes a rhythmic pattern. The Violin I and II parts feature a melodic line with a "Let's go!" vocal line. The Viola and Violoncello parts feature a melodic line with a "Let's go!" vocal line.

26

glitchy electronic texture

string drone

Elec.

improv on ceramic bowls, as fast as poss.

Perc.

p

f

jaunty, folkish

mf

pizz. *f*

col legno
mute strings

arco, scratch

Vln I

pizz: atonal improv, as fast as poss.

(damp)

Vln II

p

LH slaps *ff*

jaunty, folkish

mf

pizz. *f*

col legno
mute strings

arco, scratch

Vla

pizz: atonal improv, as fast as poss.

(damp)

Vc.

p

LH slaps *ff*

32 80s pop

Elec.

Perc.

Vln I

Vln II

Vla

Vc.

as if you're switching the string players on & off

trigger 2

ord.

arco, ord.

ord.

arco, ord.

f

37

Elec.

Perc.

Vln I

Vln II

Vla

Vc.

This musical score page contains measures 37 through 40. The score is written for six instruments: Electric Guitar (Elec.), Percussion (Perc.), Violin I (Vln I), Violin II (Vln II), Viola (Vla), and Violoncello (Vc.). The key signature is one sharp (F#) and the time signature is 4/4. Measure 37 begins with a treble clef and a 4/4 time signature. The Electric Guitar part features a series of eighth notes with a sharp sign, while the Percussion part has a series of eighth notes with a sharp sign. The Violin I part has a series of eighth notes with a sharp sign, and the Violin II part has a series of eighth notes with a sharp sign. The Viola part has a series of eighth notes with a sharp sign, and the Violoncello part has a series of eighth notes with a sharp sign. The score ends with a double bar line and a 3/4 time signature.

41

Elec.

Perc.

Vln I

Vln II

Vla

Vc.

p

f

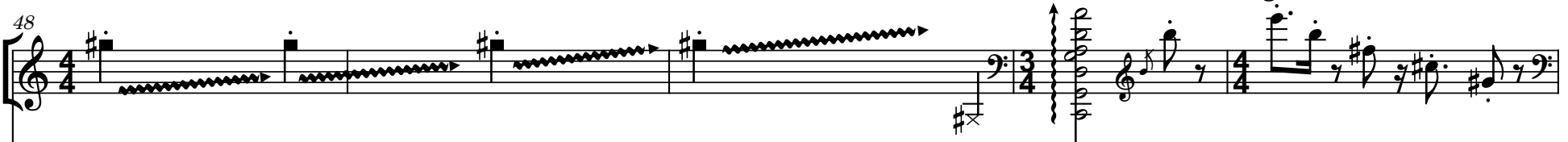
'slow-motion'

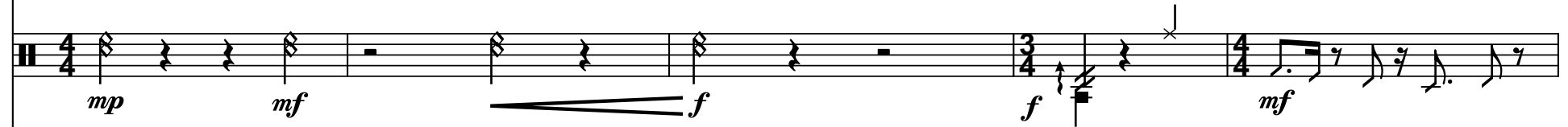
back to normal

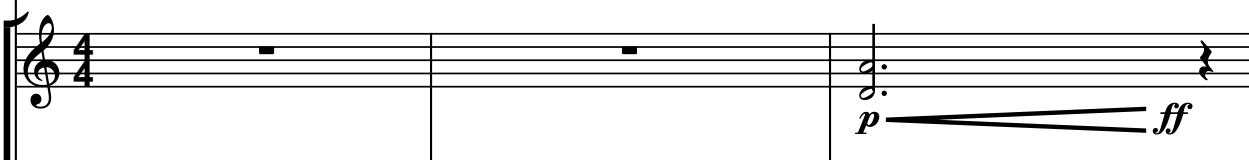
p

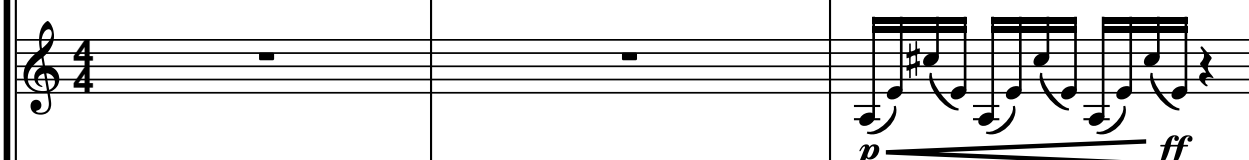
Measure 41: Elec. (3/4), Perc. (3/4), Vln I (3/4), Vln II (3/4), Vla (3/4), Vc. (3/4).
Measure 42: Elec. (4/4), Perc. (4/4), Vln I (4/4, *'slow-motion'*, *p*), Vln II (4/4), Vla (4/4), Vc. (4/4).
Measure 43: Elec. (4/4), Perc. (4/4), Vln I (4/4, *back to normal*, *f*), Vln II (4/4), Vla (4/4), Vc. (4/4).
Measure 44: Elec. (2/4), Perc. (2/4), Vln I (2/4), Vln II (2/4), Vla (2/4, *'slow-motion'*, *p*), Vc. (2/4).

48

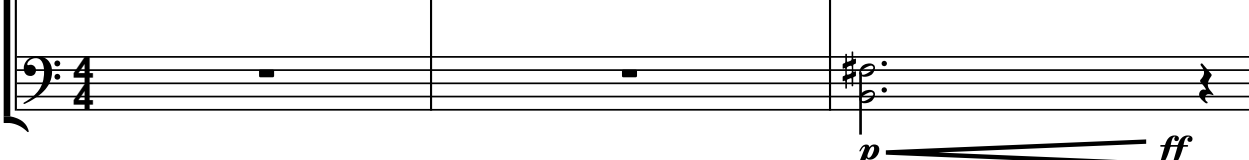
Elec.  typing
8va

Perc. 
mp *mf* *f* *mf*

Vln I 
p *ff* LH pizz. + slap fingerboard

Vln II 
p *ff* LH pizz. + slap fingerboard

Vla 
mp *mf* *f* *ff* LH pizz. + slap fingerboard

Vc. 
p *ff* LH pizz. + slap fingerboard

col legno, mute strings

as if being sped up → back to normal

53

Elec. string drone 80s pop

Perc.

Vln I jaunty, folkish warm pizz. col legno mute strings

Vln II warm LH slaps

Vla jaunty, folkish warm pizz. col legno mute strings

Vc. warm LH slaps

f *f* *ff* *f*

[illegible]

67

Elec. *'incorrect' buzzer* trigger 3 *'correct' buzzer* trigger 4 3

Perc. *(Led.)* *mp* *f* *p* *mf* *f* RG TO PERC

Vln I *p* *f* *pp* *mp* *f*

Vln II *sim.* *pp* *p* *f* *pp* *mp* *f*

Vla *pp* *p* *f* *pp* *mp* *f* SP, no vib. IV

Vc. *III* *pp* *p* *f* *p* *mp* *f*

73

Elec. harsh noise glitchy electronic texture string drone

Perc. crazy improv. improv on ceramic bowls *p*

Vln I crazy improv. *ff* scrape *mf* jaunty, folkish

Vln II ord., crazy improv. *ff* *f* pizz: atonal improv *p*

Vla crazy improv. *ff* scrape *mf* jaunty, folkish

Vc. crazy improv. *ff* scrape *p* pizz: atonal improv

'I am using my imagination'

78 (stuck in a loop)

Elec.

Perc.

VIBES + CROTALES

cold, cerebral

pp

p

3

Vln I

stuck in a loop

(damp)

cold, cerebral

p

3

Vln II

arco, ST

pp

Vla

stuck in a loop

(damp)

cold, cerebral

p

3

pizz.

mp

p

Vc.

arco, ST

pp

ord.

[illegible]

[illegible]

98

harsh noise

Elec.

celeste

3

3

3

3

2

4

4

TO PERC

Perc.

RG

3

mp

mf

f

ff

VIBES

RG

pp < ff

8va

scratchy (barely pitched)

Vln I

crazy improv.

ff

3

ff

pp < f

SP

Vln II

crazy improv.

ff

3

f

SP, sloppy, 'out of tune'

ff

pp < f

SP

Vla

crazy improv.

ff

3

mf

3

ff

p < f

SP

Vc.

crazy improv.

ff

3

mp

3

ff

p < f

SP

104

Elec. *drone*

Perc. *calm, freely*
p *mp* *Red.* *p* *mp* *p*

Vln I *ord., suddenly calm*
fp

Vln II *ord., suddenly calm*
fp

Vla *ord., suddenly calm*

Vc. *ord., suddenly calm*
fp

'Deep... deep... ...relaxation'

The musical score for measures 104-108 is as follows:

- Electric (Elec.):** A drone in G major (F# and C#) is sustained throughout the measures.
- Percussion (Perc.):** The percussion part begins with a half note in G major, followed by a quarter note. In measure 106, there is a triplet of eighth notes in G major, followed by a quarter note. The dynamics are marked *p*, *mp*, *Red.*, *p*, *mp*, and *p*.
- Violin I (Vln I):** A long, sustained note in G major, marked *ord., suddenly calm* and *fp*.
- Violin II (Vln II):** A long, sustained note in G major, marked *ord., suddenly calm* and *fp*.
- Viola (Vla):** A long, sustained note in G major, marked *ord., suddenly calm*.
- Violoncello (Vc.):** A long, sustained note in G major, marked *ord., suddenly calm* and *fp*.

The lyrics 'Deep... deep... ...relaxation' are written above the Electric staff.

109

Elec. *'Letting go...'* *...allowing flow'*

Perc. *(200.)* *mp* *p*

Vln I

Vln II

Vla

Vc.

LEVEL 2

trigger 7

119

bright, chirpy game FX

mechanical, choppy, playful

mf

choppy, mechanical, percussive; dampen strings wherever possible to avoid ringing;
all slaps, slides and other naturally quieter sounds should be played as loud as possible

(damp) col legno

f

pizz. strum muted strings

(damp) col legno

f

pizz. strum muted strings

(damp) col legno

f

pizz. strum muted strings

(damp) col legno

f

pizz. strum muted strings

Vln I

Vln II

Vla

Vc.

Elec.

Perc.

126

Elec.

Perc.

Vln I

Vln II

Vla

Vc.

arco
vertical bounce, mute strings

pizz.

arco
vertical bounce, mute strings

pizz.

arco
vertical bounce, mute strings

pizz.

arco
vertical bounce, mute strings

pizz.

132

Elec.

Perc.

Vln I

Vln II

Vla

Vc.

(arco)

IV

7

f

p

f

scratch (no pitch)

'woo!'

139

Elec.

Perc.

Vln I

Vln II

Vla

Vc.

pizz.

arco

vertical bounce, mute strings

(arco) vertical bounce, mute strings

non vib., like a children's song

mp

145 (game FX continue) ~~~~~

Elec.

Perc.

Vln I

Vln II

Vla

Vc.

pizz.

arco

ST

SP

ord.

scratch (no pitch)

fp

mf

f

mp

fp

mf

mp

fp

mf

mp

152 'wool'

Elec.

Perc.

Vln I

Vln II

Vla

Vc.

pizz.

pizz.

This musical score page contains measures 152 through 156. The score is for a vocal part and a string ensemble. The vocal part, labeled 'wool', consists of a single melodic line with a long, sustained note in measure 152, followed by a series of eighth and sixteenth notes in measures 153-156. The string ensemble includes Electric (Elec.), Percussion (Perc.), Violin I (Vln I), Violin II (Vln II), Viola (Vla), and Violoncello (Vc.). The Elec. part features a long, sustained note in measure 152, followed by a series of eighth and sixteenth notes in measures 153-156. The Perc. part features a series of eighth and sixteenth notes in measures 153-156. The Vln I and Vla parts feature a series of eighth and sixteenth notes in measures 153-156. The Vln II and Vc. parts feature a long, sustained note in measure 152, followed by a series of eighth and sixteenth notes in measures 153-156. The score is written in 4/4 time and includes various musical notations such as notes, rests, and articulation marks.

158

game FX more dense & complex

Elec.

Perc.

Vln I

Vln II

Vla

Vc.

vertical bounce

RH: vertical bounce on **open strings** (let ring)
LH: slap slide of violin

f

RH: vertical bounce on **open strings** (let ring)
LH: slap slide of viola

163

Elec.

Perc.

Vln I

Vln II

Vla

Vc.

The musical score is written for six instruments: Electric (Elec.), Percussion (Perc.), Violin I (Vln I), Violin II (Vln II), Viola (Vla), and Violoncello (Vc.). The score begins at measure 163. The key signature is one sharp (F#), and the time signature changes from 3/4 to 4/4 at measure 164. The Electric part features a melodic line with a half note in measure 163, a quarter note in measure 164, and a half note in measure 165, with a fermata over the half note in measure 166. The Percussion part features a series of eighth notes and quarter notes, with a fermata over the quarter note in measure 165. The Violin I part features a series of eighth notes and quarter notes, with a fermata over the quarter note in measure 165. The Violin II part features a melodic line with a half note in measure 163, a quarter note in measure 164, and a half note in measure 165, with a fermata over the half note in measure 166. The Viola part features a series of eighth notes and quarter notes, with a fermata over the quarter note in measure 165. The Violoncello part features a melodic line with a half note in measure 163, a quarter note in measure 164, and a half note in measure 165, with a fermata over the half note in measure 166. The score includes various musical notations such as notes, rests, fermatas, and dynamic markings like (damp).

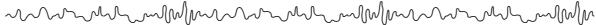
trigger 8



trigger 9



glitchy electronics



169



trigger 10 trigger 9 trigger 11 trigger 9 trigger 12 trigger 13

174

Elec.

Perc.

Vln I

Vln II

Vla

Vc.

The musical score for page 31, measures 174-180, is presented below. The score is written for six parts: Electric (Elec.), Percussion (Perc.), Violin I (Vln I), Violin II (Vln II), Viola (Vla), and Violoncello (Vc.). The Percussion staff features a complex rhythmic pattern with accents and asterisks. The string staves (Vln I, Vln II, Vla, Vc.) have a simple melodic line with accents. The Electric staff has a wavy line indicating a sustained sound. The score is divided into measures by vertical bar lines, with a 3/4 time signature change at measure 179.

181

trigger 12

trigger 9

trigger 14

trigger 9

Elec.

Perc.

Vln I

Vln II

Vla

Vc.

This musical score page contains measures 181 through 188. The score is arranged in six staves: Electric (Elec.), Percussion (Perc.), Violin I (Vln I), Violin II (Vln II), Viola (Vla), and Violoncello (Vc.). The key signature is one sharp (F#). The time signature changes from 4/4 to 5/8 at measure 185 and back to 4/4 at measure 186. The Electric part features a wavy line in measures 181 and 185, and specific notes in measures 182, 183, 186, and 187. The Percussion part includes various rhythmic patterns, including eighth and sixteenth notes, and rests. The Violin I, Violin II, Viola, and Violoncello parts all play similar rhythmic patterns, often with accents. Triggers are indicated above the Electric staff: 'trigger 12' above measure 182, 'trigger 9' above measure 183, 'trigger 14' above measure 185, and 'trigger 9' above measure 187.

 trigger 15

[illegible]

194

Elec.

Perc.

Vln I

Vln II

Vla

Vc.

mf

slap fingerboard,
mute strings

mf

mf

mf

The musical score for measures 194-198 is as follows:

- Measure 194:** Electric guitar plays a series of eighth notes with many 'x' marks indicating muted notes. Percussion plays a steady eighth-note pattern. Violin I and Viola play a series of eighth notes with many 'x' marks. Violin II and Violoncello play a series of eighth notes.
- Measure 195:** Similar to measure 194, with muted notes in the guitar and strings.
- Measure 196:** Similar to measure 194, with muted notes in the guitar and strings.
- Measure 197:** Similar to measure 194, with muted notes in the guitar and strings.
- Measure 198:** The dynamics change to *mf*. The strings are instructed to "slap fingerboard, mute strings". The electric guitar continues with a similar pattern.

199

Elec.

Perc.

Vln I

Vln II

Vla

Vc.

equally short

p

trigger 16

204

'Reggie, do you have a question for our guest this evening?'

$\text{♩} = 130$

'one' 'two' 'three'

'whisper I-'

'I thought it was hilari-'

'war-torn Syria'

'let yourself'

'convergence'

Elec.

Perc.

electronics - 5 secs

p

mf

electronics - 5 secs

dampen strings immediately after bowing every note

Vln I

p

mf

(damp)

dampen strings immediately after bowing every note

Vln II

mf

dampen strings immediately after bowing every note

Vla

p

mf

dampen strings immediately after bowing every note

Vc.

p

mf

211

'mind bo-' 'lonely' 'love you' 'profound ambi-' 'inner wisdom' 'isolated' 'of the physical and' 'uh oh' 'digital'

Elec.

Perc.

Vln I

Vln II

Vla

Vc.

217

'linger awh-' 'Isis bride' 'solitude' 'gamer girl' 'met gala' 'yoga journey' 'sometime' 'all at one-'

Elec.

Perc.

Vln I

Vln II

Vla

Vc.

f *mp* *mf*

warm (damp)

fp *mf*

fp *mf*

fp *mf*

fp *mf*

228

Elec.

Perc.

Vln I

Vln II

Vla

Vc.

This musical score page contains measures 228 through 232. The score is written for six instruments: Electric Bass (Elec.), Percussion (Perc.), Violin I (Vln I), Violin II (Vln II), Viola (Vla), and Violoncello (Vc.). The time signature changes from 3/4 to 2/4 at measure 229. The Electric Bass part features a descending eighth-note line with flats, accented triplets, and a final ascending eighth-note line. The Percussion part includes a rhythmic pattern of eighth notes with 'x' marks, followed by a series of eighth-note triplets, and a sequence of eighth notes with dynamic markings (mf, f, ff) and crescendo/decrescendo hairpins. The Violin I and Violin II parts play a similar eighth-note line with sharps, featuring accented triplets and dynamic markings (mf, f, ff). The Viola part follows a similar pattern with sharps and dynamic markings (mf, f, ff). The Violoncello part plays a descending eighth-note line with sharps, accented triplets, and a final ascending eighth-note line, with dynamic markings (mf, f, ff). The score is written in a standard musical notation style with a key signature of one flat (B-flat).

233

Elec.

Perc.

Vln I

Vln II

Vla

Vc.

SP

IV

f *ff* *fff*

239 $\text{♩} = 170$

Elec. *f* *mf*

repeat: start **slowing down** at your own pace, fall out of sync

Perc. *p*

repeat: start **slowing down** at your own pace, fall out of sync 7 secs

wait for electronics cue

Vln I *ff* *mf*

repeat: start **slowing down** at your own pace, fall out of sync 7 secs

wait for electronics cue

Vln II *ff* *mf*

repeat: start **slowing down** at your own pace, fall out of sync 7 secs

wait for electronics cue

Vla *ff* *mf*

repeat: start **slowing down** at your own pace, fall out of sync 7 secs

wait for electronics cue

Vc. *ff* *mf*

wait for electronics cue

to VIBES

241

Elec.

drone

'Total... ..beautiful... ..rela-'

game FX

80s pop

Perc.

RG

calm

PERC

$p < f$

p

mp

mf

$Red.$

Vln I

f

$p < f$

ord., suddenly calm IV

fp

as before

col legno

f

mf

Vln II

f

$p < f$

ord., suddenly calm IV

fp

as before

col legno

f

mf

Vla

f

$p < f$

ord., suddenly calm IV

fp

as before

col legno

f

mf

Vc.

f

$p < f$

ord., suddenly calm

fp

as before

col legno

f

mf

248 glitchy electronic texture

Elec.

improv on ceramic bowls

Perc.

p

p

CROTALE

TO PERC

pizz: atonal improv.

Vln I

p

arco

mf

scrape

ff

ST

p

Vln II

scrape

ff

Vla

scrape

ff

ST

p

pizz: atonal improv.

Vc.

p

arco

scrape

ff

'I am winning at life right now'

253

Elec. harsh noise string drone

Perc. crazy improv. scrape the stick along the surface of the cymbal in a circular motion

Vln I

Vln II crazy atonal improv. (damp) imitate a viol: ST & non vib.

Vla pitchless air noise

Vc. crazy atonal improv. (damp) imitate a viol: ST & non vib.

ff *mf* *pp* *p* *ppp*

Detailed description of the musical score: The score is for measures 253 to 258.
Elec.: Measure 253 has a 'harsh noise' waveform. Measure 254 has a 'string drone' (two low notes). Measures 255-258 have whole rests.
Perc.: Measure 253 has a 'crazy improv.' pattern of eighth notes with 'x' marks. Measure 254 has a long arrow. Measures 255-258 have a 'scrape the stick along the surface of the cymbal in a circular motion' indicated by a circle and 'x' marks. Dynamics: *ff* at start, *pp* at measure 255.
Vln I: Measure 253 has a rest. Measure 254 has a triplet of eighth notes (F#, G, A) with a slur and *mf*. Measure 255 has a triplet of eighth notes (B, C, D) with a slur and *mf*. Measure 256 has a triplet of eighth notes (E, F, G) with a slur and *mf*. Measure 257 has a quarter note (A) with a slur and *p*. Measure 258 has a half note (B) with a slur and *p*.
Vln II: Measure 253 has a 'crazy atonal improv.' pattern of eighth notes with *ff*. Measure 254 has a long arrow and '(damp)'. Measure 255 has a quarter note (F) with a slur and *p*. Measures 256-258 have a half note (G) with a slur and *p*.
Vla: Measure 253 has a rest. Measure 254 has a triplet of eighth notes (F#, G, A) with a slur and *mf*. Measure 255 has a triplet of eighth notes (B, C, D) with a slur and *mf*. Measure 256 has a triplet of eighth notes (E, F, G) with a slur and *mf*. Measure 257 has a triplet of eighth notes (A, B, C) with a slur and *mf*. Measure 258 has a triplet of eighth notes (D, E, F) with a slur and *mf*.
Vc.: Measure 253 has a 'crazy atonal improv.' pattern of eighth notes with *ff*. Measure 254 has a long arrow and '(damp)'. Measure 255 has a quarter note (F) with a slur and *p*. Measures 256-258 have a half note (G) with a slur and *p*.
Vla: Measure 255 has a 'pitchless air noise' indicated by a horizontal line with 'x' marks. Measures 256-258 have a horizontal line with 'x' marks.
Vc.: Measure 255 has a 'pitchless air noise' indicated by a horizontal line with 'x' marks. Measures 256-258 have a horizontal line with 'x' marks.

260

Elec.

Perc.

Vln I

Vln II

Vla

Vc.

gradually tune downwards by a semitone

gradually tune downwards by a semitone

gradually add 'dirt' to the air sound (but keep it quieter than a normal scratch tone)

gradually tune downwards by a semitone

mf

mp

mf

mp

mf

mp

mf

normal

normal

normal

normal

3

trigger 17 (hold)

267

'epic!'

typing

8va

Elect.

Perc.

Vln I

Vln II

Vla

Vc.

brush along strings

LH pizz.

slap

col legno, mute strings

jeté 7

pp

III

II

ff

f

pp

n

f

RG

f

p

f

273 static

Elec. *pp*

don't rush: take a good 10 secs to pause and breathe before moving on

Perc.

Vln I

stutter bow (mute strings) stutters becoming more sporadic

ff *f* *mf*

Vln II

stutter bow (mute strings) stutters becoming more sporadic

ff *f* *mf*

Vla

stutter bow (mute strings) stutters becoming more sporadic

ff *f* *mf*

Vc.

stutter bow (mute strings) stutters becoming more sporadic pitchless air sound

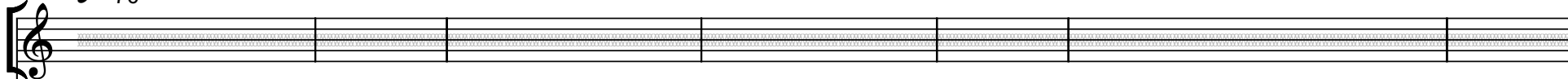
ff *f* *mf* *ppp*

LEVEL 3

284

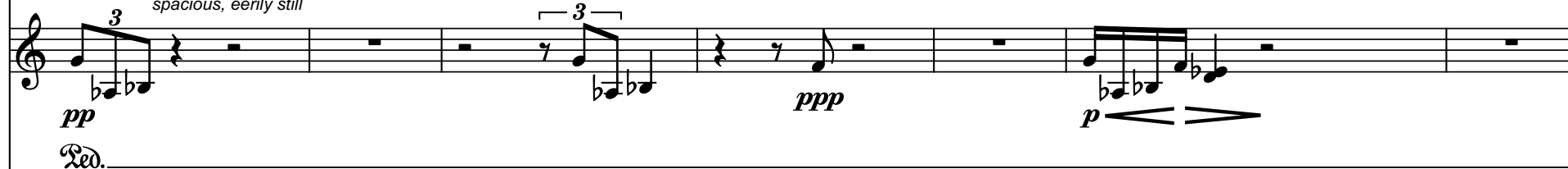
♩ = 70

Elec.



Perc.

VIBES

spacious, eerily still

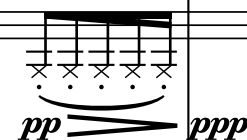
Vln I



Vln II

*very faint jeté, mute strings*

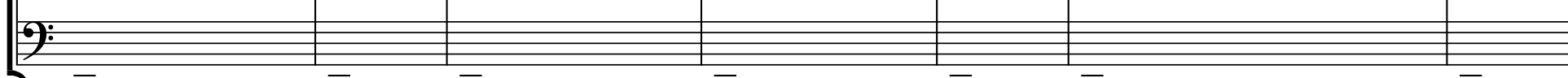
5



Vla



Vc.



296

Elec.

Perc.

(Led.)

Vln I

Vln II

Vla

Vc.

pp

p

mf

mp

p

mp

f

pp

 trigger 18 (hold)

[illegible]

release trigger 18 as you press 19

♩ = 70

307

Elec. *ff* *p*

Perc. *p* *mf*

Vln I *f* *ff* *mp*

Vln II *f* *ff* *mp*

Vla *f* *ff* *mp*

Vc. *f* *ff* *mp*

SP

freeze! keep bow on string, as if paused

unpause

3

5

[illegible]

319

Elec.

Perc.

fp *mf* *pp* *p* *mf*

Red.

MST, flaut.

Vln I

mf *pp* *mp* *p* *pp*

MST, flaut.

Vln II

mf *pp* *mp* *p* *pp*

MST, flaut.

Vla

mf *pp* *mp* *p* *pp*

(damp) MST, flaut.

Vc.

pp *mp* *p* *pp*

Detailed description of the musical score: The score is for measures 319-322. Measure 319: Elec. has a whole rest. Perc. has a series of eighth notes. Vln I and Vln II have a series of eighth notes. Vla has a series of eighth notes. Vc. has a whole rest. Measure 320: Perc. has a series of eighth notes. Vln I and Vln II have a series of eighth notes. Vla has a series of eighth notes. Vc. has a series of eighth notes. Measure 321: Perc. has a series of eighth notes. Vln I and Vln II have a series of eighth notes. Vla has a series of eighth notes. Vc. has a series of eighth notes. Measure 322: Perc. has a series of eighth notes. Vln I and Vln II have a series of eighth notes. Vla has a series of eighth notes. Vc. has a series of eighth notes.

trigger 21

326

Elec.

Perc.

Vln I

Vln II

Vla

Vc.

$\text{♩} = 170$

$\text{♩} = 70$

game FX

p (*20.*) *pp*

mf *f* *pp*

mp *pp*

mp *pp*

mp *pp*

mp *pp*

ord.

LH fingerboard slaps

col legno

col legno, mute strings

pitchless air sound

5

6

3

7

330

Elec.

Perc.

(Red.)

air sound → scratch → ord., warm

Vln I

air sound → scratch → ord., warm

Vln II

air sound → scratch → ord., warm

Vla

air sound → scratch → ord., warm

Vc.

mf *pp* *mf* 5 *pp* 3

mp *p* *p* *p* *p* *p*

Detailed description of the musical score: The score is for measures 330 and 331. The Elec. part has a single note in measure 330 and a single note in measure 331. The Perc. part has a dense sequence of notes in measure 330, followed by a melodic line in measure 331. The Vln I, Vln II, Vla, and Vc parts play sustained notes in measure 330 and move to a new melodic line in measure 331. Dynamics range from mp to pp. Performance instructions include 'air sound', 'scratch', and 'ord., warm'.

332

Elec.

Perc.

(Led.)

Vln I

Vln II

Vla

Vc.

mf *pp* *mf* *f* *mp* *pp* *3*

mf *p* *mp* *pp* *mp* *pp* *3*

mf *p* *mp* *pp* *mp* *pp* *3*

mf *p* *mp* *pp* *mp* *pp* *3*

334

335

336

trigger 22

Elec.

Perc.

Vln I

Vln II

Vla

Vc.

mf *p* *mf* *pp* *mf* *pp* *mf* *pp*

(Led.)

Led. (depressed from here till end) ----->

337

Elec. 'Ah yes' 'Deep... ..deep... ..relaxation'

Perc. *mp* *pp* *mf* 6 3 3

Vln I *mp* *pp* *mp* *mf* *pp*

Vln II *mp* *pp* *mp* *mf* *pp*

Vla *mp* *pp* *mp* *mf* *pp*

Vc. *mp* *pp* *mp* *mf* *pp*

343

Elec. 'Softening the breath' 'Softening'

Perc. *mf* 6 *pp* *mp* *pp*

Vln I ord. *pp* *mp* *mf* *pp* *mp* *pp*

Vln II ord. *pp* *mp* *mf* *pp* *mp* *pp*

Vla ord. *pp* 3 *mp* *mf* *pp* *mp* *pp*

Vc. ord. *pp* 3 *mp* *mf* *pp* *mp* *pp*

accel.

346

Elec.

bass drum

drones gradually building

'The emotional body is relaxed'

cresc.

Perc.

mf 6 *pp* *mp* *pp* *mf* 6

Vln I

mp *mf* *pp* *mp* *pp*

Vln II

mp *mf* *pp* *mp* *pp*

Vla

mp *mf* *pp* *mp* *pp*

Vc.

mp *mf* *pp* *mp* *pp*

'Total mental energy flow is relaxed'

352

Elec. 'Feel the legs are relaxing' 'Deep relaxation, the legs'

Perc. *mp* *pp* *mf* 6 *pp*

Vln I *mp* *pp*

Vln II *pp*

Vla *pp*

Vc. *mp* *pp*

355

Elec.

Perc.

Vln I

Vln II

Vla

Vc.

'The knees are relaxing'

mp *pp* *mf* *pp* *mp* *pp*

pp *mp* *pp*

mp *pp*

mp

mp

358

'Feel the neck is relaxing'

'Deep relaxation, the neck'

Elec.

Perc.

Vln I

Vln II

Vla

Vc.

mf 5

pp

mp

pp

pp

pp

.....(♩ = 170) **accel.**.....

voices overlapping 

Elec. *mf*

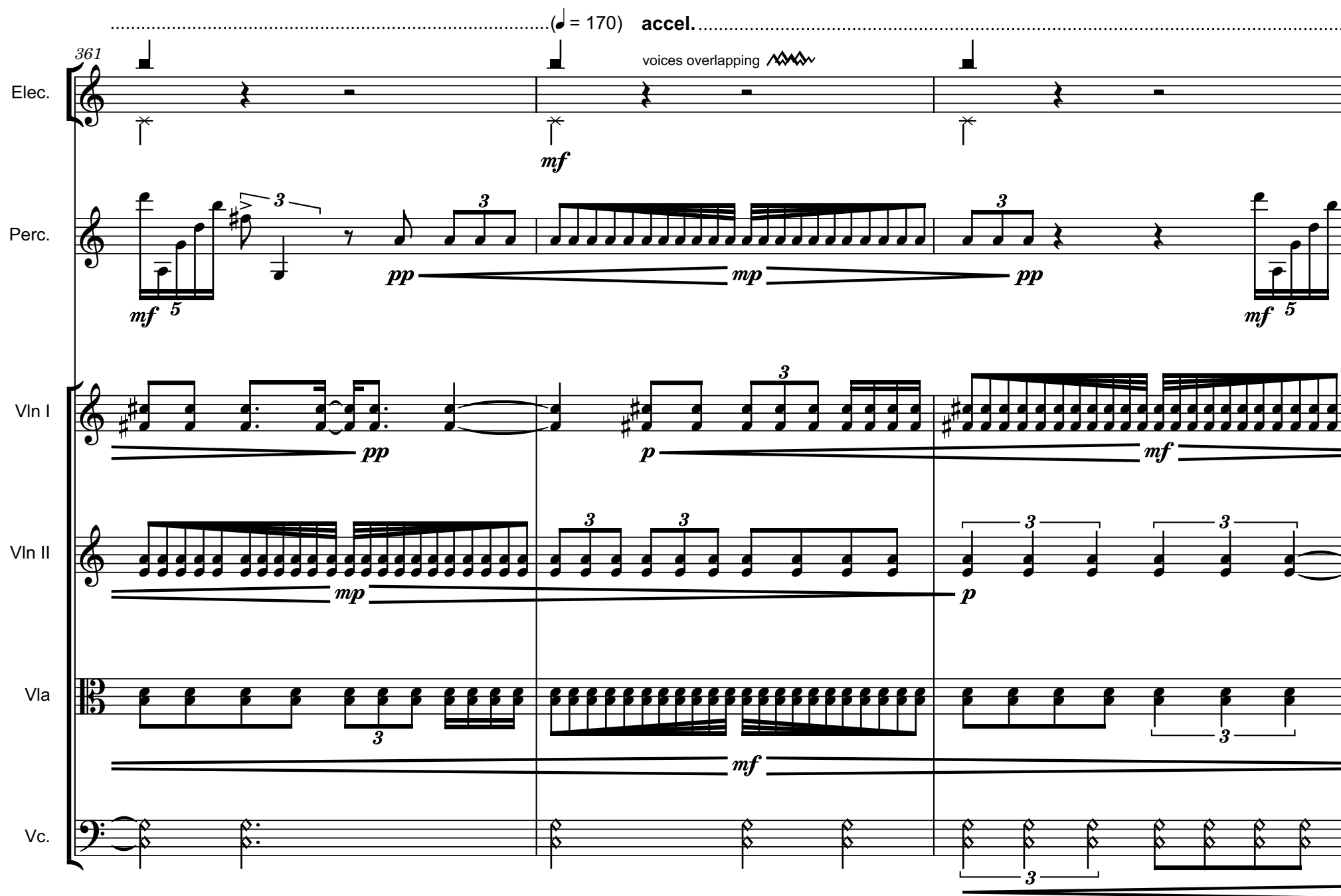
Perc. *mf* 5 *pp* *mp* *pp* 3

Vln I *pp* *p* *mf* 3

Vln II *mp* *p* 3 3 3 3

Vla 3 *mf* 3

Vc. 3



364

Elec.

Perc.

Vln I

Vln II

Vla

Vc.

pp *mp* *pp*

p

p

mf

367

Elec.

Perc.

Vln I

Vln II

Vla

Vc.

let the rhythms become messier as the tempo increases; more frantic & out of control

mf 5 *pp* *mp* *pp* *f* 5 *mf* *p* *mf* *p*

370

Elec.

f

Perc.

p *mf* *p* *f*

Vln I

increasingly frantic & out of control...

f

Vln II

increasingly frantic & out of control...

Vla

increasingly frantic & out of control...

p

Vc.

increasingly frantic & out of control...

373

Elec.

Perc.

Vln I

Vln II

Vla

Vc.

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

mp *mp* *f* *f* *mp*

376 electronic noises building

Elec.

Perc.

Vln I

Vln II

Vla

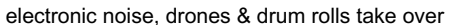
Vc.

f *mp*

f *f*

FREE TIME 1 (Duration: 0:28)

378

Elec.  *ff* 

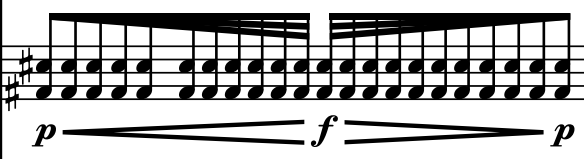
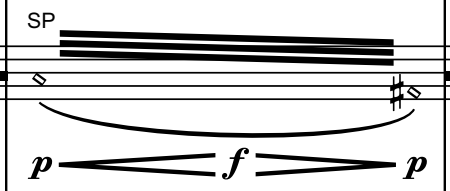
PERC: play the 1st phrase then the 2nd, choosing a different note for the latter each time

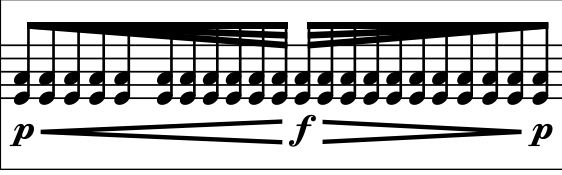
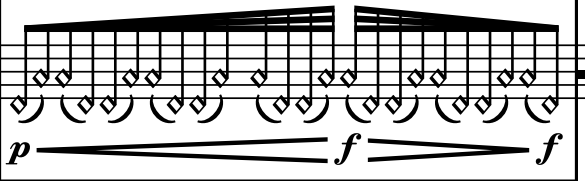
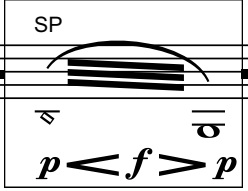
1st phrase

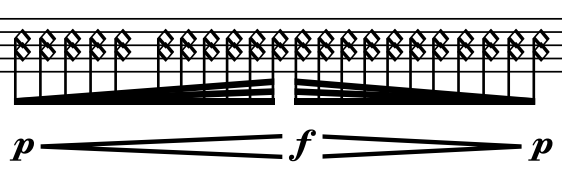
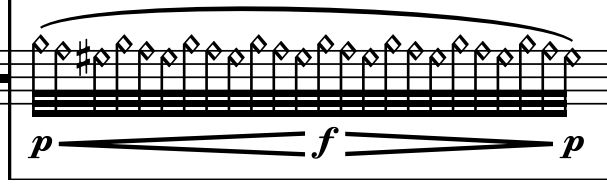
2nd phrase

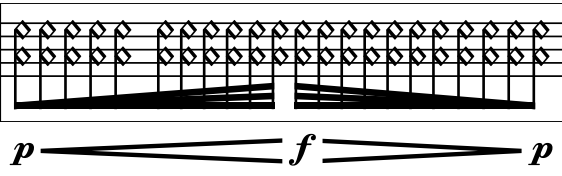
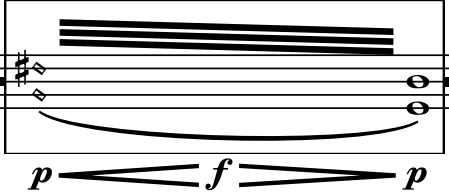
repeat both phrases: vary dynamics, speed, phrasing etc.

STRINGS: cycle through the boxed material in any order, at your own tempo; repeat each box as many times as you like and feel free to embellish or ad lib. any material; accidentals and bowing marks (SP, MST etc.) only apply to their specific boxes

Vln I   

Vln II    

Vla   

Vc.    

[378]

Elec.

Perc.

Vln I

slow gliss from anywhere high to anywhere low

mf *p*

p *f* *p*

Vln II

MST, flaut.

p *f* *p*

wailing

f *mf* *f* *mf* *f* *mf*

3

short burst of chaotic improv.

p *f* *p*

Vla

p *f* *p*

p *f* *p*

p *f* *p*

Vc.

wailing

f *mf* *f* *mf* *f* *mf*

3

mp *f* *p*

SP → ord.

[378]

Elec.

Perc.

Vln I

MST, flaut.

p *f* *p*

short burst of chaotic improv.

p *f* *p*

Vln II

SP ord.

p *f* *p*

SP

p *f* *p*

Vla

slow gliss from anywhere high to anywhere low

mf *p*

p *f* *p*

Vc.

slow gliss from anywhere high to anywhere low

mf *p*

p *f* *p*

[378]

Elec.

Perc.

Vln I

Vln II

Vla

Vc.

short burst of chaotic improv.

slow gliss from anywhere high to anywhere low

p *f* *p* *p* *f* *p* *f* *p* *mf* *f* *p* *p* *f* *p*

FREE TIME 2 (Duration: 1:06)

379

Elec. drone & electronic noises gradually fading away

bell *mp* *n*

Perc. at sound of bell, gradually transition from your current gesture to this one: *mf* *mp* *n*

repeat: gradually slower and quieter fade out with electronics

Vln I at sound of bell, gradually transition from your current gesture to this chord: *mf* *mp* *n*

fade out with electronics

Vln II at sound of bell, gradually transition from your current gesture to this chord: *mf* *mp* *n*

fade out with electronics

Vla at sound of bell, gradually transition from your current gesture to this chord: *mf* *mp* *n*

gently bend up by a quarter tone every c. 8 secs. fade out with electronics (continue 1/4 tone bending)

Vc. at sound of bell, gradually transition from your current gesture to this chord: *mf* *mp* *n*

gently bend down by a quarter tone every c. 8 secs. fade out with electronics (continue 1/4 tone bending)