

Prossimo

for violin and electronics

Daniela Fantechi

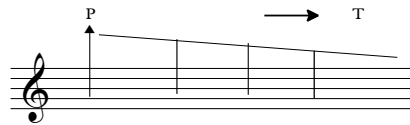
Prossimo, for violin and electronics*

Amplification of the violin:

- 1 fixed piezoelectric microphone (to be fixed on the soundboard);
- 1 mobile piezoelectric microphone;
- 1 condenser microphone.

Performance Notes:

Violin - actions with piezo [the piezo is used instead of the bow; they are never used together]



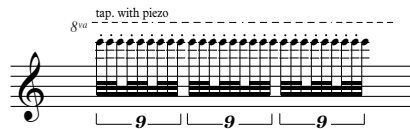
glissando with flat piezo on the indicated string (right hand);



tremolo with flat piezo on the indicated string (right hand);



piezo oblique in order to obtain a scraped sound
control the pressure, little/slow movements helps to get a darker sound (right hand);



ribattuto with piezo: tapping the string with the piezo
in the indicated position (right hand).

**Prossimo* is the first piece of the cycle *Sistema di Prossimità*, consisting of four pieces. Each of them can be played separately. When all the four pieces are played together they should be played one after each other, seamlessly.

Documentation for the electronics:

The Patch (SuperCollider) contains the following instruments:

Recorder
Player.1
Player.2
Granulator.1
Granulator.2
Freeze.1
Freeze.2
Freeze.3
Freeze.4

A MIDI controller with 8 sliders, 4 knobs is required to play the piece.

1 button (now set as the space bar of the keyboard) to move forward in the Cue List

The different thickness of the lines in the score indicates the variations of the volume, controlled by the sliders. The small black squares represent the cues. The notated material enclosed in rectangles corresponds to the buffers that have to be recorded live (the start and the end of the recording are already programmed in each related cue). There is just one pre-recorded sample (~buf1 in the patch), which is provided by the composer. The fixed piezo has to be placed on the body of each instrument, in order to amplify its sound, together with the condenser microphone. The balance between the volume of the different microphones has to be checked during the setup, according to the features of the space where the pieces will be performed.

Prossimo

$\text{♩} = 54/56$

daniela fantechi

The musical score for 'daniela fantechi' is presented in a single system. It begins with a treble clef and a key signature of one flat (B-flat). The tempo is marked 'Allegretto' and the time signature is 4/4. The score is divided into two measures by a double bar line. The first measure contains a piano introduction (labeled 'l.b. (I)') with a dynamic of *pp* and a series of eighth notes. The second measure contains the main melody, starting with a dynamic of *pp* and a series of eighth notes. The score includes various musical notations such as dynamics (*pp*, *f*), articulations (accents, slurs), and performance instructions (e.g., '8va' for octave up, 'rec' for recording). The score is written for a single instrument, likely a piano.

The musical score for "The Great Wall" by David Byrne is presented in two systems. The first system consists of five measures in 4/4 time, featuring a melodic line in the treble clef and a bass line. The second system also consists of five measures, continuing the melody and bass line. The score includes various musical notations such as eighth notes, quarter notes, and rests, along with dynamic markings like *pp* (pianissimo). A box containing the number 3 is located below the first measure of the first system.

Figure 1: Musical score and signal processing graph for the "gliss flat" effect. The musical score (top) shows a piano piece with a glissando on the flat (II) string, marked "gliss flat piezo (II)" and "leggero". The signal processing graph (bottom) shows the signal flow: a piano signal is processed by a "player" block (4) with parameters [~vIRec1, rate(1-2.5)], then a "rec" block (5) with parameter [~vIRec2], and finally a "rec" block (6) with parameter [~vIRec3]. The output is a "grain2" block (7) with parameter [~vIRec3].

21

gliss. (III)

piezo flat, open string (I)

Più mosso

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

grain2
[~viRec3]

8 rec [~viRec4]

9 player [~viRec2]

30

leggero *p* *p* *mp* *leggero* *mp* *p*

(grain1)

(grain2)

10 player [~viRec2]

11 player [~viRec4]

39

[arco]

molto flautato

I

II

8va. 1.b. (I), as the beginning

(legno)

mp *ppp* *pp* *ppp*

(grain2)

12 player [~viRec3_rate(1-0.7)]

13 player [~viRec4]

14 player [~viRec3_rate(1-2.5)]

47

8va.

arco, molto flautato

molto S.T.

ppp *pp* *pp* *pp* *pp* *pp* *p* *bisbigliato*

(grain1)

(grain2)

15 player [~viRec2]

[illegible]

16 player
[~vlRec4]

Musical score for 'Più mosso, subito' (♩ = 64 ca.). The score is written for a single melodic line on a grand staff. It begins with a treble clef and a key signature of one flat (B-flat). The tempo is marked 'Più mosso, subito' with a quarter note equal to approximately 64 beats per minute. The score is divided into measures by vertical bar lines. The first measure starts with a treble clef and a key signature of one flat. The second measure has a key signature change to two flats (B-flat and E-flat). The third measure has a key signature change to three flats (B-flat, E-flat, and A-flat). The fourth measure has a key signature change to two flats (B-flat and E-flat). The fifth measure has a key signature change to one flat (B-flat). The sixth measure has a key signature change to two flats (B-flat and E-flat). The seventh measure has a key signature change to three flats (B-flat, E-flat, and A-flat). The eighth measure has a key signature change to two flats (B-flat and E-flat). The ninth measure has a key signature change to one flat (B-flat). The tenth measure has a key signature change to two flats (B-flat and E-flat). The score includes various musical notations such as eighth notes, sixteenth notes, and triplets. Dynamics include *ppp*, *p*, *mp*, *pp*, *f*, *p*, *ppp*, *p*, *sfc*, *p*, and *ppp*. There are also markings for *grain2* and *7*.

3 17 player [~vlRec2]

[illegible]

¹⁸ freezeV11 (\vol, 0)

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(freezeV11)
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21 freezeV12

22 rec [~vIRec6]
rec [~vIFreeze]

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23 player
   [~vlFreeze, \rate,0.4]
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85

mp sfz, p

(grain2)

(freezeV12)

(player) [-~vIFreeze, \rate 0.06]

more pression,
friction on the covering of the string

5

p

94

less pressure

more pressure

[arco]

III. molto S.T.

p

mf

pp

mp

mp

p

(grain1)

(grain2)

(freezeV12)

freezeV11

(player) [-~vIFreeze, \rate 0.4]

105

sfz

sfz ppp

pp

mp

pp

(freezeV11)

(freezeV12)

(player)

25

(player.free
freezeV12.free)

26

freezeV12

114

pp

p

pp

ppp

pp

molto S.T.
quasi aria

27

freezeV14

+ player [-~vIFreeze, \rate 0.06]

28

29

freezeV13

123

[piezo]

gliss. (l) T. → P.

tap. with piezo

8^{va}

p

pp

30 (freezeV11.free)

31 (freezeV11)

(freezeV12)

32

133

gliss. (l) T. → P.

8^{va}

p

pp

3

9

(freezeV12)

(freezeV13)

(freezeV14)

33

34

35

140

8^{va}

gliss. (l) T. → P.

8^{va}

pp

p

pp

9

9

9

9

9

(freezeV12)

(freezeV14)

36

147

8^{va}

rip. ad libitum

pp

(freezeV11)

(freezeV12)

37

38

player [~buf1]