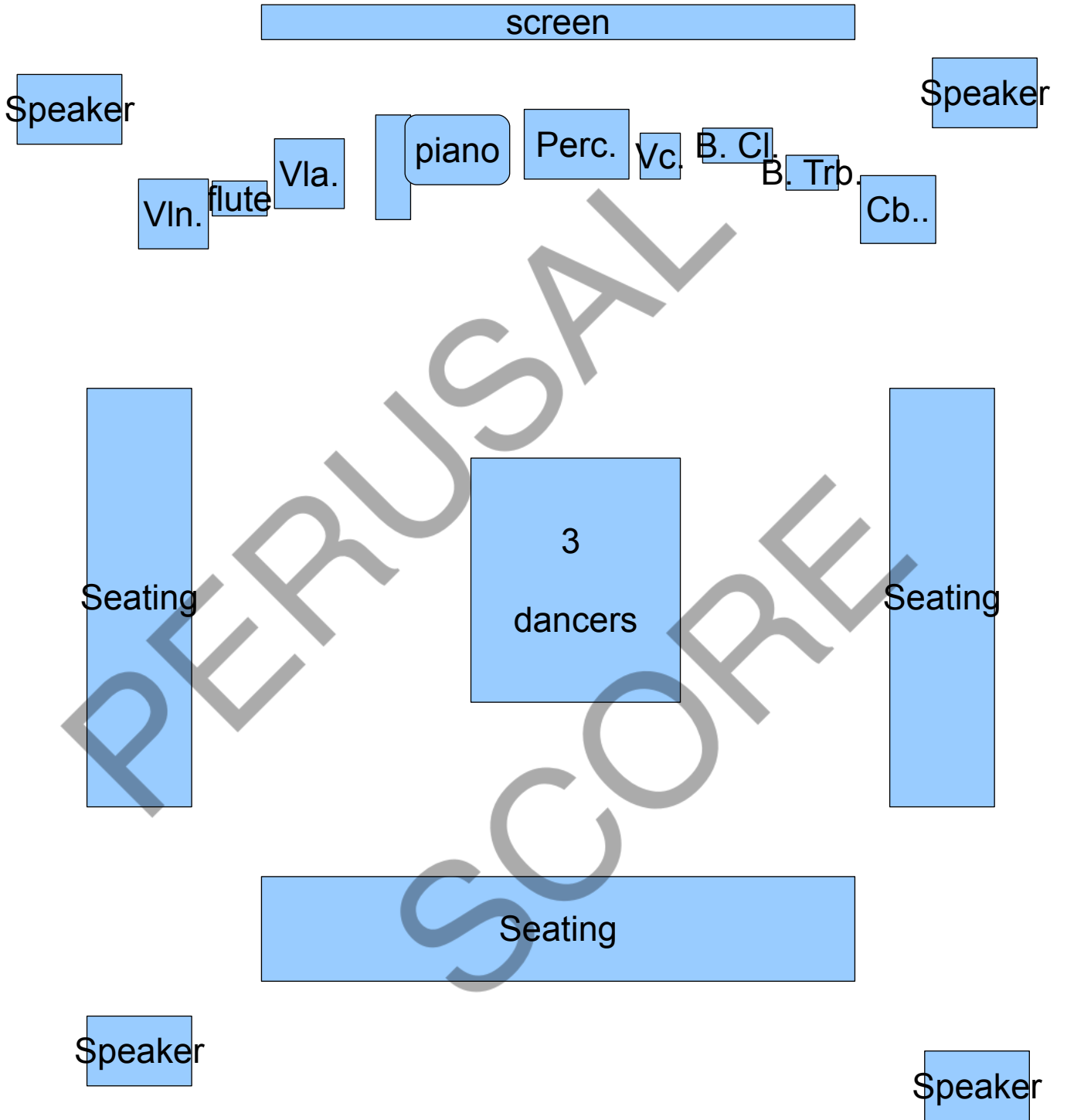


Phase: Transmuted Agony  
for chamber ensemble and intermedia

Brad Robin (2016)

1



2


# PERFORMANCE NOTES

## GENERAL INDICATIONS:

→ : Change between indicate states.

**pp - mp**

: Sporadic dynamics within specified range.

 : Perform gesture within specified duration.

 Bend to indicated note. Do not re-articulate destination pitch.

## FLUTE:

○ : air sound

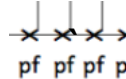
◐ : pitch/air blend

● : full pitch

*pizz.* : lip pizzicato

*ord.* : normal

◻ : tongue ram

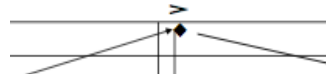
 : Perform specified formant with or without pitch content as indicated.

Overblows are to be performed to relative indicated level.

 maximum possible  
lowest

## BASS CLARINET:

Overtone re to be performed to relative indicated level.


 maximum possible  
lowest


⊕ : Slap tongue

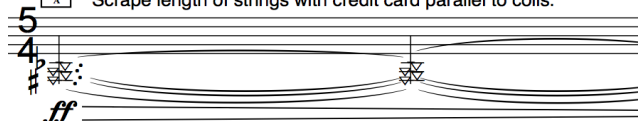
## TROMBONE:

○⊕ : Attack with mute open, immediately close.

## PIANO:

 Tremolo scrape with poker chip. : Use plastic poker chip to scrape strings at a perpendicular angle to string. Scrape indicated string back and forth rapidly.

 Scrape length of strings with credit card parallel to coils.

 *ff*


**STRINGS:** Scordatura remains throughout piece. Notation reflects fingered pitches.

■ : Complete distortion, imperceptible pitch

◐ : Increased pressure, produce partially distorted pitch

◻ : Normal pressure

◻ — ◻ : Chaos pressure, erratically vary low pressure between indicated states.

 : Frenzied "chaotic" tremolo.

*m.s.p.* : molto sul ponticello

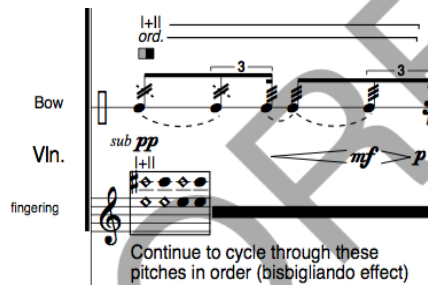
*s.p.* : sul ponticello

*s.t.* : sul tasto

*c.l.b.* : col legno battuto

*arco*  
 *p* *mf* *p*

: Double trill, alternate between normal and harmonic finger pressure.

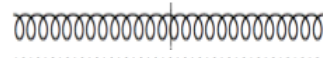
 : Upper staff indicates bowing, string number, pressure, and placement on string. Lower staff indicates left hand finger location and pressure combinations.  
Continue to cycle through these pitches in order (bisbigliando effect)

## PERCUSSION:

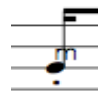
**TAM-TAM :** Prepare triangle beater with f shing line or string such that beater can be dangled from top of tam-tam.

Objects include: thin, plastic grocery bags, set of keys, pan, small and large pot.

**F.A. :** Activate friction attack with superbball mallet.

 : Swirl object upon indicated surface.

 : "Friction attack" tremolo

 : Mute with palm of hand while striking surface.

: Use credit card at a perpendicular angle and scrape parallel to coils. Make metallic "scraping" sound.

PERUSAL  
SCORE

Prologue ♩ = 60

Overblow 3/4

Flute 3/4

Voice 3/4

Overtones 3/4

Bass Clarinet 3/4

Voice 3/4

Bass Trombone 3/4

Voice 3/4

Cymbals: Attach triangle beater to freely dangle against tamm from top.  
 sm. 3/4  
 med. 3/4  
 lg. 3/4  
 tam 3/4

'Objects'  
 Small pot 3/4  
 Large pot 3/4

Membranes:  
 Kick Drum 3/4  
 Gong 3/4  
 Snare 3/4  
 Bass Drum 3/4

Piano

(sound) Scordatura

Violin

(sound) Scordatura

Viola

(sound) Scordatura

Cello

(sound) Scordatura

Contrabass

1 3/4 Swirling blurred heartbeat image.  
 Video 2 3/4  
 3 3/4

Electronics

Dancers 3/4

Three dancers begin lying on floor, separate from one another. Imperceptibly move to standing position, backs to one another, writing.

The score is written in 3/4 time with a tempo of 60 beats per minute. It includes parts for woodwinds (Overblow, Flute, Bass Clarinet, Bass Trombone), strings (Violin, Viola, Cello, Contrabass), piano, electronics, and dancers. The score is marked with dynamic levels such as *p*, *mf*, *ff*, *f*, and *sub*. There are also performance instructions for the dancers and video elements.

5

Pno.

*f* *mp < f* *mf* *ff* *mp* *loco* *sfz* *loco*

Ei.

*mf* *mfz* *sfz* *sfz* *ff* *p*

shako

Swirling rice in balloon shaker

shako

large pot

slow

fast

slow

Swirling rocks in a can.

$\text{♩} = 80$

8

Pno.

*sfz* *loco* *sfz* *loco* *f* *mf* *sfz*

*mp* *loco* *mfz* *loco*

Ei.

*mp* *f* *pp*

shako

swirl

slow

fast

11

A1.1 "Impact"

*a tempo* *a tempo*

Pno.

*mp* *f* *ff* *mp* *p* *pp < mp*

Ei.

*f* *mp* *p*

Breathing

Beat, buzz, phase.

*p*







A1.4

♩ = 60

33

FL. *ff* *mp* *n cresc. poco a poco*

B. Cl. *ff* *mp* *p* *fl. (throat growl)*

Vox *ff* *mp* *Roll Italian "r".*

Bs. Tbn. *ff* *mf* *ppp* *Use trigger to perform erratic trill.* *Insert harmon mute stem out.* *Take plunger.*

sm. cymb.: med. lg. tam *mf* *Timpani beater.* *Triangle beater freely dangles against tam.*

Pno. *mf* *ff* *mf* *Scrape length of strings with credit card parallel to coils.* *Tremolo scrape with poker chip.* *Drag chip along single string coil by coil.* *fast* *slow*

(sound) Vin. *ff* *mf* *ff* *mf* *can sardino*

(sound) Vla. *ff* *mf* *ff* *mf* *n cresc. poco a poco*

(sound) Vc. *ff* *mf* *ff* *mf* *p* *n cresc. poco a poco* *Bow slow, produce undertone.*

(sound) Cb. *ff* *mf* *ff* *mf* *p* *Erratic trill between normal and harmonic finger pressure.*

El. *Continue Butoh "sculpture" - reaching with hands out, backs to one another in torment.*

Dncrs.

37

Fl. *ppp* *pp* *p*

Ovns.

B. Cl. *p* *mp* *p* *mf* *p* *mf* *p* *mf* *p*

Bs. Tbn. *pp* *ppp*

sm. cymb. med. lg. tam. *mf* Timpani beater Medium density. w/ butt (gradually sparser)

Sn. Chng. S.D. K.D. *mf* *p-mf* *ppp* *p*

Pno. Tremolo scrape with poker chip. *mf* *ff*

(*da sempre* →)

(sound) Vln. *mf* Remove mute. *mf* *ff* *mf*

(sound) Vla. *ppp* *pp* *p* *ppp* *sf* *mf* *ff* *mf*

(sound) Vc. *ppp* *pp* *p* *ppp* *ff* *mf* *ff* *mf*

(sound) Cb. *p* *pp* *ppp* *ff* *mf* *ff* *mf*

Fl. *p* *mf* *p* *f* *pp* *Sub*

Vox *p* *mf* *p* *f* *pp* *Sub*

B. Cl. *p* *mf* *p*

Vox Diaphragmatic "grunting." *p* *mf* *p*

Bs. Tbn. *pp* *p*

Vox *pp* *p*

sm. cymb., med. lg. tam. Low density. *ppp-p*

Sn. Chg. B.D. K.D. *ppp-p*

Pno. Density of activity: medium Erratic tremolo high scrape with poker chip. *f* *ff* *mf*

(*♩*a sempre →)

(sound)

Vln. Bow slow, produce undertone. *ff mp* *sub* *f p* *sub* *mf pp* *sub* *mf pp* *sub* *p*

(sound)

Vla. Bow slow, produce undertone. *ff mp* *sub* *f p* *sub* *mf pp* *sub* *mf pp* *sub* *p*

(sound)

Vc. *p*

(sound)

Cb. *p*



This musical score page, numbered 49, is for the piece "Breath" (part 11). It features a variety of instruments and vocal parts. The Flute (Fl.) and Voice (Vox) parts are marked with a piano (*p*) dynamic and a "non dim." instruction. The Bass Clarinet (B. Cl.) and another Voice part also have a piano (*p*) dynamic and "non dim." instruction. The Bass Trombone (Bs. Tbn.) part is marked with a pianissimo (*pp*) dynamic and "non dim." instruction. The Percussion (Pno.) part includes snare, cymbal, and tam-tam, with dynamics ranging from mezzo-piano (*mp*) to fortissimo (*ff*). The Piano (Pno.) part has dynamics of piano (*p*), forte (*f*), and fortissimo (*ff*). The string section (Violin, Viola, Violoncello, and Contrabasso) is marked with pianissimo (*ppp*). The Electric Bass (El.) part is marked with forte (*f*) and mezzo-piano (*mp*). A large "PREMIER SCORING" watermark is visible across the page.

52 *rit.* ..... (~2 sec.) ♩ = 90

Pno. *ff* *mp* *f* *p* *sub* *mf* *p*

(Sostenuto remains depressed.)

56 *rit.* ..... (~1 sec.)

Pno.

A2.1 59 ♩ = 60 "Submersion"

Ovblw.

Fl. *mf* *mf > p < mf* *sfz* *mf* *p* *f* *mf* *sfz* *p* *f* *sub* *f* *mf*

B. Cl. *fp* *f* *p*

Bs. Tbn. *fp* *f* *p*

\* When in unison, match clarinet dynamic.

Sn. Chg. S.D. R.D. *pp-mp* *f* *pp-mp* *f* *pp-mp*

Brush with one hand on snare in circular motion. *slow* *fast* *slow* *fast*

Crinkle plastic bag continuously creating erratic noise. *pp-mp*

Pno. *pp-mp*

(sost. sempre)

(sound)

Vln. *pp* *mf* *fp* *mf* *pp* *mf*

(sound)

Vla. *p* *fp* *f sfz* *pp* *mf* *p* *f*

(sound)

Vc. *f* *pp* *f* *pp* *mf* *pp* *f*

(sound)

Cb. *f* *pp* *f* *pp* *mf* *pp* *f*

This page of a musical score, numbered 62, contains the following parts and markings:

- Ovblw.**: Oboe part, mostly silent.
- Fl.**: Flute part with dynamic markings: *ff* > *mp*, *f* > *p*, *fp* < *mf* > *p*, *sfz*, *p* < *mf* < *ff*, *sfz*, *sfz*, *mp* < *f*, *p* < *f* > *p*, *f*.
- B. Cl.**: Bass Clarinet part with dynamic markings: *f*, *p* < *mf* < *f*, *mp*, *p* < *mf* > *p*, *f*.
- Bs. Tbn.**: Bass Trombone part with dynamic markings: *f*, *p* < *mf* < *f*, *mp*, *p* < *mf* > *p*, *f*.
- Sn. Cng. R.D. R.D.**: Snare Drum, Conga, and Tom parts with dynamic markings: *pp-mp*, *ff*, *mp-f*, *ff*, *p*. Includes performance directions: *fast high*, *fast*, *slow*, *medium*.
- Pno.**: Piano part with dynamic marking: *pp-mp*.
- (sound) Vln.**: Violin part with dynamic markings: *sfz*, *p*, *sfz*, *mf*. Includes performance directions: *pizz.*, *arco*, *loco*.
- (sound) Vla.**: Viola part with dynamic markings: *f* > *p*, *f*, *p*.
- (sound) Vc.**: Violoncello part with dynamic markings: *sfz*, *p*, *sfz*, *p* < *f* > *p*, *f*, *sfz*. Includes performance directions: *pizz.*, *arco*.
- (sound) Cb.**: Contrabass part with dynamic markings: *sfz*, *p*, *sfz*, *p* < *f* > *p*, *f*, *sfz*. Includes performance directions: *pizz.*, *arco*.

FL. *ff* *f* *mf* *f* *ff* *p* *sfz* *f* *p* *mf* *f* *ff* *f*

B. Cl. *fp* *mf* *fp* *f* *p* *mf* *p* *f* *mp* *ff* *mf* *sfz*

Bs. Tbn. *fp* *mf* *fp* *f* *p* *mf* *p* *f* *mp* *f* *mf* *sfz*

Sn. Cng. B.D. K.D. *ff* *mp-ff* *p-mf*

Pno. *pp-mp*

(sound)

Vln. *pp* *mp* *sfz* *arco* *pp* *mp*

(sound)

Vla. *mf* *p* *mf* *ff* *fp* *mp* *p* *f*

(sound)

Vc. *f* *pp* *f* *mp* *pp* *f* *fp* *f* *mp* *sfz*

(sound)

Cb. *f* *pp* *f* *mp* *pp* *f* *fp* *f* *mp* *sfz*

El. *pp*

Undertone composite.





Ovlw.  
 Fl.  
 Vox  
 Sprechstimme - in speaking tone - follow pitch contour.  
 faffa  
 f >  
 fa f fa  
 f > mf  
 mp < f > mp  
 (with guttural "growl")  
 mf < ff > mf  
 fff > f

Ovlw.  
 B. Cl.  
 f > mp < f > mf < f > mp < f > ff > mf < ff > mf < ff > mf < ff > mf

Bs. Tbn.  
 f > mp sf > mp f > mp sf > p mf > p mf > pp f  
 humming  
 Strike with timpani beater, triangle beater freely dangles against tam.  
 mf  
 sm. med. lg. tam.  
 mp  
 Take 1.  
 "Chaos" roll : Include dampening.  
 mf (dampen) mp-f mf sfz (dampen)

Sn. Cng. B.D. K.D.  
 mf ppp-p p-mf mf (dampen) mp-f mf sfz (dampen)

Pno.  
 (sost. sempre)  
 f mf mf sub f

(sound)  
 Vln.  
 p sub mf p f mf ff mp fff

(sound)  
 Vla.  
 p sub mf p f mf ff mp fff

(sound)  
 Vc.  
 p mf p mp f mf ff mp fff

(sound)  
 Cb.  
 f mp p f mf ff sfz mp sub fff

1  
 Vld. 2  
 3