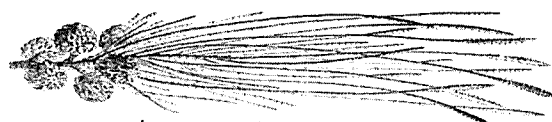


# Casuarina-salvaged Dreaming

*Stephen de Filippo | 2019*

for mixed octet + electronics





## **Flute I**

*dbl. megaphone*

## **Flute II**

*c flute*  
*dbl. bass flute*  
*dbl. megaphone*

## **Oboe**

*dbl. megaphone*

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## **Percussion I**

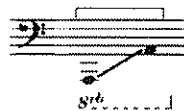
*bass drum (medium)*  
*bell plate (on B.D.)*  
*conga*  
*snare drum*  
*bongo drums*  
*thunder sheet*  
*amglocken*  
*3 small resonating objects*  
*rain stick*  
*maraca*  
*shell chimes*

## **Percussion II / Sampler**

*bass drum (large)*  
*conga*  
*bongo drums*  
*sleigh bells (on B.D.)*  
*chinese opera gong (on B.D.)*  
*suspended cymbal*  
*rain stick*  
*guiro*  
*cabasa*  
*metal chimes*

## **Piano**

*(prepared)*  
*tuning wedge (A0-B $\flat$ 0)*  
*chains*  
*metal objects*  
*temple bowl*



*dbl. megaphone*

---

## **Violin**

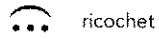
*dbl. megaphone*

## **Double Bass**

*dbl. megaphone*

## General

- accidentals apply only to pitches they directly precede symbols



ricochet



rearticulate

## Flutes

### mouthpiece

normal mouthpiece



close mouthpiece



covered mouthpiece



### noteheads

spoken



wheezing



exhalation (low)



exhale



inhale



high pitch  
(indeterminate)



tongue ram



jet whistle



tongue pizzicato



### spoken

- text should be spoken in a way that activates the resonance of the flute.
- consonants should be exaggerated in attempt to further activate this resonance.
- the line determines the movement of speech
- the increased vocal strain sounds more wheezed, ensure that you are not closing off the throat, and still activating the flute

## Oboe

- clusters of stems ([A1]) should be outbursts of the stated techniques.

### noteheads

kiss



suck



ram



exhale



multiphonic











high pitch  
(indeterminate)



## Percussion

- bass drums should sound antiphonal, especially in sections like [W] and [Z]
- perc I can choose any resonating objects, but the resultant sound should evoke outdoor wind chimes/ornaments – never too overbearing in sound

	<b>perc. I</b>		<b>perc. II</b>
bass drum (m.)	thunder sheet	bass drum (l.)	chinese opera gong
bell plate (on B.D.)	amglocken	conga	(on B.D.)
conga	3 resonating objects	bongo drums	sleigh bells (on B.D.)
snare drum	suspended cymbal	guiro	suspended cymbal
bongo drums	rain stick	cabasa	rain stick
	maraca		metal chimes
	shell chimes		
<b>mallets:</b>		<b>mallets:</b>	
• hard mallet		• hard mallet	
• small metal cup		• small metal cup	
• brush (hard bristles)		• brush (hard bristles)	
• maraca		• sleigh bells	

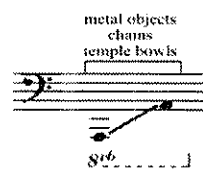
## Percussion key

### perc. I

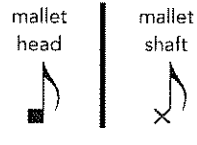
### perc. II

## Piano

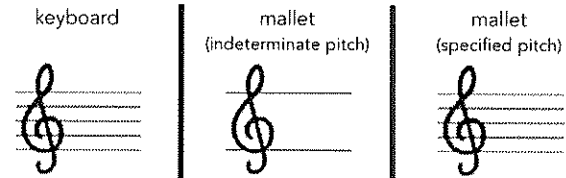
### preparation



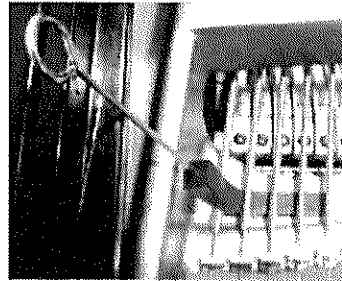
### noteheads



### piano staves



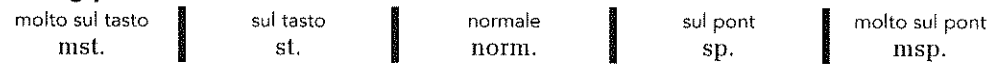
- tuning wedge should be placed between the two lowest pitch (A0 and B♭0) (see image below for reference)
  - the wedge should rattle percussively when activated
- a strummed pitch with a number above it (ex. **(3)**) refers to how many strings should be strummed.
- 'sweep' refers to a wider strum.



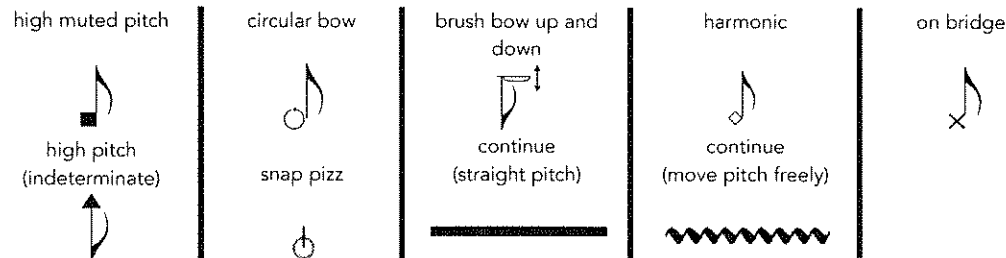
tuning wedge between strings

## Strings

### bowing position



### noteheads/articulations



## Megaphones

- Ensure volume levels of the megaphones are balanced within the ensemble.
  - When performing together the megaphones should blend, with no player sounding louder than another.
- Megaphone text should be breathy and not pitch-heavy, in the lowest register of the performer's voice – like a low breathy mumble.
- The electronics will also support the moments of tutti megaphone.
- Ideally, face the megaphones towards the audience when performing.
- If possible, cover the megaphones with foliage as to detract from the otherwise unappealing look of a megaphone – also creating a visual metaphor of voices and experiences emerging out of the casuarina tree (see image below for example).
  - For its premiere we used eucalyptus, which is also a fragrant oil, and smells nice for the performers. Eucalyptus also clears sinuses – another bonus.

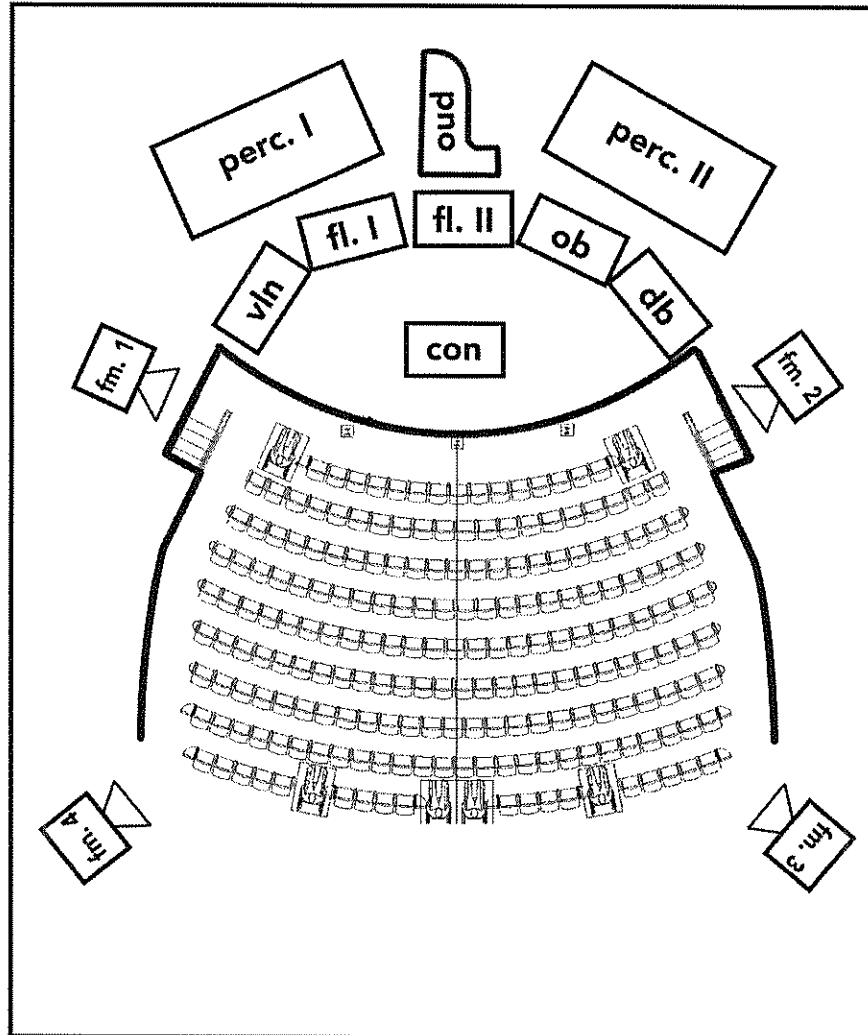


foliage covered megaphone - side

foliage covered megaphone - front on

## Stage Layout

- speakers should be in four corners of the performance space, facing towards the audience



## Sampler Setup

- open OPEN\_SAMPLER.maxpat
- ensure that foot pedal is connected to the computer and is set to the spacebar keystroke.
- alternatively, the spacebar keystroke will also advance the patch's events.
- hit the button on the top left of the patcher. this button will load the samples.
  - loading of the buffers may take a couple minutes.
- sampler's events are controlled by perc. II.

---

## Sampler Object Guide

- below is a rough guide that explaining the character of each buffer object in the electronics
- each event is made up of a series of objects which pull randomly from a pool of 8-20 buffers
  - live processing is then applied to the objects
  - depending on which buffer is randomly selected will also determine the buffer's spatial placement in the 4 channel setup

<u>p/ poly~</u>	<u>description</u>
<b>poly~ sel1</b>	Pool of granulated vocal samples (<1"), appearing in a random channel.
<b>poly~ sel3</b>	Pool of granulated vocal samples – quite breathy, popping out with sudden intensity. Panning to random channels.
<b>poly~ sel4</b>	Pool of granulated vocal samples and low megaphone crackles – popping with sudden intensity. Randomly moving between channels.
<b>poly~ sel5</b>	Pool of granulated instruments (all instruments, <1"), randomly moving between channels.
<b>poly~ sel6</b>	Pool of granulated instruments (all instruments, <1"), randomly moving between channels.
<b>poly~ sel7</b>	Pool of granulated instruments (all instruments, <1"), randomly moving between channels. Much quieter than 5 and 6.
<b>poly~ sel16</b>	Pool of granulated instruments (flutes, percussion, oboe) and wind sound, randomly moving between channels.
<b>poly~ sel18</b>	Pool of granulated vocal samples and wind sound, randomly moving between channels.
<b>poly~ sel19</b>	Pool of granulated instruments (flutes, violin, oboe) and wind sound, randomly moving between channels. Very quiet, gentler character than poly~ sel16 and 17.
<b>p/ sel21</b>	Pool of granulated instruments (all instruments) and vocal samples, randomly moving between channels. Lively character, loud.
<b>p/ sel51</b>	Willy wagtail birdcall. Slowly moving between channels. Very percussive.
<b>p/ sel52</b>	Australian dove birdcall. Slowly moving between channels.
<b>p/ sel64</b>	High flutes, sounding with residual noise, breathy.
<b>p/ key65</b>	Oboe improvisation recording. Sucking, squeaking, percussive.
<b>poly~ sel66</b>	Piano improvisation recording. Muted piano, strumming of strings.
<b>p/ sel67</b>	Pool of granulated instruments (oboe, flute) randomly moving between channels. Softer character, calmer – moving slower between channels than poly~ sel16.
<b>p/ sel80</b>	Field recording
<b>poly~ sel81</b>	Voice hiss sound. 'ss'. Projected through a random channel.
<b>p/ sel83</b>	Vocal recording 1. Man speaking outdoors, car rumbling in the background.
<b>p/ sel84</b>	Vocal recording 2. Man speaking.
<b>p/ sel85</b>	Field recording from the Bunbury Agricultural Show 2007. Woman speaking over megaphone, quiet.
<b>p/ sel86</b>	Vocal recording 3. Little girl speaking and singing.
<b>p/ sel87</b>	Vocal recording 4. Man speaking.
<b>p/ sel96</b>	Vocal recording 5. Man and woman in conversation.
<b>p/ sel97</b>	Vocal recording 6. Old man speaking and then playing percussive music.
<b>p/ sel98</b>	Vocal recording 7. Recording from an in-store radio DJ.
<b>p/ sel100</b>	Vocal recording 8. Man and woman saying hello.
<b>poly~ band</b>	Acoustic guitar, band, and singing coming through all 4 channels.
<b>p/ BD</b>	Bass drums hit in all four channels, entering sequentially (order is random) in all four channels, resonance flickering in amplitude.
<b>poly~ glitchreverb</b>	Pool of granulated instruments (flutes) and wind sound, randomly moving between channels. Heavy resonance, swirling echoes moving between channels. Slower than poly~ sel16.
<b>p/ flickering 1-4</b>	Wind flickering, coming through all 4 channels. The intensity and amplitude of the flickering varies between different events.
<b>p/ megaphone</b>	Low crackling megaphone sounds, coming through a selected channel.
<b>p/ wind</b>	Main casuarina wind buffer. Sometimes this occurs flickering between the 4 channels, other times this without any processing – moving between the 4 channels fluidly.

# Casuarina-salvaged Dreaming

Stephen de Filippo | 2019

for mixed octet + electronics



accidentals only apply to pitches they immediately precede

**A** 2-3" 3-4"

**Fixed Media** (controlled by Perc. II)

**Flute I** (dbl. megaphone)  
breathy whis. exhale pizz. (short, sempre) jet  
*p calmo* *fp* *sh* *poco* *p* *sfz*  
low exhalation fltz (no pitch)  
*pp* *f* *mf* *p* *mol.*

**Flute II** (dbl. bass flute) (dbl. megaphone)  
C Flute breathy whis. pizz. exhale  
tsht, k t tsha g t oh-tcha *p calmo* *f* *sh* *p* *f*  
rearticulate airy pitch  
*f* *p* *mf* *p sub.*

**Oboe** (dbl. megaphone)  
rapid tonguing outburst of sucking, kissing, and impure pitch  
(enter w/ Db. & Perc. II) *mf* *p* *mf*

**Percussion I**  
rub w/ temple bowl one smooth motion  
B.D. + = muted Conga Bell Pl. (on B.D.)  
*p* *f* *p* *mf*  
*agitato, sounding like a breeze, swelling and moving ad lib., sempre.*

**Percussion II** (w/ sampler)  
rub sleigh bells on B.D. skin leave bells on B.D.  
B.D. Cabasa (enter w/ Ob. & Db.)  
*f* *f w/ ob.*

**Piano** (prepared) (dbl. megaphone)  
Inside Piano (Indeterminate) w/ mallet  
x = mallet head ■ = mallet stick  
FRAME (inside) BODY (inside)  
light agitation of high strings w/ mallet (ad lib.)  
*p erratic* ric.  
(■ = muted pitch, extremely high) msp. quad stop muted ric. (harm.) circular bow  
*pp* *f* *p* *mf*  
*sempre flautando* *f* fingering molto agitato, sempre *f* *pp* *p* *poco*

**Violin** (dbl. megaphone)  
ric. (harm.) circular bow  
*pp* *f* *p* *mf* *f* *pp* *p* *poco*

**Double Bass** (dbl. megaphone)  
ric. (harm.) bridge  
*p* *f* *mf* *p*

*creaking*



10"

9"

calmer, ensemble's gesture continued by Fm.

Fm.



Fl. I

wavering vibrato

**f**

*hollow, unstable  
w/ residual noise*

Fl. II

wavering vibrato

**f** *p* **f**

*hollow, unstable  
/w residual noise*

Ob.

Perc. I

w/ brush + metal cup  
(ad lib.)

hit

**p** *pp calmo*

Perc. II

Sampler

agitate beads ad libit.

**p**

*delicato, agitato*

Pno.

low sweep

**f**

Vln.

from fund.  
to harm.

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

*irregular, sea-sick*

Db.

vertical bow

st. msp.

III

**f**

8"

7"

7"

**p**

**p**

**p**

*w/ vln.*

**B**

3 1/2"

1

6"

2

swelling together

Fm.



Fl. I

airy pitch

low exhalation reart.

sh *f* *f*

*f* > *p* sh *f* > *p*

*f* > *p* *f* > *p*

Fl. II

sh *f* *p*

*f* > *p* sh *f* > *p*

low exhalation  
*f* > *p* *f* > *p*

Ob.

again

*p*

*p*

suck, rising

*p*

Perc. I

+  
*p*

*p*

*pp* agitato

*p*

Perc. II

Cabasa

*f* *p*

*f* *p*

*f* *p*

Keyboard

+ = muted

*gva*

*b*

Pno.

*sfz*

*sfz*

*sfz*

*sfz*

Vln.

*tr*

*mp* *ppp* *f*

*tr*  
*pp* *f* *p*

*tr*  
*fp*

vertical bow

st.

*msp.*

Db.

*ff*

*ff*

*ff*

*p*


*p*

©

4"

1

12"

**Fm.**  **fading into electronics**

**Fl. I** as before *p*

**Fl. II** as before *p*

**Ob.** outburst of staccato pitch, multiphonics, kissing, sucking, rams. M = multiphon *p* fast sucks, rising *mp* poco rapido *p* solo (to [D]) improvise agitated outbursts of sucks, kisses, tongue rams, breath noise, and fragile pitch *p* molto agitato

**Perc. I** *f* *p* calmo, light, delicato

**Perc. II** Cabasa agitate beads, and small improvisatory gestures *p* *ppp* w/ pno. *f* subito

**Pno.** Inside Piano (indeterminate) *f* sweep *p* *Red.* w/ perc. II

**Vln.** *f* *p* *fp*

**Db.** sp. highest pitch *f*

2

3

8-12"

7"

Fm.



Fl. I

low exhalation  
rall.....



**f**  
fade out before fl. II

Fl. II

low exhalation  
rall.....

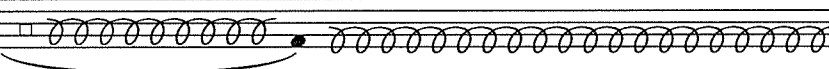


**f**

Ob.

*poco a poco*

Perc. I



Perc. II

Pno.

enter ad lib.

improvise short agitated strums in the highest register, moving between mallet head and stick

**p** *agitato, delicato*

pedal ad lib.

Vln.

2"  
**pp** **mp** *molto*  
w/ db.

quick gliss.

Db.

2"  
**pp** **mp** *molto*  
creaking again w/ vln.

D

3-4"

1

2

6"

dense and agitated again

Fm.



Fl. I

ts

*f* *p* *f* *p*

inhale

bisbig.

*f* *p* *f*

*f* *p* *f*

Fl. II

pizz. fltz. (no pitch)

*f* *p sub.*

bisbig.

*f* *p* *f* *p*

*f* *p* *f* *p*

Ob.

(like [C])

*ff* quick outburst *mf*

*ff*

*ff*

Perc. I

Maraca

*f* *p* *f*

Conga

*f*

*f*

Perc. II

③

*mf* *p*

*mf* *p*

Pno.

③

*mf* secco

*mf* secco

*mf* secco

Vln.

*f*

*f* *f*

*f* *f*

Db.

*ff* quick outburst

*ff*

*ff*

3

4

4-5"

4 1/2"

Fm.



Fl. I

tr

*p* *ff*

tk

Fl. II

tr

*f* *p* *ff*

fltz.

*fp*

Ob.

*fp*

wavering

Perc. I

B.D.



*ppp*  
cresc. into sample

Conga

*f* *p*

Perc. II



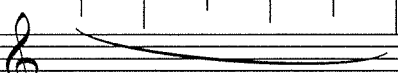
*sfz*

Pno.

Keyboard  
any muted strings

*f agitato*

muted (hand on strings)  
(if necessary, cover applicable register w/ fabric to dampen strings)



Vln.

*p* *ff*

Db.

*p* *ff*

**E**      3"      2      5"      3      4      5      6

**Fm.**

**Fl. I**  
*f* *p* *f sub.* *sh* *pp* *f* *p* *sfz*

**Fl. II**  
*ff* *p* *mf* *pp* *f* *p* *sfz*

**Ob.**  
*f* *p* *mf* *p* *f* *p* *w/p. I*

**Perc. I**  
 Bongo, Conga *f* *pp* *p*

**Perc. II**  
 B.D. *sfz* Bongos, Conga *mf* *f* B.D. *p*

**Pno.**  
 enter ad lib. (muted) *p* Inside Piano (indeterminate) sweep *f* agitate chains on low strings w/ mallet *pp* *delicato* Chains + Objects *f*

**Vln.**  
*f* *p* *f sub.* *pp* *fpp* *f*

**Db.**  
*f* *pp* *f* *pp* *p* *fp* *f*

**Annotations:**  
 ram, suck, breath  
 fltz. (no pitch)  
 rall.....  
 stop ad lib. put maraca on B.D. skin to mallets  
 Maraca enter on P.II hit swirl

F

4"

1

2

6-7"

3

cue ad libit, responding to Fm.

Fm.

Fl. I

Fl. II

Ob.

Perc. I

Perc. II

Pno.

Vln.

Db.

The musical score is organized into four measures, each marked with a measure number (1, 2, 3) and a duration (4", 6-7"). The instruments and their parts are as follows:

- Fm. (Fornet/Musette):** Indicated by a speaker icon and the instruction "cue ad libit, responding to Fm.".
- Fl. I:** Features melodic lines with dynamic markings *f*, *p*, and *fp*. Includes articulation marks like "tsh" and "s".
- Fl. II:** Features melodic lines with dynamic markings *f*, *p*, and *fp*. Includes the instruction "fltz (no pitch)" and the tempo marking "molto".
- Ob.:** Features melodic lines with dynamic markings *ff* and "outburst".
- Perc. I:** Includes Conga and Bongos. Dynamic markings include *sfz* and *ppp* (barely present).
- Perc. II:** Includes Bongos. Dynamic marking is *f*.
- Pno.:** Includes Keyboard. Dynamic markings include *f* and *p*.
- Vln.:** Features melodic lines with dynamic markings *pp* and *f*. Includes a trill marking "tr".
- Db.:** Features melodic lines with dynamic marking *ff* and "quick outburst".



4

3 1/2 - 5 "

5

8 1/2 "

Fm.



Fl. I

Musical notation for Flute I, measures 4-5. Includes dynamics *f*, *sh*, and *morendo*. A box contains a musical fragment with a slur and a fermata.

Fl. II

Musical notation for Flute II, measures 4-5. Includes dynamics *f*, *sh*, and *morendo*. A box contains a musical fragment with a slur and a fermata.

Ob.



Perc. I

Musical notation for Percussion I, measures 4-5. Includes a box labeled "Bongo" and dynamics *ppp*.

Perc. II

Musical notation for Percussion II, measures 4-5. Includes a box labeled "Chains" and a dynamic *pp*.

Pno.

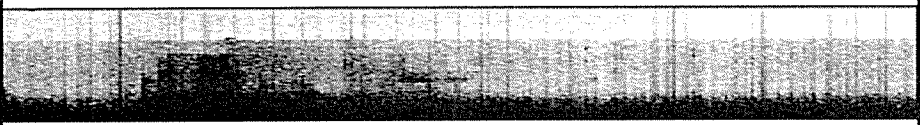
Musical notation for Piano, measures 4-5. Includes dynamics *p* and *pp*. A box labeled "Chains" is present.

Vln.

Musical notation for Violin, measures 4-5. Includes dynamics *p*.

Db.

Musical notation for Double Bass, measures 4-5. Includes dynamics *p* and a Roman numeral III/IV.



Chains

III/IV

*p*

G

1 1/2"

5 1/2"

3"

1

2

Fm.

Fl. I

Fl. II

Ob.

Perc. I

Perc. II

Pno.

Vln.

Db.

The musical score for page 15, measures 15-17, is organized into three measures: 1 1/2", 5 1/2", and 3". The instruments and their parts are as follows:

- Flute I (Fl. I):** Starts with a forte (*f*) dynamic in the first measure, moves to fortissimo (*ff*) in the second, and returns to forte (*f*) in the third. Includes performance instructions like *flt. bisbig.* and *tr.*
- Flute II (Fl. II):** Mirrors the dynamics of Flute I, starting at *f*, *ff*, and *f*.
- Oboe (Ob.):** Plays fortissimo (*ff*) in the first measure, then piano (*p*) in the second, and fortissimo (*ff*) in the third.
- Percussion I (Perc. I):** Features Conga and Bongos. In the third measure, it is marked *ff* and includes the instruction *w/ p. II, ob. & pno.*
- Percussion II (Perc. II):** Plays piano (*p*) in the second measure and forte (*f*) in the third.
- Piano (Pno.):** Plays *f secco* in the first and second measures, and *f* in the third. Includes the instruction *Inside Piano (Indeterminate)*.
- Violin (Vln.):** Starts at *f*, moves to mezzo-forte (*mf*) and fortissimo (*ff*) in the second measure, and returns to *f* in the third.
- Double Bass (Db.):** Starts at *f*, moves to piano (*p*) in the second measure, and fortissimo (*ff*) in the third.

3

4

4-5"

10"

less agitated

lingering. . .

Fm.



Fl. I

*pp*

bisbig.  
*tr*

*mp*  
*poco a poco*  
*becoming more hollow*

Fl. II

*pp*

*mp*  
*poco a poco*  
*becoming more hollow*

Ob.

*pp* *poco*

suck, ram, kiss  
*p quick*

Perc. I

*ppp* soft, rumbling

Perc. II

fade out  
ad lib.

Pno.

*p*

slide up string  
*p*

Vln.

*f* *pp* *poco*

*p quick*

Db.

*p quick*

*p quick*

(H)

12-15"

1

(D)

3 1/2"

1

4"

Fm.



aggressive

Fl. I

bisbig.

*tr*

Fl. II

breathy whisper

g t sh t k . . . g t sh \_ t ch g  
sho-fah tu sh \_ t g t tch foh  
*pp agitato*

Ob.

teeth tone  
Z  
vib.

Perc. I

Amglocken, Obj.  
solo (to II)

*mf* unrushed, spaced,  
ringing

Conga

Bongos

Perc. II

Cabasa

Pno.

Keyboard

improvise freely w/  
short quite outbursts of  
muted piano

*ppp*

*ff sub.*

Vln.

enter ad lib.

*ppp* *delicato*  
like an echo of the flutes

*ff* *wavering*

Db.

(msp.)

*p* *ff*

*ff* *mf*

calmer, more space

Fm.



Fl. I



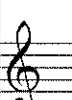
*ff*

sh

breathy whis. into flute

guh-tchi f k tch g. . . tch gah  
k tch-ma k tsh  
*p* strained, getting raspier

Fl. II



*ff*

breathy whis. into flute

whi-ja sh f s tch f. . .  
k tch fag h ts fa cho  
*p* strained, getting raspier

Ob.



*ff*

Perc. I

mallets solo (to [K]) Amglocken, Obj. Conga

*f* well-spaced, ringing *p* *f* *p* *f*

Perc. II

Bongo Cabasa

*f* *p*

Pno.

Inside Piano (Indeterminate) sweep only a few strings

*ff* *pp* not overwhelming perc. I

(pedal ad lib.)

Vln.

*ffp* *p* w/ db.

Db.

*ff* *p* w/ sln. creaking

K

4 1/2"

1

6"

Score for Percussion and Strings, divided into two sections: 4 1/2" and 6".

**Percussion I:** Bongo (ff), Conga (ppp, molto)

**Percussion II:** B.D. (f), other (p)

**Piano:** f short

**Chains + Ob., Keyboard:** p

**Violin:** ff, fp, mf, vib., (A)

**Double Bass:** f, ff, mf

**Flutes:** Fl. I (ff, wavering, bisbig., fltz., poco a poco), Fl. II (ff, wavering, fltz., bisbig., poco a poco)

**Oboe:** p, vib.

**Other:** Fm. (shaded), Oboe (Z vib.), Keyboard (p)

Ⓛ

2 1/2"

1

3"

2

2 1/2"

Fm.



Fl. I



Fl. II



Ob.



Perc. I



Bongos

Conga

Perc. II



Bongos

B.D.

Pno.



Inside Piano (Indeterminate)

④

sweep

Vln.



ff sub. molto agitato

p sfz

fpp

mf

pp

fp

Db.



fff molto agitato

p

ff

p

pp

p

molto

poco

p

molto

(M)

2"

1

3"

2

3"

3

8"

Fm.

Fl. I

Fl. II

Ob.

Perc. I

Perc. II

Pno.

Vln.

Db.

highest pitch

jet

jet

B.D., Conga, Bongo

Cabasa

scrape up string

sweep

Chains

continue through sample...

14

ff

f

p

pp

ff quick

f

p

pp

f

pp

f

ff

ff

pp

ff

ff

pp

ff

ff

pp

ff



(N)

7 1/2"

1

4"

2

4"

3

3"

creeping in

Fm.



Fl. I

Fl. I musical notation: Treble clef, notes with slurs and dynamics.

Fl. I musical notation: Treble clef, notes with slurs, dynamics *p* to *f*, and markings *tk* and *jet*.

Fl. I musical notation: Treble clef, notes with slurs, dynamics *pp* to *f*.

Fl. I musical notation: Treble clef, notes with slurs, dynamics *fp*, and marking *flt.*

Fl. II

Fl. II musical notation: Treble clef, notes with slurs, dynamics, and marking *bisbig.*

Fl. II musical notation: Treble clef, notes with slurs, dynamics *p* to *f*.

Fl. II musical notation: Treble clef, notes with slurs, dynamics *pp* to *f*, and marking *flt. (no pitch)*.

Fl. II musical notation: Treble clef, notes with slurs, dynamics *fp*, and marking *flt.*

Ob.

Ob. musical notation: Treble clef, notes with slurs, dynamics, and marking *any keys*.

Ob. musical notation: Treble clef, notes with slurs, dynamics, and marking *any keys*.

Ob. musical notation: Treble clef, notes with slurs, dynamics, and marking *any keys*.

Ob. musical notation: Treble clef, notes with slurs, dynamics *fp*, and marking *any keys*.

Perc. I

Perc. I musical notation: Rhythmic notation, dynamics *ppp*, and marking *Bongos, Conga*.

Perc. I musical notation: Rhythmic notation, dynamics *p*, and marking *Bongos, Conga*.

Perc. I musical notation: Rhythmic notation, dynamics *pp*, and marking *Bongos, Conga*.

Perc. I musical notation: Rhythmic notation, dynamics, and marking *B.D. trem.*

Perc. II

Perc. II musical notation: Rhythmic notation, dynamics, and marking *Cabasa*.

Perc. II musical notation: Rhythmic notation, dynamics *mf*, and marking *Cabasa*.

Perc. II musical notation: Rhythmic notation, dynamics *mf*, and marking *Cabasa*.

Perc. II musical notation: Rhythmic notation, dynamics, and marking *Cabasa*.

Pno.

Pno. musical notation: Treble and bass clefs, notes with slurs, dynamics, and marking *mf quick outburst*.

Pno. musical notation: Treble and bass clefs, notes with slurs, dynamics *p*, and marking *mf quick outburst*.

Pno. musical notation: Treble and bass clefs, notes with slurs, dynamics *p*, and marking *mf quick outburst*.

Pno. musical notation: Treble and bass clefs, notes with slurs, dynamics, and marking *enter ad lib.*

Vln.

Vln. musical notation: Treble clef, notes with slurs, dynamics *p*, and marking *gliss. getting faster* and *delicato*.

Vln. musical notation: Treble clef, notes with slurs, dynamics *f > p* to *f*, and marking *gliss. getting faster* and *agitato*.

Vln. musical notation: Treble clef, notes with slurs, dynamics *f*, and marking *gliss. getting faster* and *agitato*.

Vln. musical notation: Treble clef, notes with slurs, dynamics *p*, and marking *gliss. getting faster* and *molto*.

Db.

Db. musical notation: Bass clef, notes with slurs, dynamics, and marking *gliss. getting faster* and *molto*.

Db. musical notation: Bass clef, notes with slurs, dynamics, and marking *gliss. getting faster* and *molto*.

Db. musical notation: Bass clef, notes with slurs, dynamics, and marking *gliss. getting faster* and *molto*.

Db. musical notation: Bass clef, notes with slurs, dynamics, and marking *gliss. getting faster* and *molto*.

*p* *molto*

0  $4\frac{1}{2}''$  1 2  $3\frac{1}{2}''$  P  $16''$  calmer, lingering

**Fm.** 

**Fl. I** *ff* *p* *ff* *p* *ff* *molto agitato* *fltz. (no pitch)* *jet*

**Fl. II** *ff* *p* *ff* *to Megaphone* *enter ad lib.* *s* *pp whispered*

**Ob.** *ff* *p* *ff* *outburst* *multiphon.*

**Perc. I** *ff secco* *Conga* *trem.* *Thndr.Sh. + Conga* *quickly get rain stick* *Rain.S.* *turn* *lingering... hold until rain stops*

**Perc. II** *ff* *p* *f* *to rain stick* *turn* *lingering... hold until rain stops* *Rain.S.*

**Pno.** *cluster* *ff secco* *8vb* *aggressive pesnate* *sempre staccatissimo* *cluster* *Red.*

**Vln.** *ff* *p* *ff* *f* *ff* *msp. vertical bow II/III* *st.* *st.* *st.* *arco, pont*

**Db.** *ff* *hacked, aggressive* *pizz.* *mf* *ff*

**Megaphone**  
mainly breath sound consonants, and vocal fry. megaphone volume is very quiet, sempre

0 6" 1 2 4"

**Fm.**

**Fl. I**  
 solo (to [R])  
*ff*  
*p* ————— *ff*  
*breathy; agitato*  
 flz. →  
*p* ————— *ff*  
 vib. ————— flz.  
*p* —————  
*wavering*

**Fl. II (m.phn)**  
 improvise rhythms  
 t k, g t k tch k, tcha, tsh k t k ts ka  
 t k t k shu  
*secco, staccato, like short clicks, no pitch or tone*  
 ————— *morendo* —————

**Ob.**  
 ram suck  
*p* ————— *pp*

**Perc. I**  
 Amglocken  
*p* ringing  
 Obj.  
*pp*  
*ppp*

**Perc. II**  
 Ch. Op. Gong  
*ppp* calmo, delicato  
 ————— *poco* —————

**Pno.**  
*p*  
 Chains

**Vln.**

**Db.**  
*p* ————— *pp* — *poco* ————— *p* ————— *molto* —————

4" 1 5" 2 4" 3

less dense than earlier

Fm.

Fl. I *ff* *enter ad lib.* *breathy whisper* *-ah k t, sh g tsh* *chukt fah t cho* *pp* *p* *ff*

Fl. II (m.phn) *to Bass Flute* *Bass Flute* *vib.* *mp* *f* *pp* *ff*

Ob. *ram, kiss, suck, air* *f*

Perc. I *Snare* *♩ = ca. 168* *mf* *rhythmic brushing, wispy*

Perc. II *p* *pp*

Pno. *p* *pp delicato* *mf*

Vln. *pp*

Db. *ff* *mp semi-regular* *lowering in pitch on each iteration (to A↑ after [S][1])* *iv*

*decresc. poco a poco*

4                      5                      8"                      S                      10"                      1

Fm.

Fl. I

Fl. II (b. fl.)

Ob.

Perc. I

Perc. II

Pno.

Vln.

Db.

① 4" 1 2 6" 3 4"

**Fm.**

**Fl. I** *tr* *jet* *ff* *p* *f* *p* *ff* *p* *ff* *flz.* *p* *vib.*

**Fl. II (b. fl.)** *p* *ff* *pp* *tr*

**Ob.** *p* *ff* *pp* *rall.*

**Perc. I** Bongos *f* *ff*

**Perc. II** *f* *p* *scrape* Ch. Op. Gong *p calmo*

**Pno.** Keyboard *Red.*

**Vln.** *fpp* *poco* *p* *ff* *pp*

**Db.** *fpp* *poco* *p* *ff* *pizz.* *arco* *pp*

U

4 1/2"

1

2

3"

Fm.



Fl. I

ff

pp *molto* → ff

pp *w/fl. II* → ff (A)

Fl. II  
(b. fl.)

ff

ffz. (no pitch)

pp

*molto* → ff

p *w/fl. I* (A)

Ob.

ff

multiphon.

pp → ff → p

Perc. I

ff

p

Perc. II

ff

Bongos

f

Pno.

8va

8vb

ff *Red.*

pp → ff *secco*

Inside Piano

3

Vln.

ff

p

tr

ff

Db.

ff quick outburst

p → ff

pizz.

V

1 20-26"

2

3

3"

more static, heavy

agitated

Fm.



Fl. I

enter w/ fl. II

tsh

p

fpp

f

Fl. II

(b. fl.)

vib.

ff

enter w/ fl. I  
(w/ enough time to finish phrase  
before being interrupted by [3])

loud whisper.

gah-tchya f k tch s  
f becoming strained,  
wheezed

f

Ob.

ram, kiss, suck  
multiphon.

f

p

f

double hit every 10th-12th repeat  
quick, understated outburst every 11th-13th repeat

Snare

♩ = 120

rall.....

♩ = 90

accel.....

Amglock., B.D.

f

ff

Perc. I

mf secco

Snare

♩ = ca. 168

to brush

p

(p)

rhythmic brushing

f

Pno.

sweep

p

ric.

p

p

Chains

Vln.

(enter ad lib.)

msp.

f

p

f

gliss. and rearticulate  
ad lib, improvise on extremely  
high 4th string  
norm.

rv

msp.

norm.

msp.

fp

f

fp

fp

molto agitato







20"

1

18-22"

megaphones end phrases ad lib.

Fm.



Fl. I (m.phn.)

keep megaphone up

tchu- tchu- tchu- tchu-ti ja tsh \_\_\_\_\_ -u  
t'sit fshu ti tchu tsh \_\_\_\_\_ sh- sh- sh- sh-

**ppp sub.**

to Flute

sha-tu tsh \_\_\_\_\_ sh- sh- sh- sh-  
sh\_oh neh, je s \_\_\_\_\_ if-ah

**p**

Fl. II (m.phn.)

Megaphone

whisper lightly into mouthpiece, megaphone pointed at audience

keep megaphone up

wi-ja f \_\_\_\_\_ tchu, ti... tchu. g, t wi,  
sha sa-ti rotch

**ppp**  
*extremely breathy; no pitch or tone, unrushed*

to Bass Flute Bass Flute

7"

s \_\_\_\_\_ -ight, si tchu, s \_\_\_\_\_ -i,  
sha-tu sh \_\_\_\_\_ sh shah chu

**p**

*f* *fltz.*  
**p - molto**

Ob. (m.phn.)

keep megaphone up

tcha-tu sh \_\_\_\_\_ sh- sh- sh- shi- shi g'tirah,  
shatu sa ti tchu. . . tsh \_\_\_\_\_ -tchu

**ppp** *extremely breathy; no pitch or tone, unrushed*

to Oboe

roh-netch tch- tch- tsh \_\_\_\_\_  
rotchi sh \_\_\_\_\_ -atu tk g

**p**

Perc. I

Shell Chimes

$\text{♩} = \text{ca. } 168$   
rub brush on snare skin

12-15"

**p**

**pp** *rhythmic*

rall.....  $\text{♩} = \text{ca. } 148$

Perc. II

22) to bow

12-15"

Cym. arco

**pp** *secco, staccato, like short clicks, no pitch or tone*

tk sh g, tk tk tsh \_\_\_\_\_ shi la g tch  
tk s- s- s- s\_ \_\_\_\_\_

keep megaphone up

B.D. arco

**fpp** **ppp**  
*rumbling*

Pno.

sweep

tk tk g sh \_\_\_\_\_ -a t, f \_\_\_\_\_ put down megaphone  
f- f- f- fa-, ju'sh \_\_\_\_\_ tk g t tk

**ppp**

Vln.

to Megaphone Megaphone

quickly

[s]

t k g sheh, t tch tk f g,  
sh t k tcha tsh f \_\_\_\_\_ g k t k sha ta s

*secco, staccato, like short clicks, no pitch or tone*

**pp** **ppp**  
*lingering from the other voices*

improvise rhythms freely

rall.....

to Violin

Db.

on bridge

**fp** *airy*

(bridge)

high harmonics, different pitch each rebow sp.

IV III/IV

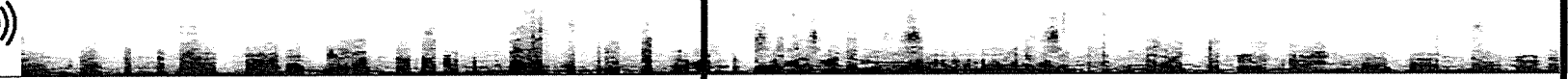
not always pure and ringing

(overpress. w/o losing the harmonic sound, if possible)

abrupt

slower, calmer

Fm.



Flute

Fl. I

ff *fltz.* *p* *f*

*jet*

Fl. II (B. Fl.)

*fltz.* (no pitch) *fltz.* airy pitch *vib.* fade out ad lib.

ff *p* *f* *f* *p*

Oboe

Ob.

*air, suck*

ff *p*

B.D.

$\text{♩} = \text{ca. } 148$   
hit, as before (like [V])  
*(f) rhythmic*

Perc. I

*f* *p sub.*  
 $\text{♩} = 80 \text{ sub.}$

23

Perc. II

$\text{♩} = \text{ca. } 168$   
*(out of time w/ vln. I)*  
*rhythmic* *swelling*

*sfz* *p*

Inside Plano

Pno.

$\text{♩} = \text{ca. } 168$   
*(out of time w/ perc. II)*  
*sweep*

*f* *p* *sfz*

Violin

Vln.

$\text{♩} = \text{ca. } 168$   
on bridge  
*(out of time w/ perc. II)* *8"* *rall.....*

*ff* *p* *sfz* *p rhythmic, airy*



IV


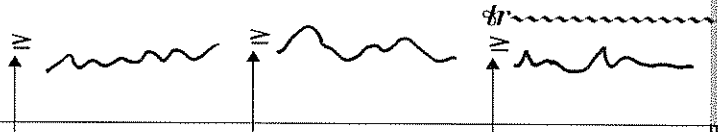
Db.

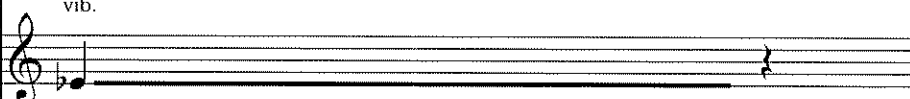
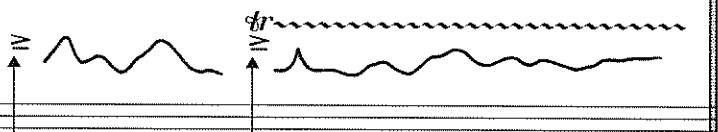
*norm.* *IV*  
*solo (to [Z][2])*

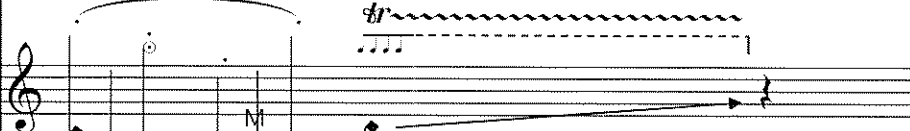
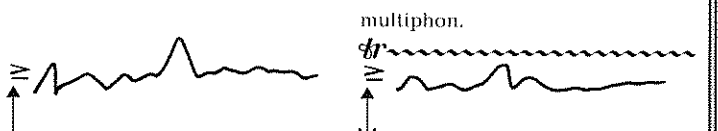
*ff sub.* *p* *fp*


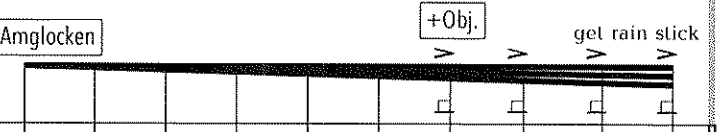


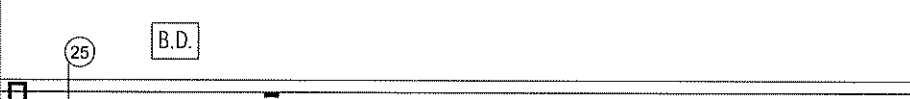
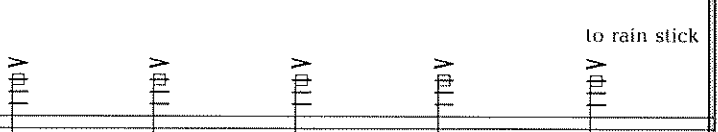
**Fm.**  

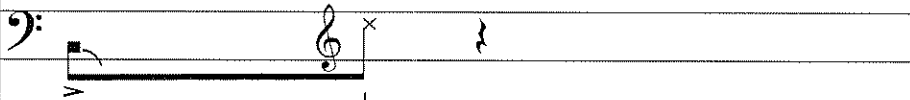
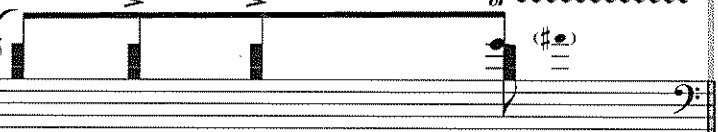
**Fl. I**   *resoluto*

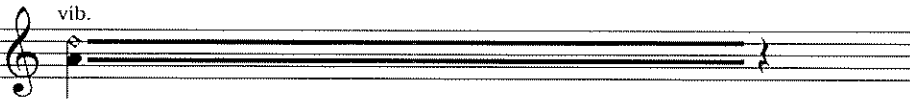
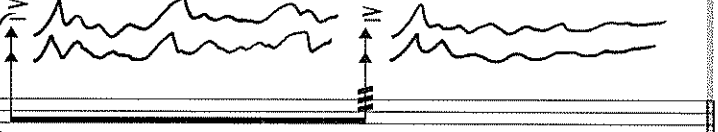
**Fl. II (B. Fl.)** *vib.*   *fff*

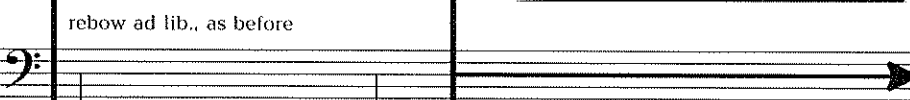
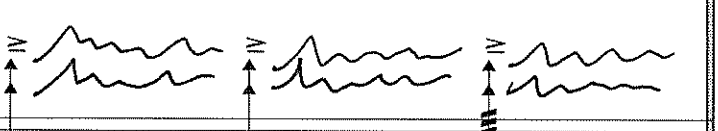
**Ob.** *any keys*  *f outburst* *morendo*  *fff poss. raucous* *multiphon.*

**Perc. I** *♩ = ca. 40 as before*  *mf*  *Amglocken* *+Obj.* *get rain stick* *ff* *fff*

**Perc. II** *25* *B.D.*  *p*  *fff* *to rain stick*

**Pno.** *Inside Piano (indeterminate) enter ad lib.*   *fff poss.* *Keyboard* *8va*

**Vln.** *3"-4"* *vib.*  *ff*  *fff poss.*

**Db.** *rebow ad lib., as before*  *ffppp*  *mf* *fff poss.*

BB

25-30"

1

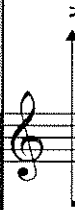
55"

lingering. . . , Ens. increasingly becoming one w/ the identity of Fm.

Fm.

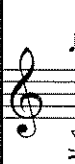


Fl. I



to Megaphone

Fl. II (B. Fl.)



to Megaphone

Ob.



to Megaphone

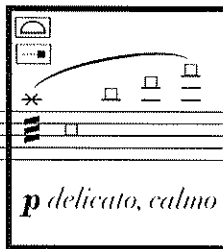
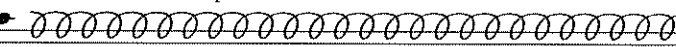
Shell Chimes, Sus. Cym. Anglock., 3 Obj.

freely improvise mixture of delicate hits, light tremolo, and delicate scraping w/ cup

Perc. I

Rain.S.

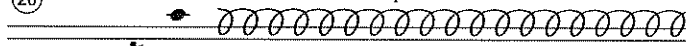
turn, hold until rain stops



Perc. II

Rain.S.

turn, hold until rain stops



Guiro

agitate w/ stick quietly

p delicato, like a light rumbling

Pno.

low clusters, same pitches each iteration



to Megaphone

p delicato

morendo

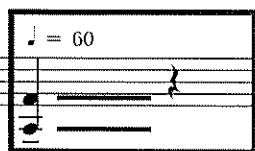
Vln.



to Megaphone

Db.

st.



to Megaphone

morendo

megaphones ending their phrases ad libitum,  
Ens. sounding as an extension of Fm. one w/ its texture

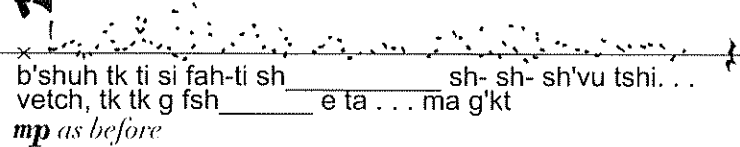
Fm.



Megaphone



Fl. I  
(m.phn.)

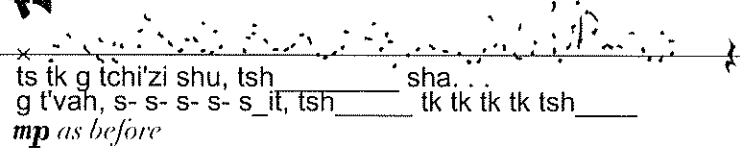


keep megaphone up,  
looking focussed

Megaphone



Fl. II  
(m.phn.)

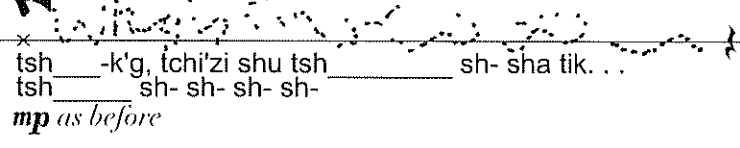


keep megaphone up,  
looking focussed

Megaphone



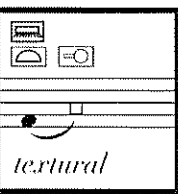
Ob.  
(m.phn.)



keep megaphone up,  
looking focussed

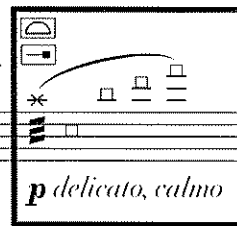
B.D., Bell Pl.

freely improvise using maraca, temple bowl,  
and hard brush as mallets on B.D. skin and Bell Pl. --  
tapping, scraping, rubbing, crunching.



Shell Chimes, Sus. Cym.  
Amglock, 3 Obj.

freely improvise  
mixture of delicate hits, light tremolo,  
and delicate scraping w/ cup



sounding part of fm.,  
very gentle improv.

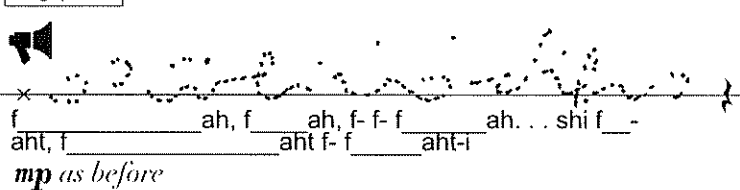
Perc. I

Perc. II

Megaphone



Pno.  
(m.phn.)

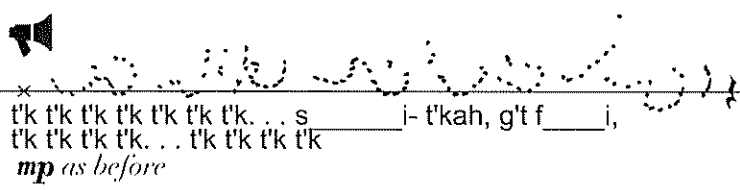


keep megaphone up,  
looking focussed

Megaphone



Vln.  
(m.phn.)

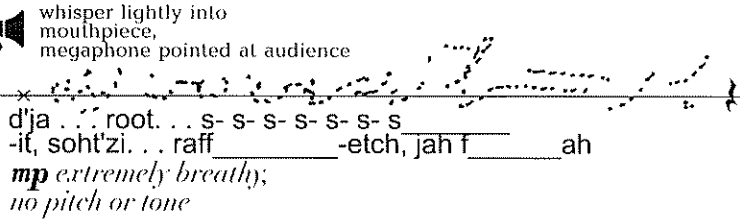


keep megaphone up,  
looking focussed

Megaphone



Db.  
(m.phn.)



keep megaphone up,  
looking focussed

CC

15-20"

DD

12"

1

27"

quietly agitated, almost nothing

fade to nothing, Fm. feeling close, intimate

**Fm.**

**Fl. I** (m.phn.)  
 sh sh-sh sh-sha tu g t'si...  
 s s-s-s-sa ti tchu  
 ppp

g't k, sh tchi tzi shutsh  
 sa-tu... g't site, tsh s  
 pppp *poss*

tchu  
 ppp

slowly lower megaphone (as a group)

**Fl. II** (m.phn.)  
 tk sh t  
 ts sh't sh sh sh sh sh  
 ppp

fast

emerging out of the ensemble's whispering

keep megaphone up

p t tch g, kt sh -ah'tsi...  
 g t pah tch tsh  
 pppp *poss*

slowly lower megaphone (as a group)

**Ob.** (m.phn.)  
 g kt'sh, f-sha si sh-sh-shi w-hot?  
 sha... ro f-retch s a, ti tch  
 ppp

k'ra g netch tch- tch- tsh  
 ro'tchi sh -a-tu tk g  
 pppp *poss*

keep megaphone up

slowly lower megaphone (as a group)

**Perc. I**

Snare  
 ♩ = ca. 168

p ppp rhythmic

**Perc. II**

ppp lingering...

p

B.D.  
 +

**Pno.** (m.phn.)  
 g t tch... tsh -ah, g tk f-  
 t ut-tsh sh-sh-sh-  
 ppp

tchu p tk ghu, cha-ti  
 tsh sh-sh-sh-sh-, s  
 ju sah foh  
 pppp *poss*

emerging out of the ensemble's whispering

shu  
 after fl. 1

slowly lower megaphone (as a group)

**Vln.** (m.phn.)  
 t'k t'k t'k tsh tsh -a tra-  
 net-sha g t... f  
 ppp

no pitch, just whispered air

g- g- g- g- tk f- s  
 pppp *poss*

to Violin Violin

♩ = ca. 168  
 bridge

rall. al fine.....

p < f p rhythmic

morendo

**Db.** (m.phn.)  
 tk sha t g... tk tk g tsh  
 shi laj tch tk s- s- s- s-  
 ppp

no pitch, just whispered air

S- S- S- S- S-  
 pppp *poss*

to Double Bass Double Bass

p < mf



**cover image:**

Fig. 298 *Casuarina equisetifolia* from E. Gilg and K. Schumann, "Das Pflanzenreich. Hausschatz des Wissens." ca. 1900

**premiere:**

31<sup>st</sup> October 2019, Conrad Prebys Concert Hall, La Jolla, California  
Steven Schick (conductor)  
Alexander Ishov (flute), Teresa Diaz-de-Cossio (flute), Juliana Gaona-Villamizar (oboe),  
Michael Jones (perc.), Rebecca Lloyd-Jones (perc.), Dimitrios Paganos Koukakis (pno.),  
Illana Waniuk (vln.), Kathryn Schulmeister (db.),  
Pablo Ochoa & Stephen de Filippo (audio engineers)

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Katharina Rosenburger, Chinary Ung

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