

Frank Spigner

Sublimation of the Transient

for string quintet

Directions and Parameters for Graphic Scores

- Scores may be read in any orientation
- All graphic scores are notated in C clef - instrumentalists may play in a different octave if needed
- Instrumentalists may enter at any point in the score, at any speed, with any articulation
- Instrumentalists should glissando from one pitch to another
- The spatial positioning of the written pitches is an indicator of pitch duration and rhythm on a macro level
- Instrumentalists should play at least five "rotations"
- The total duration of each of these movements should be between 40 seconds and 4 minutes
- The instrumentalists should not practice or perform with a stopwatch or metronome
- In movement 4, there are three additional characteristics that should be observed:
 1. The bass is playing an A \sharp drone throughout
 2. The smaller circle with solid noteheads should be played in a contrasting performance mode (e.g. some form of pizzicato, col legno, con sordino, etc.) interspersed sporadically along with playing "rotations" of the larger circle
 3. The *piano* to *forte* crescendo imposes a two-dimensional parameter in regards to the dynamic movement in which all sounds on the *piano* half of the circle are quieter than the *forte* half, so the dynamics of all voices should constantly be fluctuating - also note the position of the smaller circle which is mostly around the *mezzo-forte* to *forte* range

Symbols

\sharp = Raised by $\frac{1}{4}$ tone

$\sharp\sharp$ = Raised by $\frac{3}{4}$ tone

\flat = Lowered by $\frac{1}{4}$ tone

$\flat\flat$ = Lowered by $\frac{3}{4}$ tone

\blacktriangle = Highest Possible Pitch

\blacktriangledown = Lowest Possible Pitch

' \triangle \circ \square = Non-Metrical Pauses / fermatas (from shortest to longest)

 = Gradual transition from one performance mode to another

 = Repetition of a group of notes

\circ  = Stationary Note

 = Dig into strings; From Grinding Timbre to Noise

\times = Very Rapid Non-Rhythmicized Tremolo

 = Between Bridge & Tailpiece, *Arpeggio* on Four strings

 = Violin 1

 = Violin 2

 = Viola

 = Cello

 = Bass

I

Handwritten musical score for a string ensemble, featuring various instruments and dynamic markings.

Violino I (V1): Solo, Sul A & D, Senza Vib., Ca. 5^a, Con Vib., Senza Vib., Ca. 13^a. Dynamics: Pppppp, P, PPP, PP, f, P.

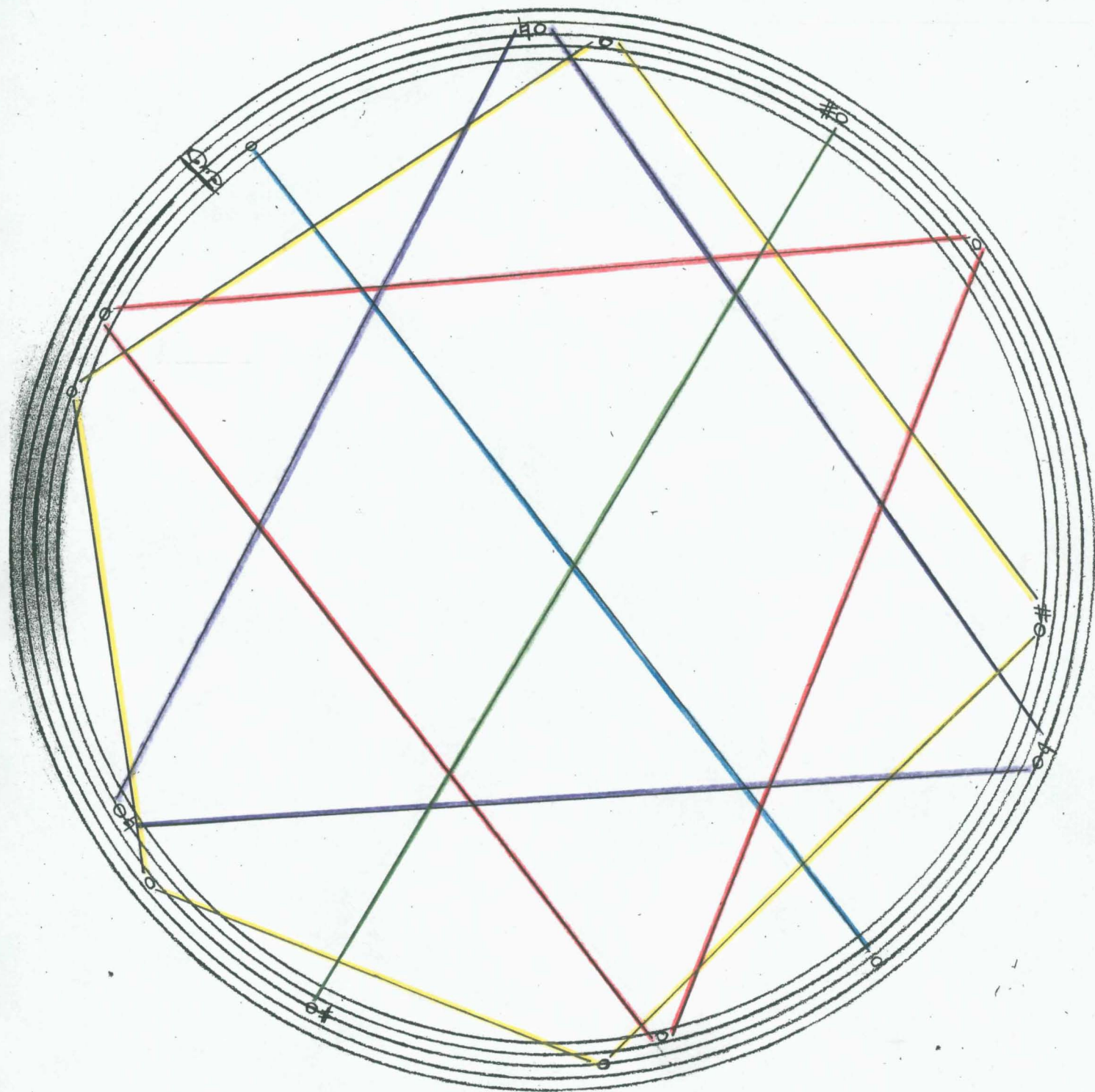
Violino II (V2): Ca. 21, Quasi Rubato, n. < f, (p/4), ff, Sul Bnt, Subito pp, fff. Dynamics: mf, f.

Viola (Vla.): Col legno, ora., ad lib., fff, pp, f. Dynamics: p, 3, fff, pp, f.

Cello (Cello): Bow Tailpiece, n. Dynamics: f.

Basso (Bass): Bow Tailpiece, n. Dynamics: f, mp.

Other markings: Solo, Senza Vib., Con Vib., Quasi Rubato, ad lib., Col legno, ora., ad lib., Bow Tailpiece, n.



III

Violin

Glissando Everywhere (entire ensemble)
Solo Sul Pont.
PPPPP (barely audible to performer)

Sul tasto
Sul tasto Con Sord.
Sul Pont.
Sul tasto
(Con sord.) → Senza Sord.

ppp p mp

Violin 1

f p ff

Violin 2

mp mf fff

Viola

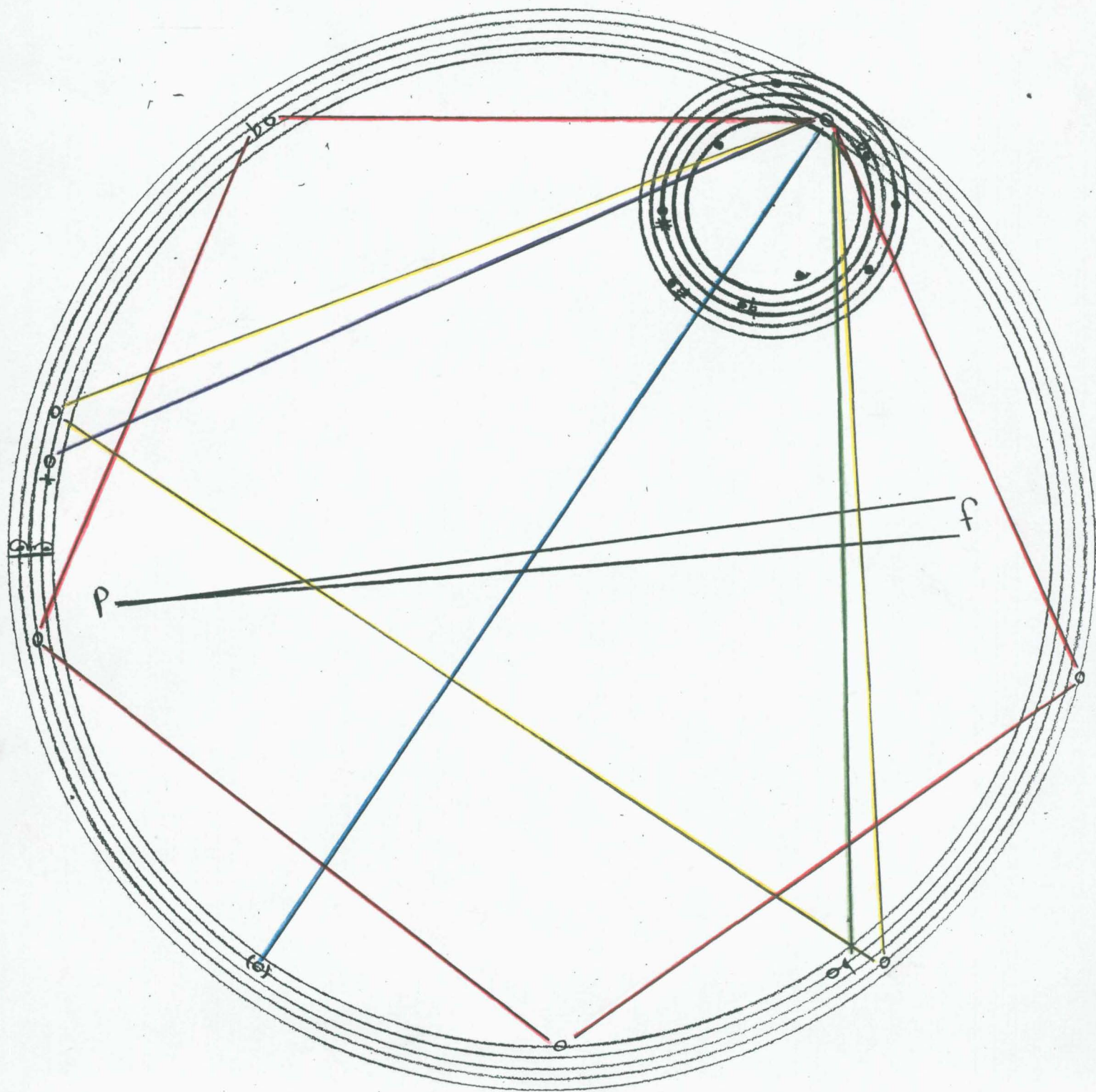
mf fff

Cello

Bow from behind strings
n. PPP mp
Sul A
Sul C

Double Bass

Sul G
mp
mf sfz mp
Sul E & A
fff



V

Violin 1

Col legno Battuto

Violin 2

Col legno Battuto

Viola

Col legno Battuto

Cello

Col legno Battuto

Double Bass

Col legno Battuto