

# **AN INDEX OF METALS**

Per Soprano, Ensemble, Video ed Elettronica

2003

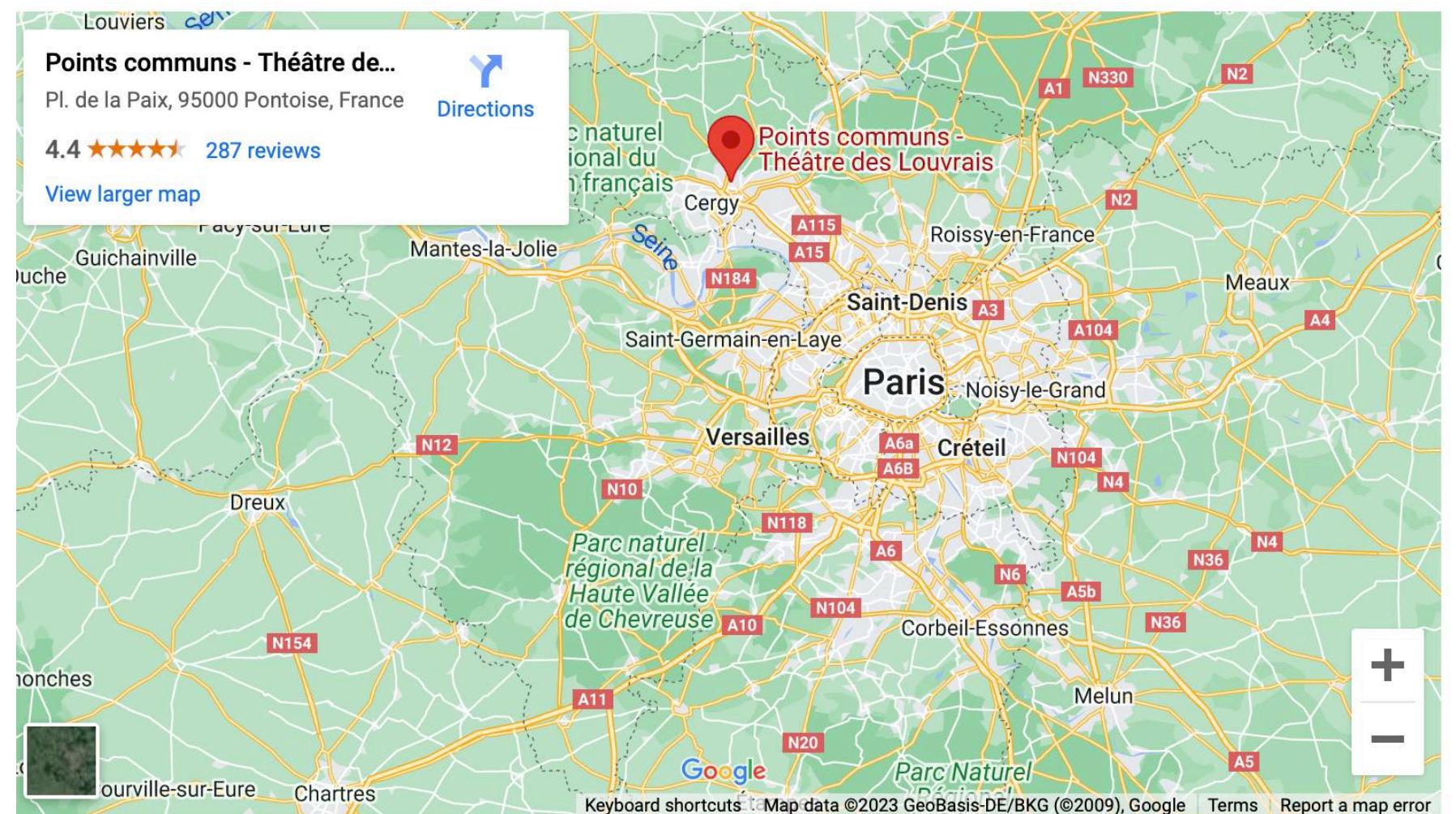
Partitura full score:



Prima Esecuzione

3/10/2003

Théâtre des Louvrais (Pontoise)  
Commissione Foundation Royaumont - ICTUS Ensemble



Musica: Fausto Romitelli

Testo: Kenka Leković

Video: Paolo Pachini - Leonardo Romoli

Programmazione: Stefano Bonetti

# Organico:

Flauto (anche Flauto Basso, Ottavino Guitar Pitch pipe)

Oboe (anche Corno Inglese, Guitar Pitch pipe)

Clarinetto in Sib (Anche Clarinetto Basso in Sib, Armonica a bocca)

Tromba in Do (anche Armonica a bocca)

Trombone (anche Armonica a bocca)

Chitarra Elettrica

Basso Elettrico

Pianoforte (anche Tastiera - Campionatore)

Soprano (+megafono)

Violino

Viola

Violoncello

Elettronica dal vivo (?)

Suoni su supporto (Spazio a 10 chnls)

# Metalsushi

[Kenka Lekovich] (2003)

## HELLUCINATION 1 (drowninggirl)

1. shining growing melting drowning into an iron bluegrey wave a pillowing wave breaking over her head sudden extreme honeymooners literally drowning in emotions
2. she suddenly fell in a metal-miso hell a loop of seaweed soup pieces of milky broken glass leaves of red copper rust industrial noisy dust
3. she don't care she wan't call Brad for help she would rather give up too soon she will drown and sink in a spoon

SHE'D RATHER SINK IN

HER NAIL ENAMEL

SHE'D RATHER SINK IN HER LONGLASTING  
NAIL ENAMEL INOXIDIZABLE STAINLESS EXPRESS

## HELLUCINATION 2 (risingirl)

1. Murder by guitar, nickel you are but when I pierce and fix your smile to dive in and dive you rise on and rise infected by noise
2. A brown lust for life, rust you are but when I collapse into your eyes to dive in and dive you rise on and rise corroded by noise
3. Black Iron Prison, chrome you are but when I crash into your bones to dive in and dive you rise on and rise corrupted by noise
4. The basement is done lithium you are but when I hit and shot your soul to dive in and dive you rise on and rise crucified by noise

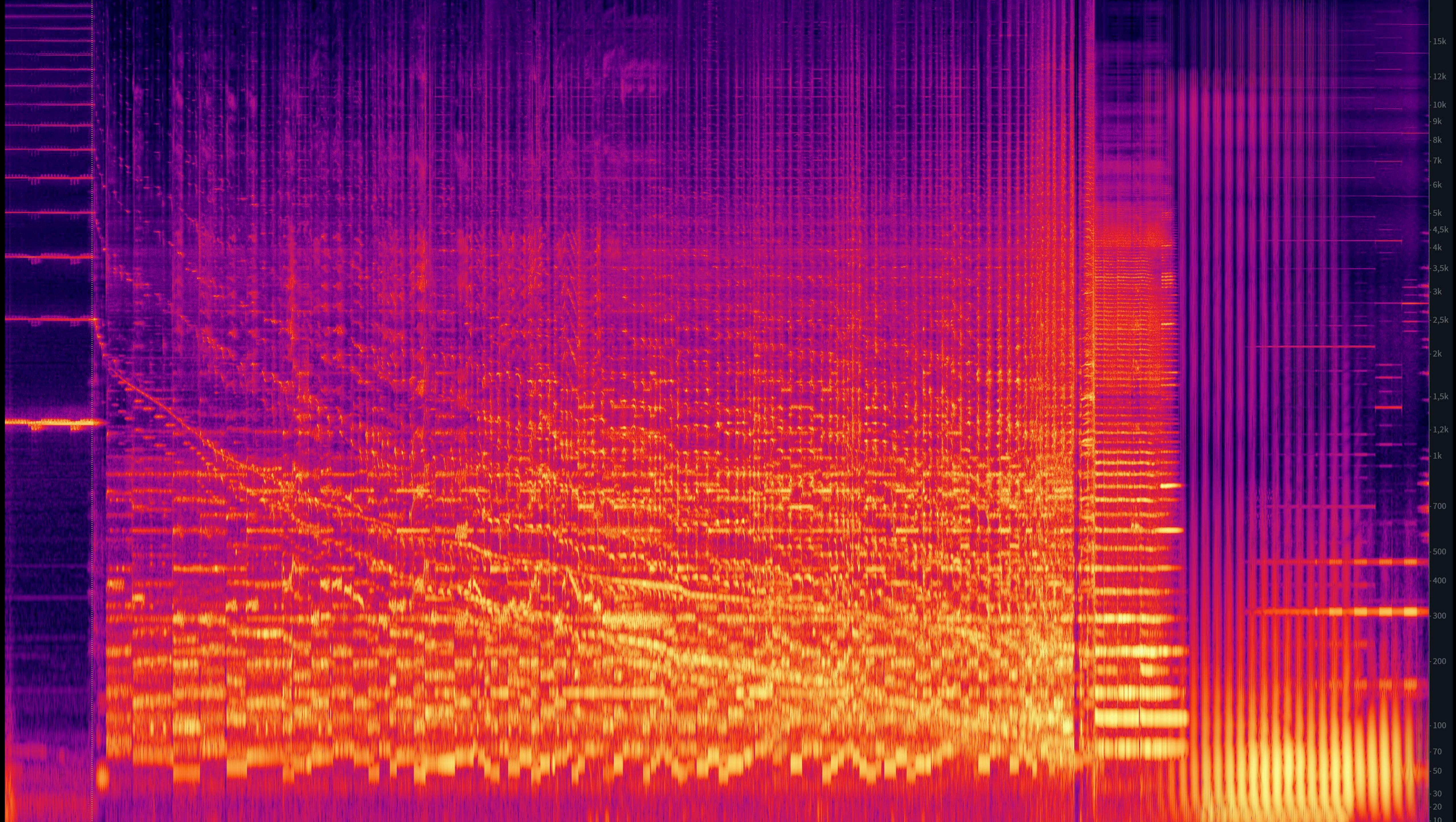
## HELLUCINATION 3 (earpiercingbells)

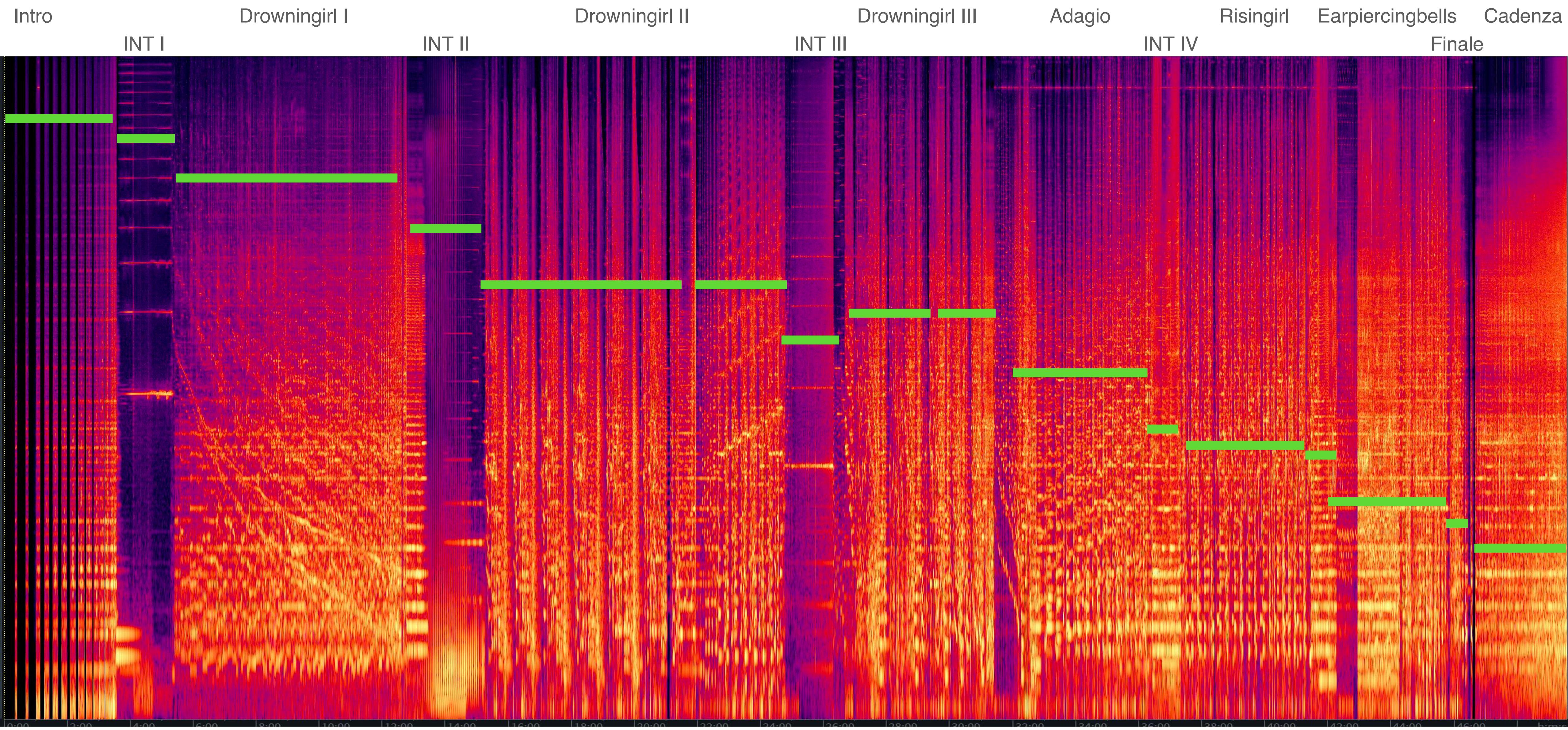
BEDRIDDEN (TO) DUMBFOUND NOISEDIN EARPIERCING BELLS  
HELLPHONES METAL SHELLS  
Steel thrust sucking space  
corrupting infecting transfixing collapsing  
empoison imprison enchain  
incinerate lacerate perforate intoxicate  
demolishing squashing crashing  
corrode pierce hole bore drown nail rent break cut shoot strike hit  
crucify the heartbeat



Tony Abruzzo, Run for Love, D.C. comics, 1962

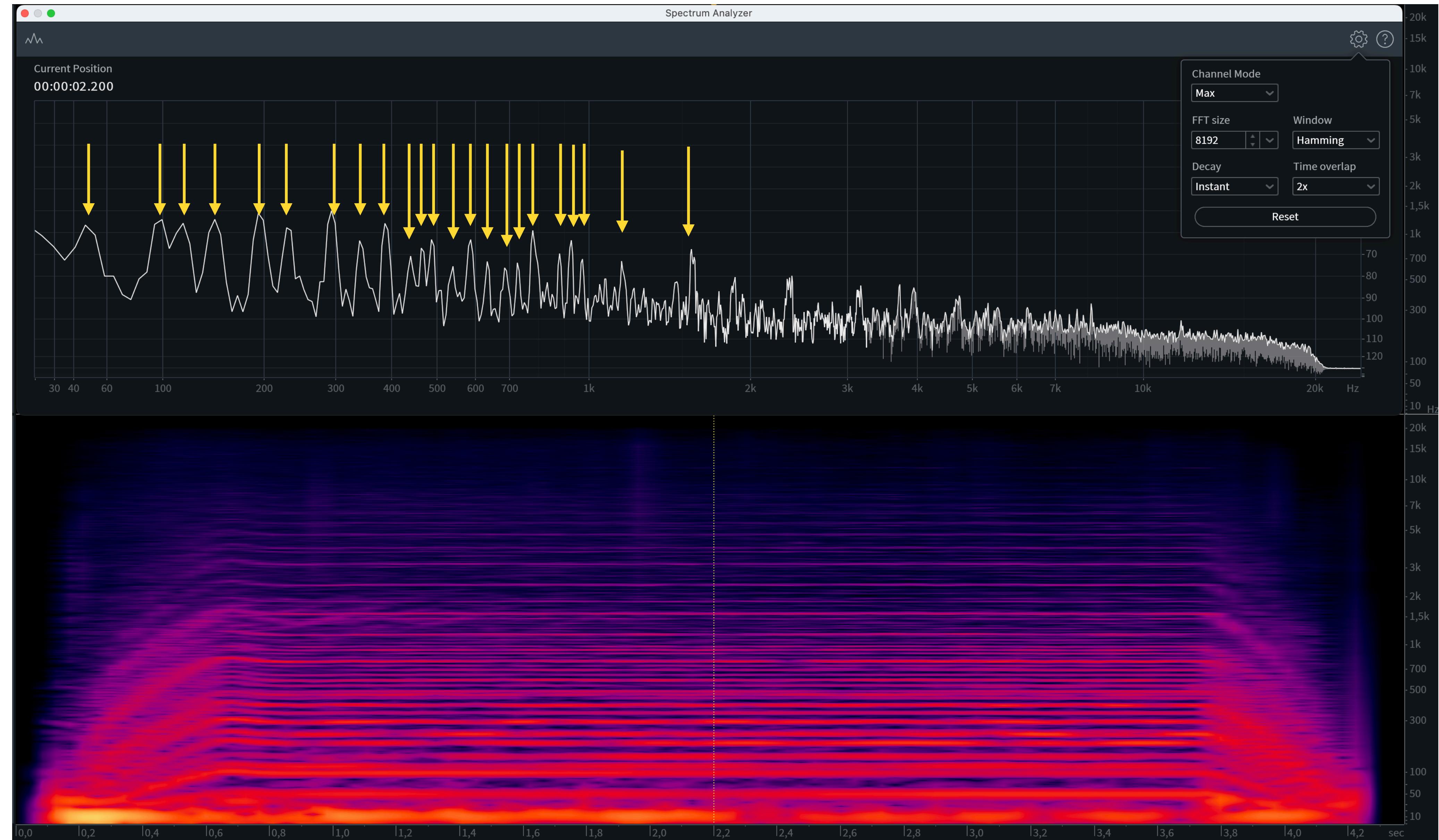
Roy Lichtenstein, *Drowning Girl*, MoMa – New York, 1963

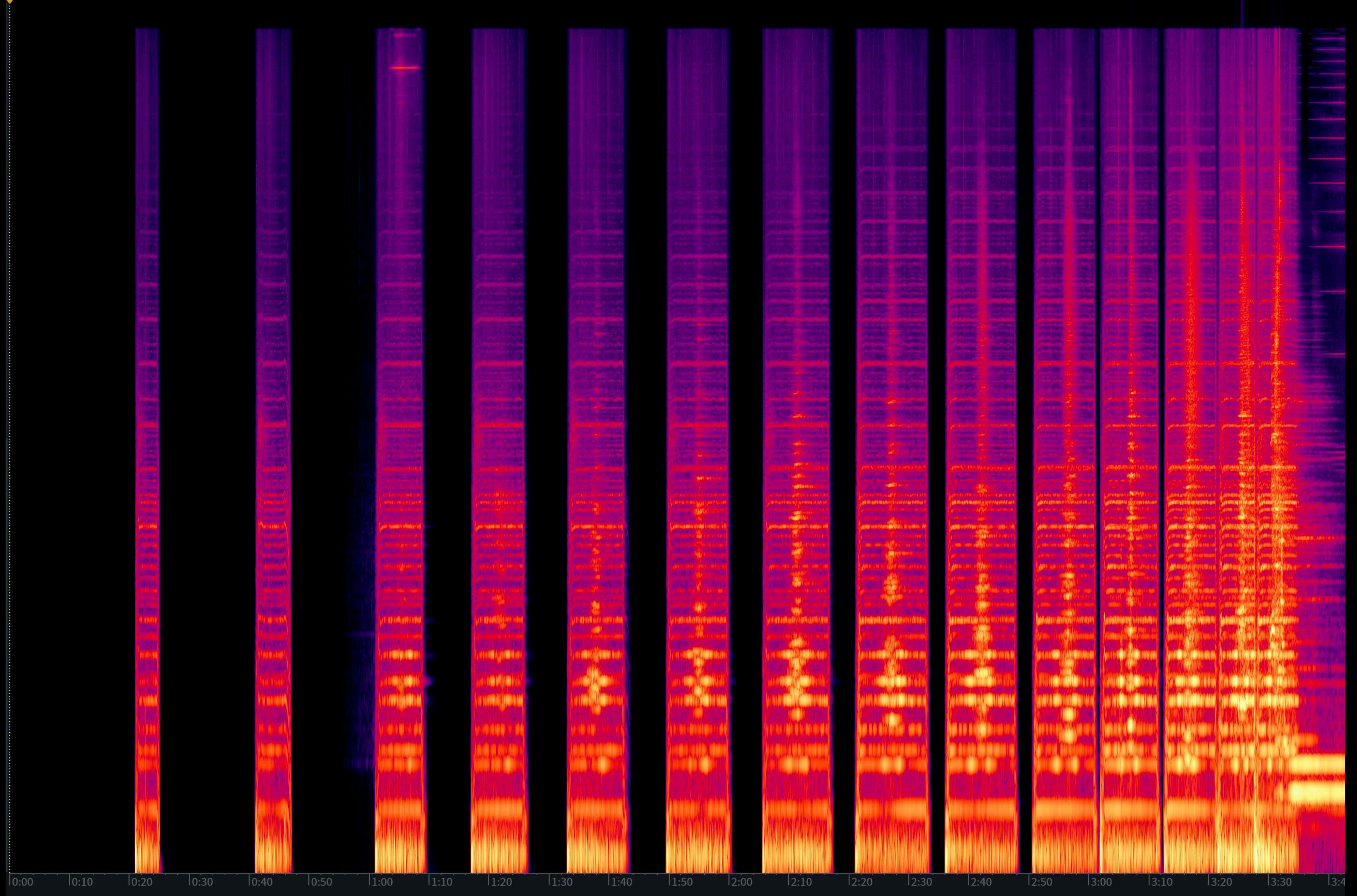




# Intermezzi

4 Sample dei Pan Sonic





Flauto basso	Corno inglese	Clarinetto
Tromba	Trombone	
Violino	Viola	Violoncello
Tastiera		

①

②

③

④

⑤

⑥

⑦

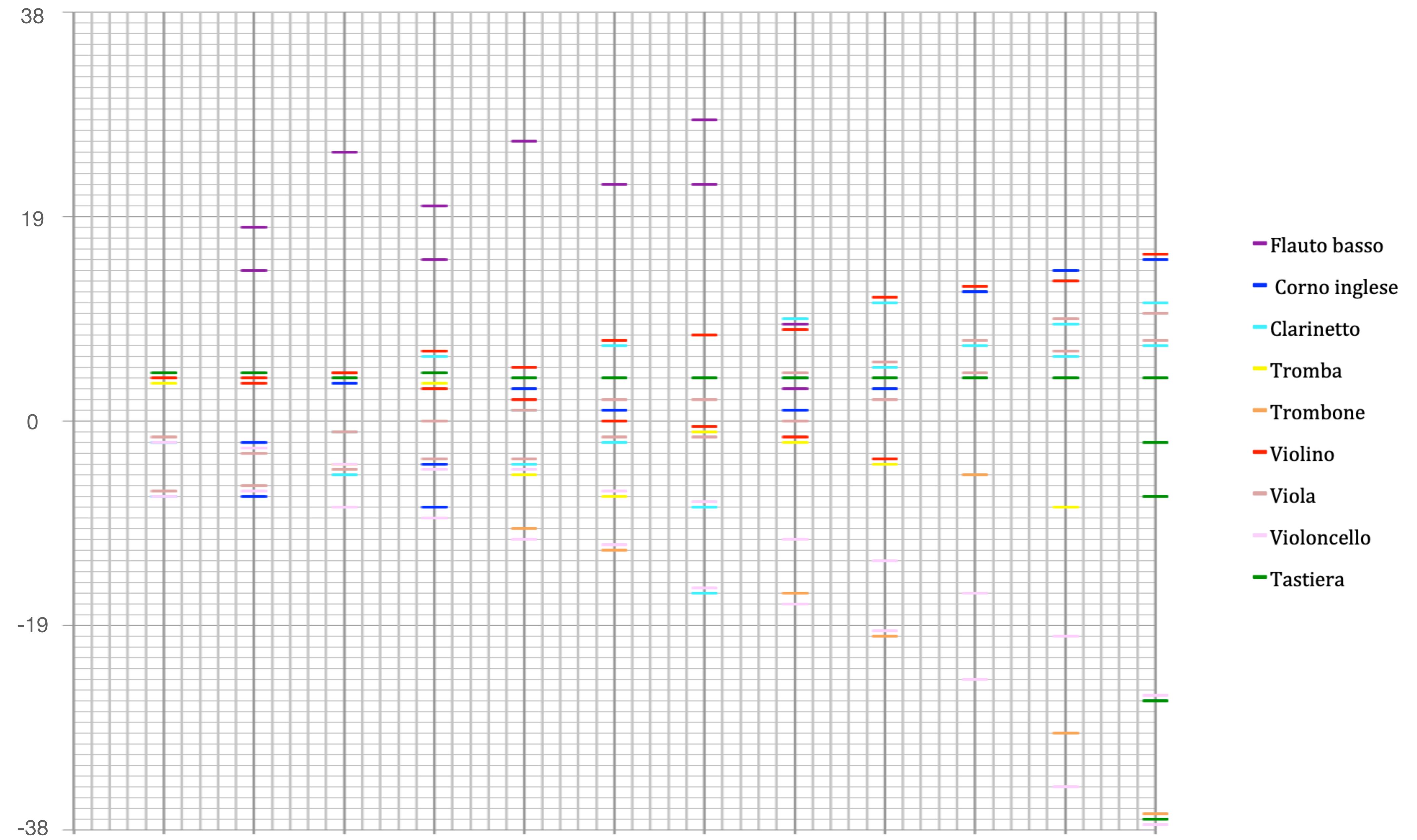
⑧

⑨

⑩

⑪

⑫



# Professor Bad Trip (I)

The musical score is divided into six sections by dashed boxes:

- A**: Rhythmic start, indicated by a red dashed box.
- B**: c# - e “sustain”, indicated by an orange dashed box.
- C**: main sound-obj distorted, indicated by a pink dashed box.
- D**: falling sound-obj, indicated by a cyan dashed box.
- E**: climax, indicated by a green dashed box.
- F**: eco-reverberation, indicated by a blue dashed box.

Section A: Rhythmic start. The score shows a single staff with a dynamic of **sf** and a crescendo arrow pointing right. The key signature is B major (two sharps).

Section B: c# - e “sustain”. The score shows a single staff with a dynamic of **pp** and a decrescendo arrow pointing left. The key signature changes to E major (one sharp).

Section C: main sound-obj distorted. The score shows multiple staves with various dynamics and performance instructions like **schnell Kazoo**. The key signature changes to A major (no sharps or flats).

Section D: falling sound-obj. The score shows multiple staves with dynamics ranging from **p** to **f**, with slurs and grace notes. The key signature changes to G major (no sharps or flats).

Section E: climax. The score shows a single staff with a dynamic of **p** and a decrescendo arrow pointing left. The key signature changes to D major (one sharp).

Section F: eco-reverberation. The score shows multiple staves with sustained notes and dynamics of **p** and **pp**. The key signature changes to C major (no sharps or flats). The vocal line includes lyrics: **(Kazoo)**, **(in unison)**, **i u i u i u i**, **a z n t z n t**.

## 1<sup>st</sup> “SOUND-FORM”

- A = rhythmic start
- B = c# - e “sustain”
- C = main sound-obj distorted
- D = falling sound-obj
- E = climax
- F = eco-reverberation

# Professor Bad Trip (I)

## **1<sub>st</sub> “SOUND-FORM” 2<sub>nd</sub> Loo**

# A = rhythmic st

**B = c# - e “sust”**

**C = main sound-obj distorter**

**D = falling sound-**

E = c

**F = eco-reverberat**

# Professor Bad Trip (I)

# **1<sub>st</sub> “SOUND-FORM” 3<sub>rd</sub> Loop**

- A = rhythmic start
  - B = c# - e “sustain”
  - C = main sound-obj distorted
  - D = falling sound-obj
  - E = climax
  - F = eco-reverberation

A

B

C

D

16

Fl.

Cl. basso

Chit. el.

Perc.

Vno

Vla

Vc.

# Professor Bad Trip (I)

1<sup>st</sup> “SOUND-FORM” 4<sup>th</sup> Loop

A = rhythmic start

B = c# - e “sustain”

C = main sound-obj distorted

D = falling sound-obj

E = climax

F = eco-reverberation

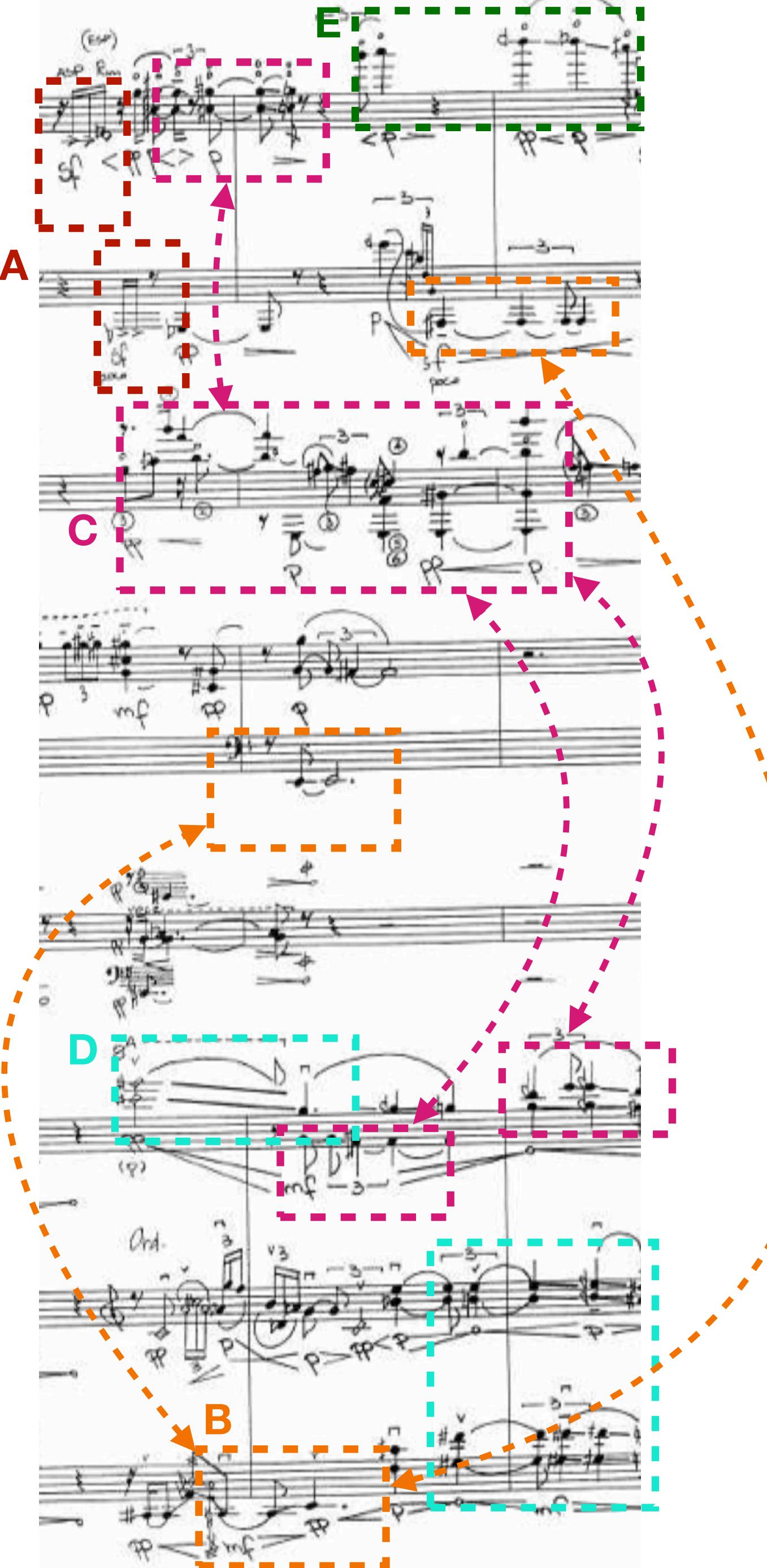
The musical score consists of six staves of musical notation. The notation includes various performance instructions such as dynamic markings (e.g., f, ff, pp), articulations (e.g., pizz.,弓, trill.), and specific note heads. The score is divided into six segments by dashed lines of different colors:

- A**: Rhythmic start, indicated by a red dashed line at the top.
- B**: c# - e “sustain”, indicated by an orange dashed line near the bottom.
- C**: main sound-obj distorted, indicated by a pink dashed line in the middle section.
- D**: falling sound-obj, indicated by a cyan dashed line.
- E**: climax, indicated by a green dashed line at the very top right.
- F**: eco-reverberation, indicated by a dashed line that follows the general flow of the music across the staves.

# Professor Bad Trip (I)

## 1<sup>st</sup> “SOUND-FORM” 7<sup>th</sup> Loop

- A = rhythmic start
- B = c# - e “sustain”
- C = main sound-obj distorted
- D = falling sound-obj
- E = climax
- F = eco-reverberation



# Professor Bad Trip (I)

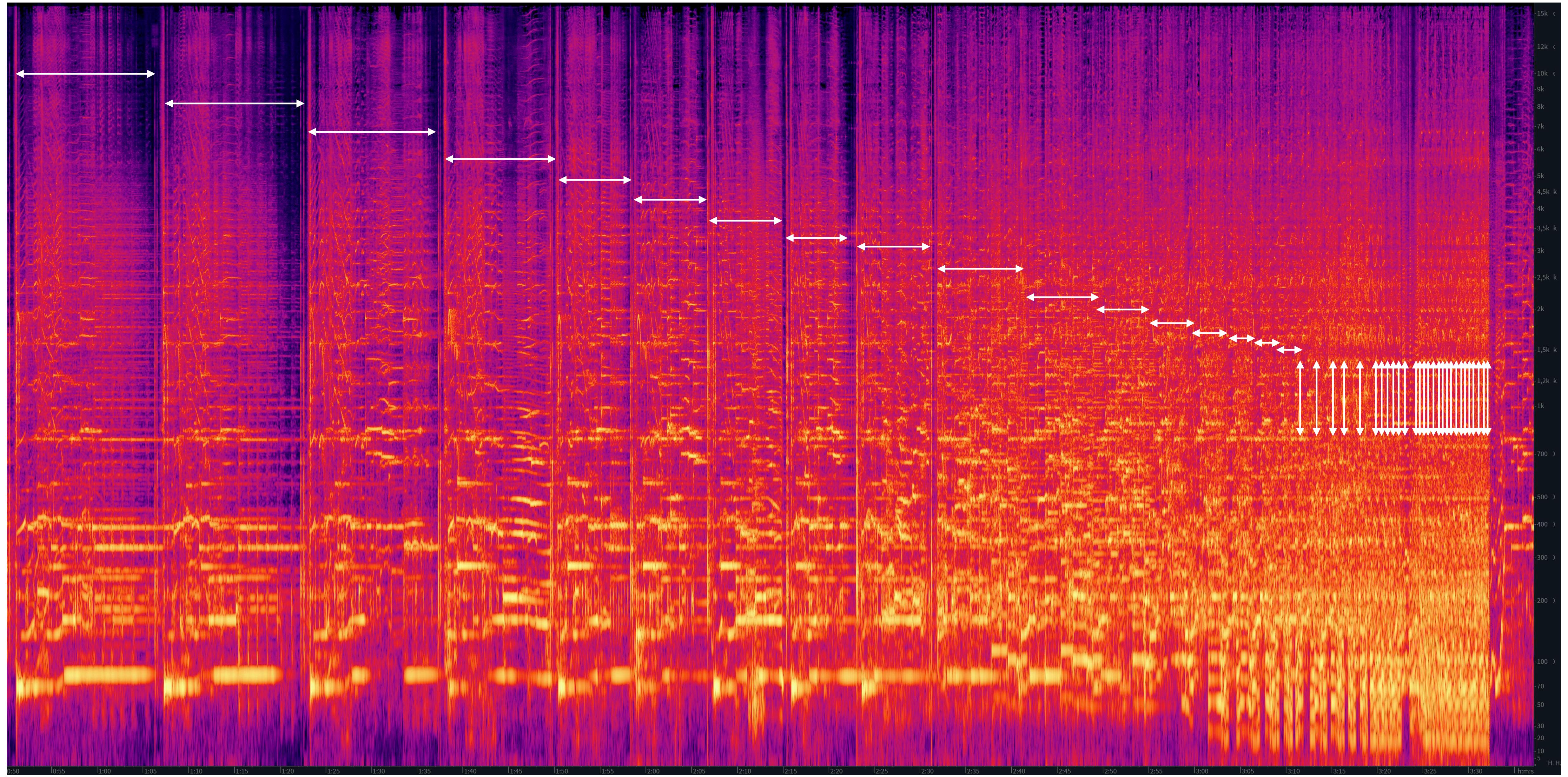
12nt “SOUND-FORM”

- A = rhythmic start
- B = c# - e “sustain”
- C = main sound-obj distorted
- D = falling sound-obj
- E = climax
- F = eco-reverberation

Measures 2-3 of the musical score. The score consists of eight staves for Fl. basso, Cl. basso, Chit. el., Tagt. Pf., Perc., Vno, Vla, and Vc. The music is in common time at a tempo of 72 BPM. Measure 2 starts with a rhythmic pattern (A) followed by sustained notes (B). Measure 3 continues with distorted sound-objects (C), falling sound-objects (D), a climax (E), and eco-reverberation (F).

Measures 26-27 of the musical score. The score consists of eight staves for Fl. basso, Cl. basso, Chit. el., Tagt. Pf., Perc., Vno, Vla, and Vc. The music is in common time. The score shows a continuation of the rhythmic patterns and sound-object forms established in the previous measures, with various dynamics and performance instructions.

# Professor Bad Trip (I)



# An Index of Metals

A = ascending “phrase” - proposal (x2 v)

B = descendant - answer

C = subsound form asc-desc+Coda

D = rhythmic closure

The handwritten musical score consists of ten staves of music. The first two staves are labeled 'A'. The third staff is labeled 'B'. The fourth staff is labeled 'C'. The fifth staff is labeled 'D'. The remaining five staves do not have labels. The music includes various dynamic markings such as ff (fortissimo), sf (sforzando), tr. (trill), and gliss. (glissando). There are also performance instructions like '3' over groups of notes and specific letter markings like 'v' and 'IV'.

## “SOUND-FORM” RISINGIRL - EARPIERCINGBELLS

pg.140 bar no. 688

*J = 60*

1 *p* ————— *pp* ————— *sf*  
Mur der by gui tar Ni chel you are

2 *p* ————— *pp* ————— *sf*  
but when i pierce and fix *3* your smile to dive in and dive

3 *p* ————— *pp* ————— *sf*  
you rise on and rise in fec ted by noyse

4 *p* ————— *pp* ————— *sf*  
Brown lust for life rust you are

5 *p* ————— *pp* ————— *sf*  
when I coll apse in to your eyes to dive in and dive

6 *f* ————— *pp* ————— *sf*  
to dive in and dive you rise on and rise cor rod ed by noise

7 *p* ————— *f* ————— *pp* ————— *sf*  
Black iron pri son chro me you are when I crash in to your bones

8 *pp* ————— *pp* ————— *sf*  
to dive in *3* and rise *3* on and rise cor rup ted by noyse

9 *f* ————— *pp* ————— *sf*  
the bas e ment is done li thium you

10 *pp* ————— *p* ————— *f* ————— *pp* ————— *sf*  
when i hit and shot yoursoul to dive and rise on and rise cru ci fi ed by noyse