# Daguerreotype

violoncello & live electronics

for Hugh Livingston

# Daguerreotype

#### General

l.h. = left hand r.h = right hand

*n* = niente (zero dynamic level)

Accidentals apply only to the not to which they are attached. In the case of a repeated pitch, no noteheads are used after the first note. Cautionary accidentals are used in the metered sections.

When vibrato markings are not specified, players can use their usual vibrato. *Molto vibrato* always means rapid and narrow vibrato, unless otherwise specified. Tremolo should always be as dense as possible.

Numbers in large boxes indicate foot pedal cues. Vertical arrows indicate the exact time the pedal should be depressed, and should be followed precisely.

In spite of the notation's demand for precision, this piece *is* meant to be interpreted. It should have a free, improvisational character. Many of the techniques are designed to be chaotic or noisy; players should explore this quality whenever possible. Each performance should be unique, and adjust to the particular response of the instrument, electronics and player during the performance.

#### Position on string

The two line staff above the main staff is used to indicate the relative position of bowing or plucking the string. The following abbreviations are used, listed from highest to lowest:

AST = alto sul tasto

ST = sul tasto

PST = poco sul tasto

ORD = ordinario

SP = sul ponticello

MSP = molto sul ponticello

An arrow indicates a gradual change from one position to the next. "on the bridge" signifies playing on the bridge with little or no recognizable pitch.

## Bow pressure

Flautando is notated on a continuum: normale, poco flautando, flautando, estramamente flautando. Est. flautando should produce a soft, noisy, wind-like murmur, with only a hint of pitch. Arrows are used to indicate a gradual transition from one state to another.

Increased bow pressure is indicated by x noteheads. At its maximum, this should produce a scratching sound in which the audible pitch is totally replaced by noise. Usually this state is reached gradually, from normal pressure.

### Scale and Tuning











