

This is a live-generated score for Bass Flute, Trumpet in Bb, and Viola. All players have their own screen which displays their score.

ALL PLAYERS:

DYNAMICS (DYN):

All players have a dynamic line that needs to be relative to the whole ensemble.

RHYTHM:

Each page lasts approximately 30 seconds, and there is a line that follows the score at the correct speed. Extreme rhythmic accuracy is not demanded, but it is encouraged.

PITCH:

Each player has a traditional pitch staff in which each pitch needs to be read relatively to the notehead position and the lines. Between staff-lines there are up to 8 positions, meaning that the tone must be divided in eighths. Extreme pitch accuracy is not demanded, but it is encouraged.

Each player has up to 6 lines to read in real-time, in which different idiomatic elements of the instrument are controlled separately. In what follows, there is a more specific description for each player.

BASS_FLUTE and TRUMPET:

frl.

frullato, fluttertongue, or 'growl' when convenient, if the acoustic result is equivalent

voc.

vocal (a, e, i, o, u) formed with the mouth from high to low. Note: the vocal must NOT be sung (see 'sng.'), it must be used to change the spectrum of the resulting pitch.

sng.

sing a pitch according to High, Medium, and Low lines in the staff.

BASS_FLUTE:

mpc.

Cover the mouthpiece with your mouth. The thicker the line, the more covered the mouthpiece (MouthPiece Coverage).

TRUMPET:

sord.

Use a sordina (unspecified) to cover the bell. The thicker the line, the more covered the bell.

VIOLA:

XY

X (MSP, SP, ORD, ST, MST): This is the horizontal bow position across the viola, and it goes from MSP (Molto Sul Pont) to MST (Molto Sul Tasto) and all that is in between.

Y (frog, punta): This is the vertical bow position across the viola, and it goes from 'punta' to 'frog' and all that is in between.

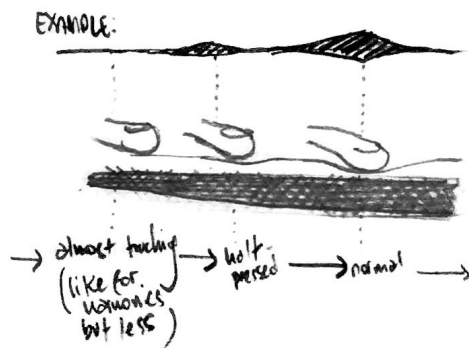
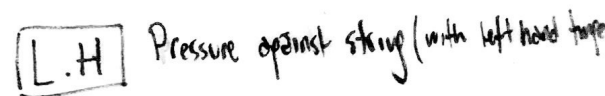
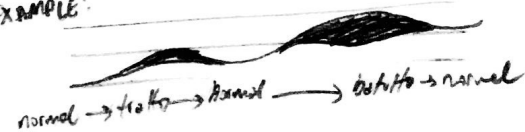
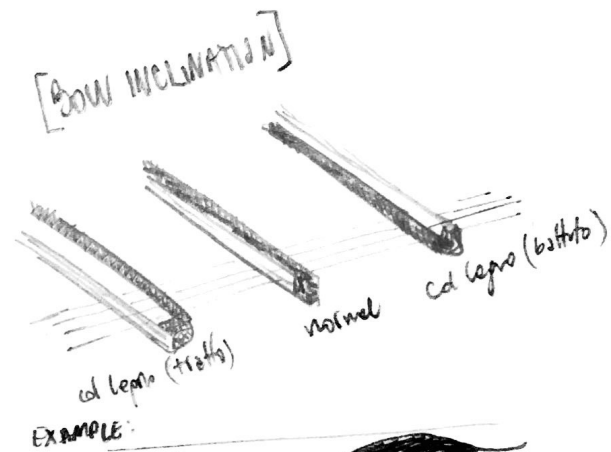
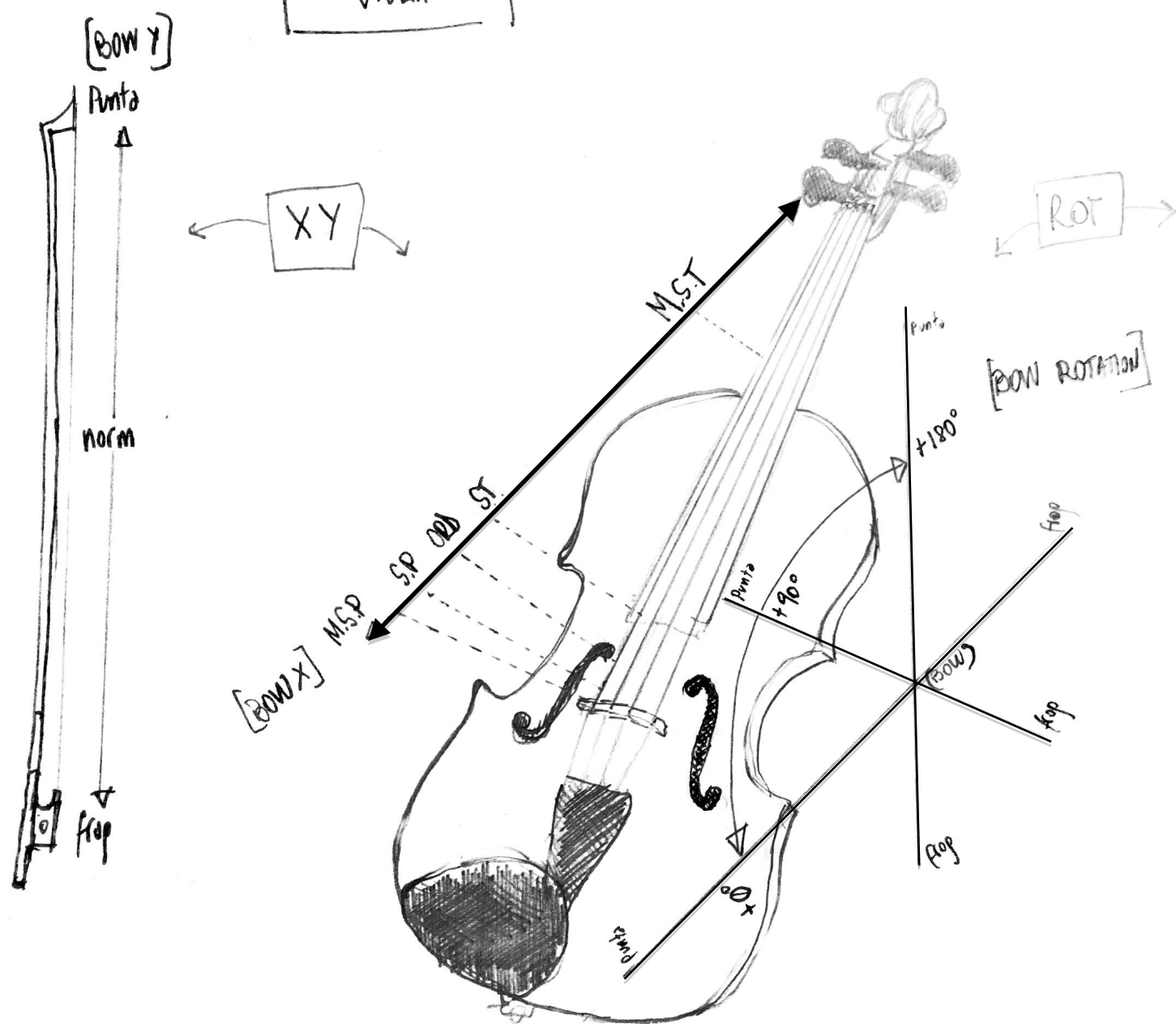
ROT

+0 +90 +180: This is the bow rotation, or the angle against the viola, and it goes from 0 (punta facing player) to 180 (punta facing tastiera) and all that is in between.

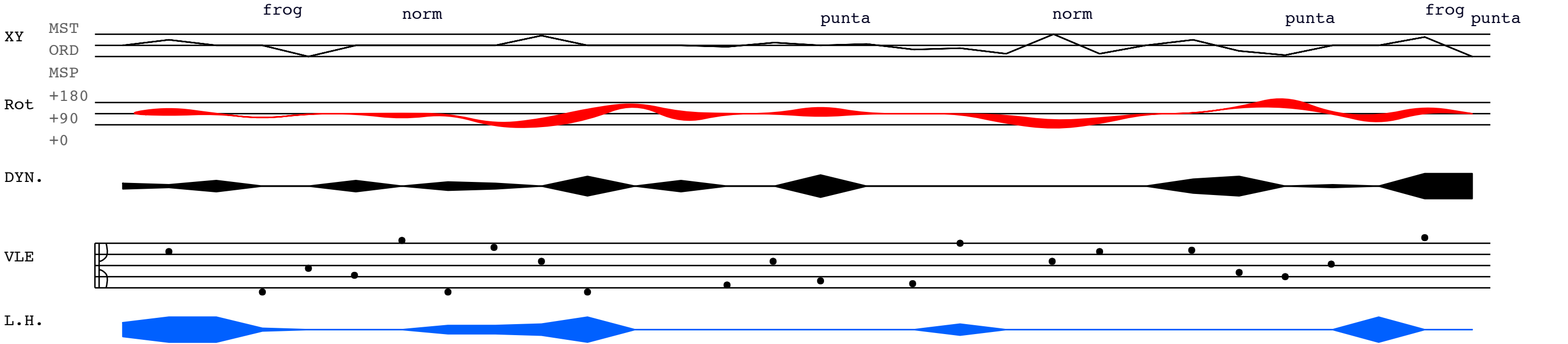
THICKNESS OF THE LINE: This is the bow inclination, or the angle of rotation against its own axis, and it goes from 'thin' line (like col legno tratto) to 'thick' line (like col legno battuto). This is meant for bowing, not stricking.

L.H.

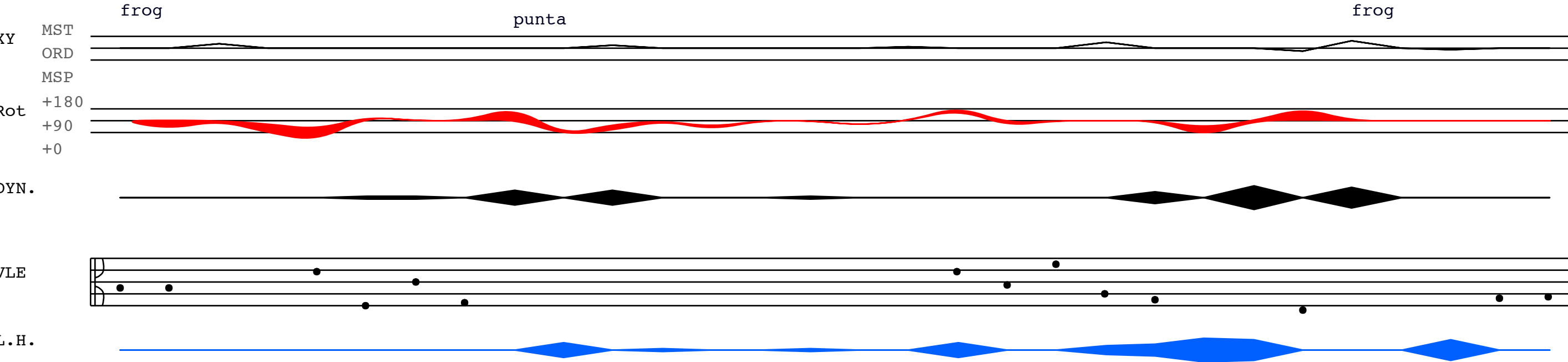
This is the Left Hand finger(s) pressure on strings. It goes from almost nothing (thin line) to normal pressure (thick line). 'Almost nothing' is like an harmonics position but less.



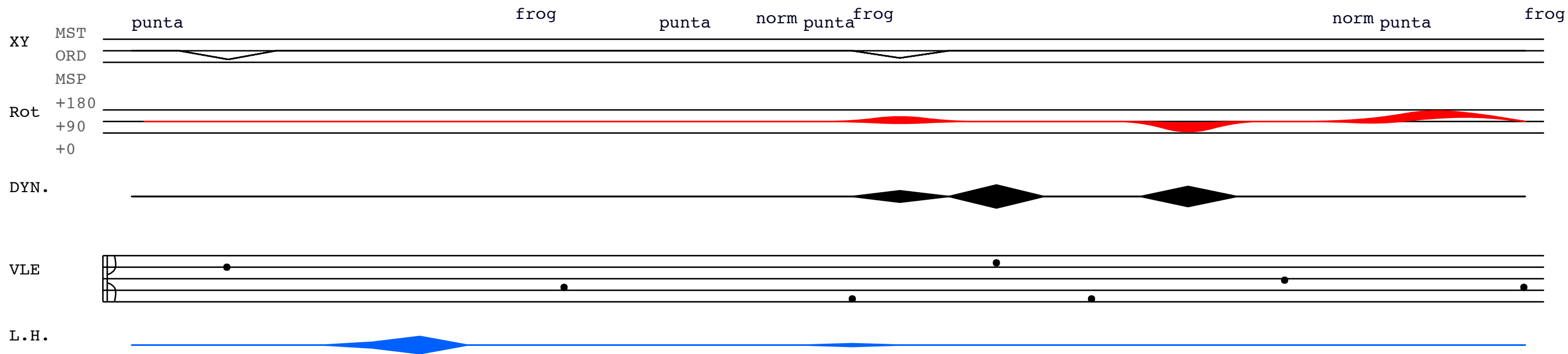
VIOLA



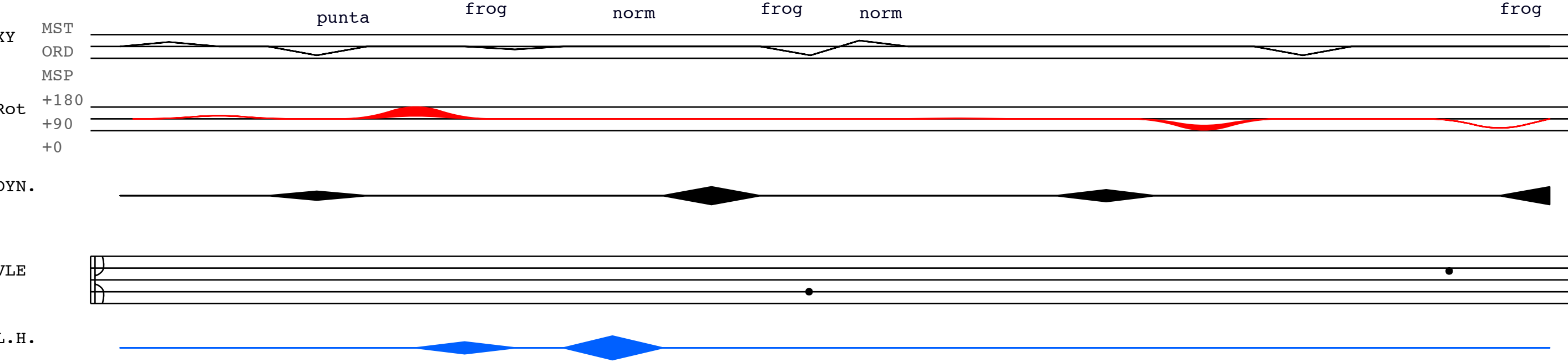
VIOLA



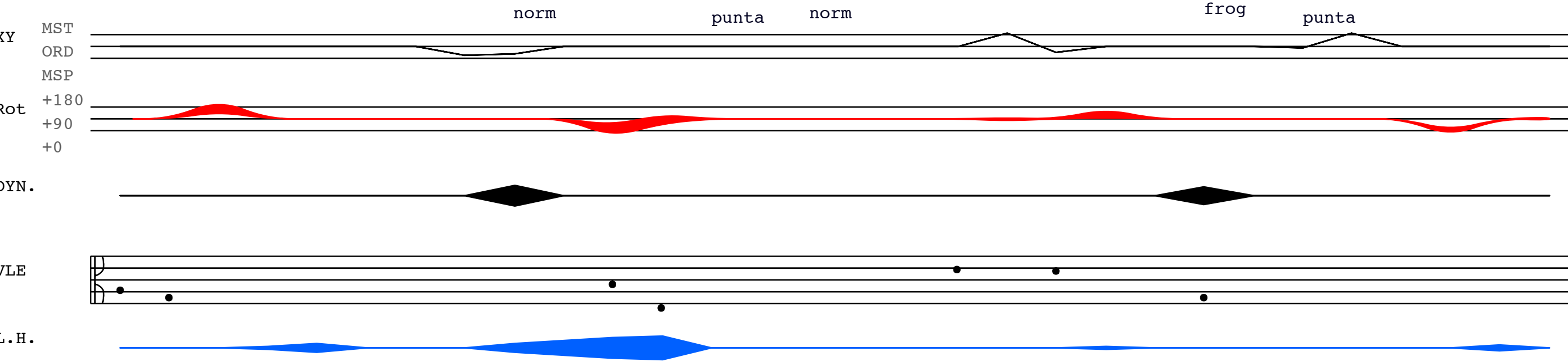
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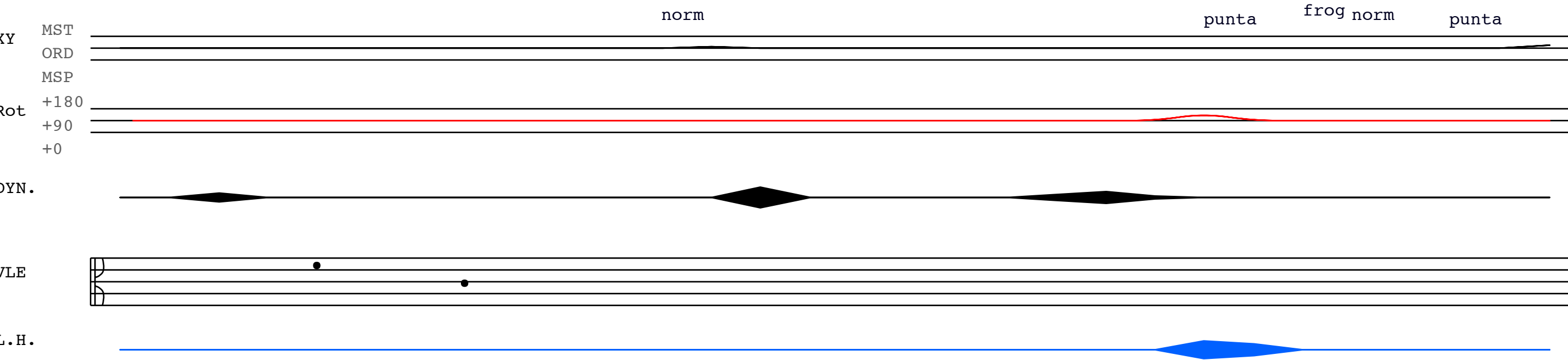
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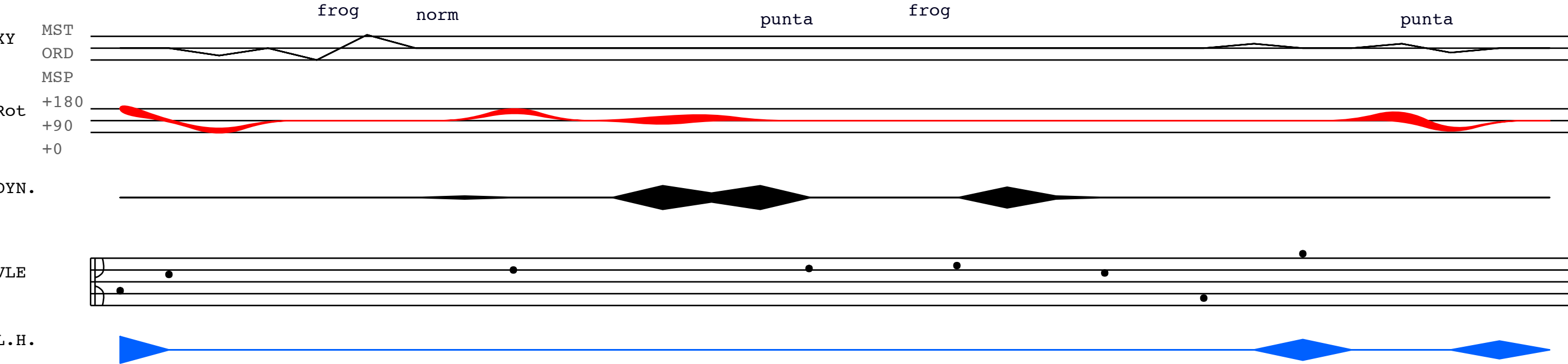
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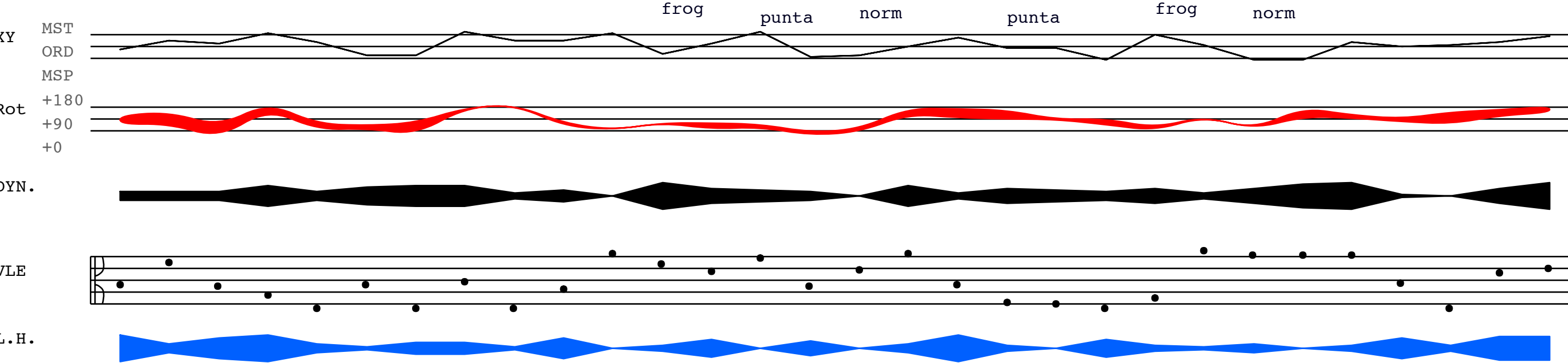
VIOLA



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