

Introduktion

Passages

Passager

Instrumentation

- Violin I-IV (a: I, III, b : II, IV)
- Viola I-II (a: I, b: II)
- Cello I-II (a: I, b: II)
- Double Bass

Tuning

The orchestra is split into sections:

- Section (a) tunes A4 to 442 Hz (A3 to 217 Hz)
- Section (b) tunes A4 to 437 Hz (A3 to 222 Hz)
- Double bass (c) tunes A1 to 57 Hz (?)

The other strings are tuned using the harmonics of the A-string Other frequencies may be picked, as long as the following holds:

$$a + b / 16 = 55 + (a - b)$$

Intonation

Many playing techniques in the score calls for open strings. In this case intonation is determined solely by the differencing tuning.

In some cases, open-string techniques are used with an above first-position stop. This should make the open string pitch rise about a quarter-tone step (or at least less than a half-tone step).

Where stopped strings are used, intonation is determined by context:

- In solo passages, intonation is individual Do not attempt to synchronize intonation (on long notes et al) at overlapping solo cues.
- In unison passages, intonation should be synchronized.

Öppna strängar/Bakgrund

```
nat flageolett
nat flageolett gliss
trem (halvflageolett)
öppen sträng
```

Kvartsstoppade strängar

```
trem kvarstopp/öppen
gliss + jete
pizz
snap
```

Stoppade strängar/Förgrund

Melodik (diatonisk, kromatisk?)
Hur representera förhållandet till omgivningen?

Fördela mellan grupper

```
module Music.Projects.MusicaVitae
```

```
where
```

```
tuning1 = 442
tuning2 = 437
tuning3 = 57
```

```
data OpenStringTechnique = NaturalHarmonic
                          | NaturalHarmonicGliss
                          | HalfHarmonicTrem
                          | OpenStringNote
                          | Jete
                          | Pizz
                          | Snap
```

```
data QuarterStringTechnique = OpenQuarterTrem
                              | QuarterStoppedStringNote
```

```
data StoppedStringTechnique = StoppedStringNote
                              | StoppedStringPhrase
```