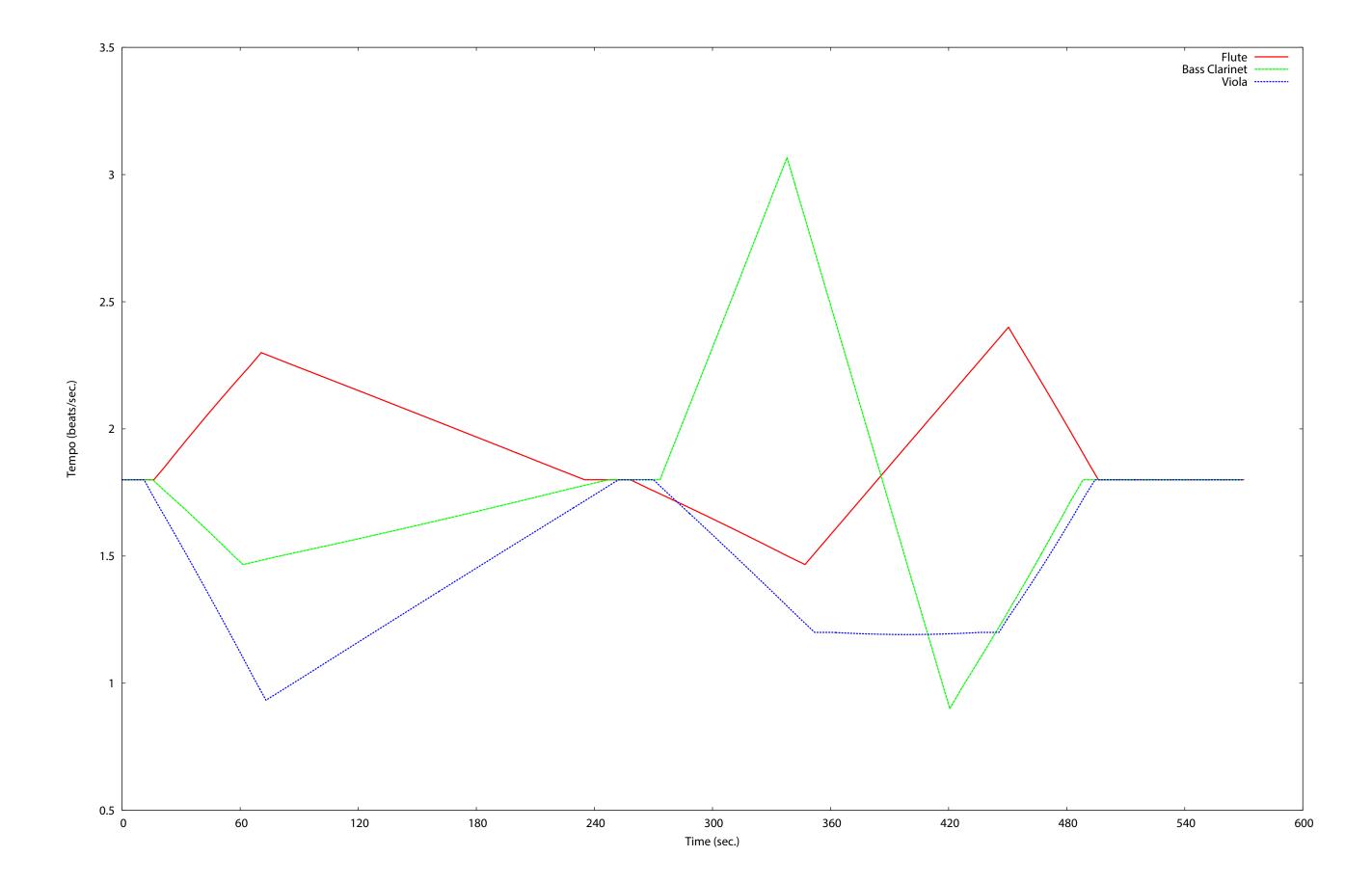
Hyphos

for alto flute, bass clarinet, and viola

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Rehearsal / Performance

Hyphos is intended to be rehearsed with the aid of click-tracks, and performed without them. Each musician's click-track speeds up and slows down continuously and gradually, independent of the other two. In performance, each musician must make situated musical decisons as the shifting relationships of the different parts unfold in unfamiliar ways. The click-tracks are managed by a Max/MSP patch available at john-maccallum.com.

The click-tracks consist of 4 tones:

Tone 1: on the downbeat of each measure

Tone 2: on each subsequent beat

Tone 3: on each subdivision

Tone 4: on each tempo mark that appears in bold in the score

Program Note

Text means Tissue; but whereas hitherto we have always taken this tissue as a product, a ready-made veil, behind which lies, more or less hidden, meaning (truth), we are now emphasizing, in the tissue, the generative idea that the text is made, is worked out in a perpetual interweaving; lost in this tissue—this texture—the subject unmakes himself, like a spider dissolving in the constructive secretions of its web. Were we fond of neologisms, we might define the theory of the text as an hyphology (hyphos is the tissue and the spider's web). —Roland Barthes, The Pleasure of the Text

Hyphos is a texture, a textile, consisting of many threads of time woven together in a counterpoint of continuously fluctuating tempos. Although the musicians begin together, they quickly diverge from the tempo they share. This tempo, however, remains latent throughout the piece becoming manifest for brief and fleeting moments when the threads of the different musical parts intertwine in just the right way to reveal its rhythms. The musicians may choose to use click-tracks to help them remain situated in time with respect to the other performers and computer, however, the piece may also be played without the aid of click-tracks. In the latter case, the way in which the various musical threads become entangled is, to a certain extent, variable and the resulting web gradually unmakes its creator.

Notation

Flute / Bass Clarinet

Alternate between two (or more) fingerings of the same pitch



Smorzato: Wide, exaggerated vibrato in the rhythm notated above the staff



Microtones



Pizzicato: Short, percussive "tah" sound (flute)



Slap tongue: If unable to slap tongue, make as short and percussive (although not necessarily pitchless) sound as possible trying to match the pizzicato sounds in the flute and viola (bass clarinet).



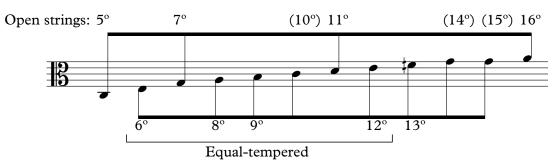
Tongue stop (tongue ram)



Viola

Scordatura: The strings of the viola should be tuned to the 5th, 7th, 11th, and 16th partials of the low A of the piano (27.5 Hz). Relative to the normal tuning of the viola's strings, the C string is tuned almost a semitone sharp, the G is slightly flat, the D is almost exactly a quarter tone sharp, and the A is normal.

Partials 5-16 are notated as follows:



- 5°: Open C string
- 6°: Equal-tempered E
- 7°: Open G string
- 8°: Equal-tempered A (1 octave below the open A string)
- 9°: Equal-tempered B (minor 7th below the open A string)
- 10°: 1 octave above the open C string
- 11°: Open D string
- 12°: Equal-tempered E (perfect 4th below the open A string)
- 13°: Almost exactly an equal tempered E quarter-tone-sharp (slightly flat). This can be found a slightly flat minor third above the open D string.
- 14°: 1 octave about the open G string
- 15°: the The third partial above the open C string
- 16°: Open A string

The partials notated above should always sound the same no matter which string they may be played on. For example, the D in bar 11 should be the sounding pitch of the open 2nd string, even though it will likely be played as a stopped note on the 3rd string.

The 14th and 15th partials will be distinguished by notating which string the note should be played on (IV or III).

Mute the strings with the left hand



