

Slavko Zagorac

# **Vexilla**

for

Bass Clarinet

Violin

Violoncello

Full Score

For Information only

The score will be visualised on computer screens during a performance

# Performance Instructions:

## Important note:













The score will be distributed and visualised on a laptop/tablet for each ensemble member in real-time during performance. The conventional paper version of the score is for information and preparation only.

## Graphical staves





The graphical staves indicate performance actions and their approximate physical position on each instrument. The notation is proportional in space/time so the distance between two beats in the same tempo is uniform across the score. Traditional symbolic staves are inserted on top of graphical staves where precise pitch intonation is required. Symbolic staves take precedence over the graphical staves and override any perceived graphical staff location.

## Instrument symbols

### Strings

-  left hand position, relative to the graphical clef
-  light finger pressure resulting in multiphonics when bowed
-  harmonic finger pressure
-  half-harmonic finger pressure (between harmonic and full pressure)
-  air noise finger pressure, dampen the strings with more than one finger
-  Bartok pizz.
-  dampen the strings
-  bow position, relative to graphical clef
- msp molto sul pointicello
- sp sul pointicello
- st sul tasto
- mst molto sul tasto
- ▲ col legno
- ▼ col legno battuto
-  intensity of bow overpressure (scratch tone)
-  circular bowing
-  chop - percussive noise produced by dropping the bow near the frog vertically onto the strings and stopping on the strings
-  catch - pitched noise produced by lifting the bow off the strings usually after the chop

### Clarinet

-  air sound (white noise)
-  mixed sound (air + pitch)
- multiphonic
- × keyclick
- slap tongue closed (ST)
- slap tongue open (ST)
- qt quarter tone
-  exhale (air sound)
-  inhale (air sound)