

# *arco*

song cycle for violin, video, & tape in five movements

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March 2024 •

adapted and extended from

dedicated to

## Performance Instructions for all of *arco* (not all will apply to all movements)

### Movement Selection and Order

Any subset of these movements can be played in any order, including playing a single movement. When a subset of the movements is played, use the movement titles. Listing the movement number and/or piece title (*arco*) is optional. When more than one movement is played, organizing them *attaca* is optional.

Including video parts is optional. If using the video parts and playing multiple movements, video parts for all those movements should be included. When using the video parts, the projector's image should be as large as possible, thrown onto a wall, preferably a blank white wall with the performer positioned to stand in front of the wall so some of the projection is thrown onto them. A large video screen will also work.

### Blending with the Tape

At many parts in movements II and IV the violin part is composed to blend with the tape in timbre, pitch, rhythm, etc., as a “transcription” of the electronics. The performer should become familiar with the tape, enabling them to lean into the sonic correspondences with the tape during the performance. If there is any part of the score that you (the performing) thinks could be changed slightly (slightly different rhythm, pitch, over pressure amount, etc.) to enhance the correspondence with the tape, go for it.

### Volumes

The violin should never get covered up by the tape part, however, they should be about the same loudness, both feeling full and present in the space. For many performance spaces, this probably means amplifying the violin to match level and blend. For each performance setting, feel free to EQ and/or automate the volume of the tape part to comfortably blend with the violin sound. If someone is available to ride the fader during the performance, this is always appreciated! (If you find that certain sections need to be drastically adjusted, let me know, perhaps those changes should be made in the distributed performance materials!)

### Click Track

Each movement has a click track that can be used to stay aligned with the tape part. It is likely that the click will be most useful for movements II and IV, but can be used for any and all (or not!). All of the media files are aligned so that if one puts the click track and the tape part in a DAW (or any media player) and begins both simultaneously, the click will be properly synchronized with the tape.



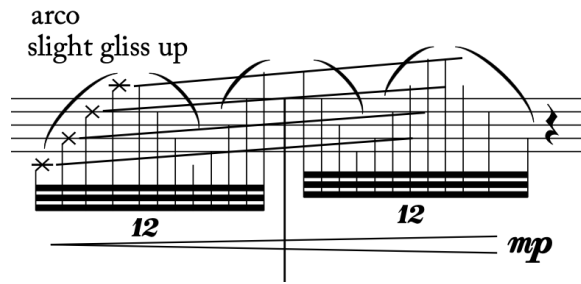


Figure 2: x note heads

**Square note heads** indicate medium overpressure. Some general pitch should be present, but mostly expresses a bow-on-strings crunch sound.

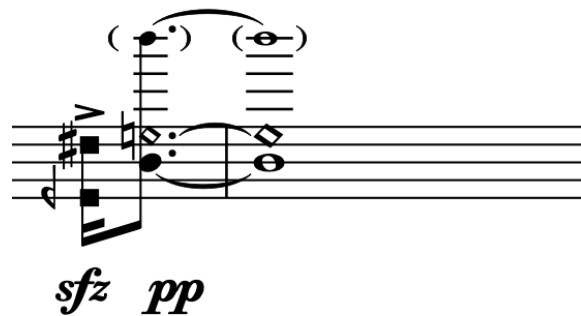


Figure 3: square note heads

## Unmetered Tremolo Transitions

When a feathered beam has no note heads, freely accelerate or ritardando (as indicated) over the specified duration. Continue the note or repetition of notes that started the feathered beam gesture. Focus on the musicality of the gesture over the allotted time rather than the specific number or position of the headless beams.

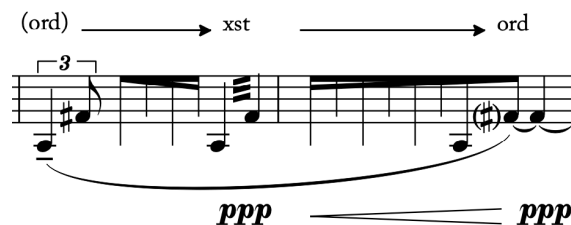


Figure 4: unmetered tremolo transitions

## Tuplet Continuations

In movement III the bariolage section has varying tuplets, some of which extend for partial measures. When this occurs, continue playing the bariolage in the rhythm of the tuplet for the number of bariolage beats specified and then immediately move to the next measure. In the example below, after playing five quarter note gestures in the time of four quarter notes (in the top measure), continue that rate of quarter notes for three more quarter note beats and then immediately move on to the next measure. The meter and tempo of the click track correctly reflect these jumps.

The image displays two staves of musical notation for a violin part, labeled 'Vln.' and numbered 62 and 63. Both staves are in 3/8 time. Staff 62 shows a measure with a bracketed group of five eighth notes, labeled '5:4'. Staff 63 shows a measure with a bracketed group of three eighth notes, labeled '3:4 of 5:4'. The notation illustrates how the tempo of the click track changes to match the duration of the tuplets.

Figure 5: tuplet continuations

## **arco Tech Rider**

contact:

*These specifications are adaptable to different performance spaces, so please be in touch with what is or isn't possible and we'll find a solution!*

1. Venue provides a stereo speaker configuration for tape playback (more channels are possible, let the composer know ahead of time how many and the configuration).
2. If possible/necessary venue provides a microphone for amplification and blending of acoustic performer with electronic sound. In most halls, amplification of the performer will be beneficial. This microphone should be a condenser microphone, ideally a DPA 4099, DPA 4060, or similar.
3. The performer uses a click track to keep in time with the tape part. Venue provides a female 1/8 inch headphone jack at the performance position for performer to plug earbud(s) into. Venue also provides backup earbuds in case performer requires them.
4. Venue provides playback of click track to audio outputs separate from tape part (so the audience doesn't hear the click track). The tape part and click track audio files are synchronized so that starting them both at the same time will ensure proper synchronization. Synchronization should occur in a digital audio workstation using multiple tracks. Do not attempt to synchronize by "pushing the buttons at the same time." If you require the files organized differently, please get in touch.
5. If including the video designs (this will only be the case if explicitly indicated): Venue provides a projector (as large as possible) thrown onto a wall (preferably a blank white wall with the performer positioned to stand in front of the wall so some of the projection is thrown onto them). A large video screen will also work.

## **Tape & Instrument Balance**

The violin should never get covered up by the tape part, however, they should be about the same loudness, both feeling full and present in the space. For many performance spaces, this probably means amplifying the violin to match level and blend. For each performance setting, feel free to EQ and/or automate the volume of the tape part to comfortably blend with the violin sound. If someone is available to ride the fader during the performance, this is always appreciated! (If you find that certain sections need to be drastically adjusted, let me know, perhaps those changes should be made in the distributed performance materials!)

# *cylinder lullaby I*

movement I of *arco*  
for violin, video, & tape

# I

- cylinder lullaby I -

♩ = 42, *sneakily peeking*  
up over tape part

0:34

click enters  
1 bar before  
violin

*rubato, very expressive*

9

*pp* *p* *pp* *p*

14

xst ord 1:04

*pp* *ppp* *p* *pp* *pp*

19 (ord) sp ord (ord) xst ord

*p* *p* *pp*

1:42

freely  
*light, fluttery, shimmering,*  
xsp

24

*f* *pp*



- cylinder lullaby I -

2:00

ord  
rubato, very expressive

(ord) → sp IV

30

*pp* *p* *pp*

35

*p* *pp* *f* *pp*

2:51

freely  
arco, xsp  
light, fluttery, shimmering,

40

*f* *mp* *pp* *pp* *ppp*

3:15

ord  
rubato, very expressive

accents with speed,  
pressure remains light

47

*pp* *p*

51

*pp* *p* *f* *p* *pp* *f*

- cylinder lullaby I -

4:04

ord  
rubato, very expressive

56 xsp shimmer

**pp** **pp** **p** **pp** **p**

63 (ord) xst ord (ord) st

**pp** **ppp** **p** **pp** **p** **f** **p**

69 (st) xst 4:55 ord

**pp** **pp**

73 (ord) xst ord 5:20 pizz tacet until tape ends

**ppp** **p** **f** **mp**

*acute*  
movement II of *arco*  
for violin, video, & tape

II

click track  
starts with 4  
beat count in

♩ = 66, trying to be calm, yet  
the tape is being persuasive

- acute -

xsp pizz ord  
arco

Violin

*sfz* *ppp* *mf* *p* *f* *fp*

Tape

*mp* *f* *p* *f* *p*

Vln.

*f* *mf* *pp*

Tape

*f* *p*

Vln.

*f* *mp* *f* *ff* *p* *f*

Tape

*p* *f*



- acute -

21

Vln.

fl ord fl

Tape

28

Vln.

*f* *mp* *f*

Tape

32

Vln.

*ff* *p* *p* *mp*

Tape



- acute -

51

Vln.

Tape

(arco)

*mf*

54

Vln.

Tape

*subp*

*defiant*

*mp*

57

Vln.

Tape

*f*

*p*

*still*



- acute -

60

Vln.

Tape

*sfz p*

*sfz p*

3

64

Vln.

Tape

*sfz p*

*mf*

*f*

only a very slight tremolo

69

Vln.

Tape

*p*

*sfz p*

- acute -

73

Vln. *fl* *pp*

Tape

77

Vln. *fl* only a slight trem. *sfz* *pp*

Tape

81

Vln.

Tape

- acute -

85

*playful*  
III

(II)

3

II

Vln.

*mp*

Tape

*mp*

The musical score consists of two staves. The top staff is labeled 'Vln.' and the bottom staff is labeled 'Tape'. Both staves are in treble clef and 7/8 time. The Violin part starts at measure 85 and features a melodic line with slurs, accents, and a triplet of eighth notes. The Tape part mirrors the Violin part with a similar melodic line and slurs. Both parts are marked 'mp' (mezzo-piano). The score includes various musical notations such as slurs, accents, and a triplet.

*bezier*

movement III of *arco*  
for violin, video, & tape

III

- bezier -

♩ = 54, *confidently innocuous*

(st) —————→ ord

Violin

click starts 1 measure before violin entrance

**pp** **sfz** **p** **pp** **mp** **pp**

fast bow

Vln.

10

IV  
III  
ricc.

**sfz** **pp** **p** **pp** **sfz** **sfz** **mp**

fast bow sim.

Vln.

16

**mf** **pp** **p**

Vln.

24

ricc.

**p** **f** **p** **f** **pp** **f** **mp**

Vln.

33

**pp** **f** **pp** **f** **p** **mp** **sfz** **p**

- bezier -

40

Vln.

(arco)

II  
I

ricc.

$\text{mp}$   $\text{sfz}$   $p$

45

Vln.

$f$   $pp$

♩ = 88, impatiently building energy

52

Vln.

$f$   $mf$

54

Vln.

$mp$   $f$   $mp$   $f$

56

Vln.

$mp$   $f$   $f$   $mf$   $f$   $mp$

- bezier -

Vln. 58

*f* *mp* *f* *pp* *f*

Vln. 61

*mp*<sub>sub.</sub> sim. bowing etc.

Vln. 62

Vln. 63

Vln. 64

*f* *p*<sub>sub.</sub>

- bezier -

65 Vln.  $5:4$

66 Vln.  $3 \text{ of } 5:4$

67 Vln.  $6:4$  *f*

68 Vln.  $6:4$  *mpsub.* *mf*

69 Vln.  $6:4$



- bezier -

70

Vln.

6:4

71

Vln.

4 of 6:4

*f*

72

Vln.

7:4

73

Vln.

2 of 7:4

*mp*

*f*

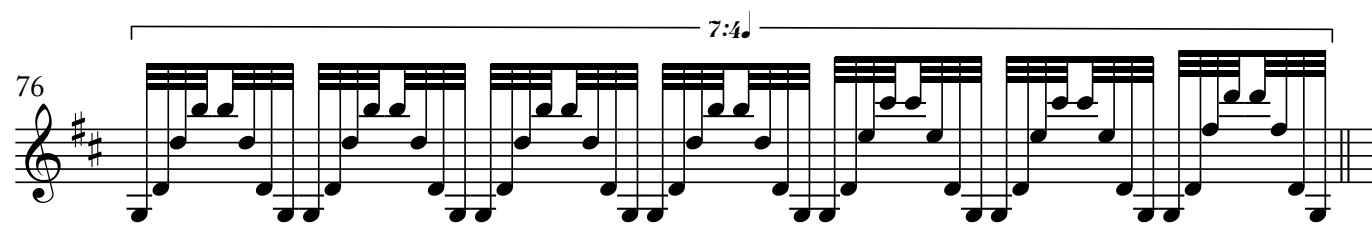
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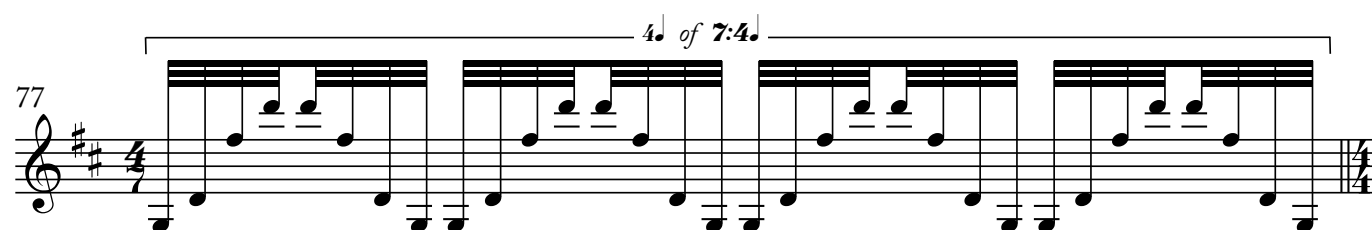
75


Vln.

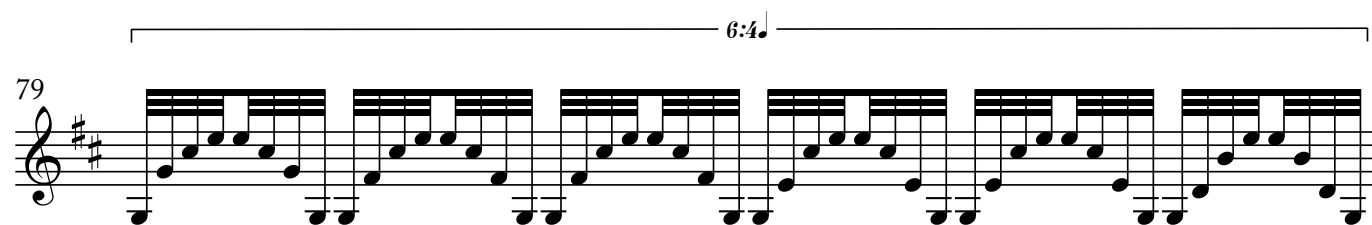
7:4

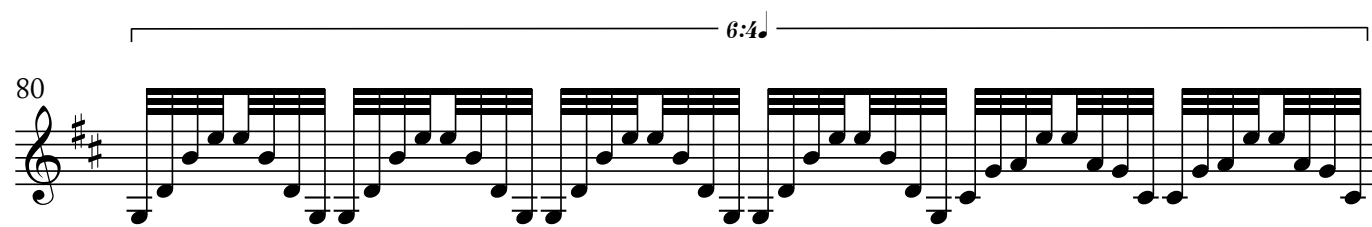
- bezier -

76 Vln.   
*ff*

77 Vln. 

78 Vln.   
*mf* *mp*

79 Vln.   
*f*

80 Vln.   
*mf*

- bezier -

81

Vln.

6:4

82

Vln.

6:4

*mp*

83

Vln.

5 of 6:4

84

Vln.

12:8

sim. bowing etc.

*p*

85

Vln.

12:8

- bezier -

rallentando...

(ord)

86 Vln. *12:8*

87 Vln. *12:8* *ricc.* *pp*

88 Vln. *♩ = 40, dolce* *ord* *ricc* *pp* *p* *mp* *p*

92 Vln. *sfz* *fast bow* *sim.* *pp* *sfz* *pp* *sfz* *pp* *f*

96 Vln. *pp* *f* *pp*

- bezier -

98 Vln.

*pp sfz pp*

# *angle*

movement IV of *arco*  
for violin, video, & tape

# IV

click is 4 beats of count in

♩ = 100, trying to out-run the tape

- angle -

high fast squeally notes

ff f ff f

wide vib (like tape part)

pp pp pp f

mf ff f

3 5 3

mf f mf

- angle -

18

2+3

*f* *ff*

21

*mf* *fff* *mp* *sfz* *mf*

ord

24

*f* *ff* *mf* *f* *mf* *f*

jeté

26

*sfz* *mf* *f* *ff* *f* *mp* *f* *mf*

29

crunch

*f* *ff* *f*

32

*mp* *f* *mf* *p* *sfz* *sfz* *sfz* *sfz* *sfz* *sfz*

robotic



- angle -

37

extreme over pressure, crunch

*sfz sfz f sfz sfz sfz sfz sfz f*

extreme over pressure, crunch

40

transition to...

43

high noise, bow on body or windsheild wipers effect

*p*

*pp*

*mp*

12

scurrying clb arco pizz arco, muted strings slight gliss up

46

*f* *pp* *p* *f* *f* *f* *pp* *p*

12 12

pizz arco

50

arco pizz

sp ord sp ord

harmonic gliss.

*p* *mp* *p* *f* *p* *f* *mp* *f* *mf*

55

aggressive

*ff*

9 5 3 5

- angle -

57

3 3 6 5 3 3 3 3

*f*

60

extreme over pressure,  
hold full duration

ord.

*ff* *fff*

63

playful

2+2+3

pizz

arco

ord → sp

*pp* *f* *f* *mp* *f* *ff* *p*

67

jeté (ord)

*f* *f* *mp* *p* *f* *sfz* *mf* *f* *mf* *f*

69

*ff* *f* *ff* *p*

71

*mf* *f* *mp* *f* *mf*

- angle -

73 *f* *mp* < *f* *sfz* 3 6

75 *ff* *sfz* *f* *mp* *f* *p* < *ff* *pp* *mp* no decresc. pizz (RH)

# *cylinder lullaby II*

movement V of *arco*  
for violin, video, & tape

# V

- cylinder lullaby II -

$\text{♩} = 50$ , soaring over the tape part  
*rubato, very expressive*

Violin

12

click enters 1 measure before violin entrance

*pp*  $\triangleleft$  *p* *pp*  $\triangleleft$  *p*  $\triangleleft$  *ppp*  $\triangleleft$

(ord)  $\longrightarrow$  st

18

(st)  $\longrightarrow$  ord

*p*  $\triangleleft$  *mf*  $\triangleleft$  *pp*  $\triangleleft$  *f* *pp*  $\triangleleft$  *p*  $\triangleleft$

xst, very legato played as accel./rit.

24

ord  
*rubato, very expressive*

*pp*  $\triangleleft$  *p*  $\triangleleft$  *mp sfz*  $\triangleleft$  *p<sub>sub</sub>*

32

(ord)  $\longrightarrow$  st

*mf*  $\triangleleft$  *pp*  $\triangleleft$  *p*  $\triangleleft$  *pp*

xst, very quiet and very detached played as accel./rit.

38

ord, *rubato, very expressive*

*mp*  $\triangleleft$  *pp*  $\triangleleft$  *f*  $\triangleleft$  *mp*  $\triangleleft$  *mf*  $\triangleleft$

rice

- cylinder lullaby II -

45 Vln. *p* *f* *p* *mp* *fl* *ord*

54 Vln. *p* *pp* *p* *pp* *vocalise, melodious* *molto rubato*

61 Vln. *p* *pp* *mp* *pp*

69 Vln. *mp* *pp* *f* *p*

75 Vln. *pp* *p* *f* *pizz.*

- cylinder lullaby II -

81 arco fl

Vln.

*mp* *pp* *p* *pp*

pizz (RH)

89 arco

Vln.

*pp* *sfz* *pp* *sfz* *pp* *f* *pp*

$\text{♩} = 40, \text{content}$

95

Vln.

*pp* *f* *pp*

as a memory of movt. III

98

Vln.

*pp* *pp*

arco

pizz

103

Vln.

*pp* *p* *pp* *p*

pizz vocalise, melodious  
molto rubato

- *cylinder lullaby II* -

107

Vln.

*mp* *p* *pp* *ppp*