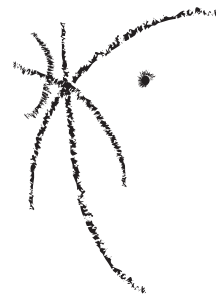


// impulso atávico //



Performance notes

Ensemble











Percussion

- Glockenspiel
- Vibraphone + bow
- Whistle or small balloon (use any of the two in a given passage but not both)
- Sandpaper
- Stones
- Castanets
- Whip
- Plastic Megaphone (non-amplified)

Violoncello

Tenor Trombone + harmon mute

Sound quality and articulation




-  Normal sound quality
-  [Cello] *Half-harmonics* Middle-pressure fingering on the string
-  [Cello/Trombone] Over-press the bow/lips until producing a rough sound with extreme distortion but recognizable pitch
-  [Percussion/Trombone] *Aeolian Sound* (breathing or air sound) emitted using the syllable: hu (e.g. h as in *hotel* but over-pressuring with the throat and u as in *book*). [Trombone]: Although notated with specific pitches, this is for convenience only. The written pitch does not sound
-  [Percussion/Trombone] In percussion, damp the sound with the fingertip while striking the bar with the given mallet. Slap-tongue for trombone. Written pitch should be somewhat audible
-  [Cello] Nail pizzicato with left hand
-  [Cello] *Gattato* Bounce the bow in a parallel motion along the string. Bouncing can be either upwards or downwards according to the graph
-  Fast iterative articulation
-  [Percussion/Cello] Circular motion
-  *tr* Always a semitone above the indicated pitch. In cases of extreme difficulty, a whole tone may be substituted. To be executed as fast as possible. Trombone plays slide trill whenever it possible.

Accidentals

Accidentals at same octave are retained for entire measure unless explicitly annulled.

Tremolo and vibrato








Tremolo and vibrato are irregular. Play tremolo as fast as possible. The velocity of vibrato can vary according to the drawing:

-  Slow (between 4 and 8 modulations per second)
-  Medium (between 8 and 12 modulations per second)
-  Fast (between 12 and 16 modulations per second)











Dynamics

The symbol *m* must be played with a loudness level between piano (*p*) and forte (*f*).

Mallets

-  Soft mallet
-  Hard mallet
-  Soft mallet + sleigh bells
-  Hard mallet + sleigh bells
-  Wire brushes
-  Fingertip
-  Metal bar

Miscellaneous

-  Block the stem of the mute with the hand
-  Unblock the stem of the mute
-  Fast alternation between blocked and unblocked mute
-  Gradual transition between two states
-  Sudden transition between two states
-  Moderate Pause (between 1 and 4 seconds)
-  Long Pause (between 4 and 6 seconds)
-  Extra-long Pause (between 6 and 8 seconds)
-  Play the highest possible pitch
-  Damp any resonance

Duration

~ 8' 45"

1

Percussion

vibraphone + bow

whistle or balloon

vibraphone + bow

sandpaper + stone

$\text{♩} = 44$

$\text{♩} = 48$

Violoncello

8

pp

molto sul ponticello

8va

pp

ppp

pp

ppp

Trombone

ppp

pp

ppp

pp

p

ppp

ppp

3:2

∅



2

Per.

vibraphone + bow

sandpaper + stone

vibraphone + bow

castanets

glockenspiel

whistle or balloon

$\text{♩} = 44$

$\text{♩} = 48$

Vic.

8va

pp

ppp/pp

p/ppp

pp

3:2

Trb.

ppp

pp

p

pp ppp

pp

p

pp

5:7

3

5

Per. *sub.* ♩ = 60 glockenspiel *sub.* ♩ = 72

Vlc. *Bva*

Trb.

Per. *sub.* ♩ = 60 *sub.* ♩ = 72 *sub.* ♩ = 60

Vlc. *Bva*

Trb.

sandpaper + stone stones sandpaper + stone

9

Per. $\text{♩} = 48$ glockenspiel glockenspiel sandpaper + stone sandpaper + stone stones

Vlc. $8va$

Trb.

< p m pp $5:4$ *f pp* *ppp* *m pp* \emptyset

ppp *m p* *m ppp* *p pp* $5:4$ *ppp*

$3:2$ $6:5$ $5:3$ *ppp < pp* *ppp* *m* *ppp* \emptyset *pp* *m* *pp* *ppp*

sub. $\text{♩} = 60$ whip glockenspiel glockenspiel whip glockenspiel glockenspiel castanets $\text{♩} = 48$ glockenspiel glockenspiel

Per. $6:4$ $5:4$ $6:5$ *f* \emptyset *p* *f* *m* *f* *p* *f* *ff*

Vlc. $8va$ *p* \emptyset *p* *m* $3:2$ $3:2$ *f/p* *f* *ff* *tr* *loco*

Trb. $6:4$ $6:4$ *ff* *m* *f* *p* *ff*

13 whip $\text{♩} = 60$ stones

Per. ff f p f m f

Vlc. *loca* m $\langle fff f \rangle$ m $\langle ff \rangle$ fff $f \langle ff \rangle$ pp/p $\langle ff \rangle$ fff m $\langle f \rangle$ pp m pp $\langle m \rangle$ p $\langle ff \rangle$ $6:5$ $f \rangle m$

Trb. m $\langle fff f \rangle$ m $\langle ff \rangle$ $f \langle ff \rangle$ pp $p \langle ff \rangle$ $fff \rangle f$ pp m $\langle p \rangle$ $m \rangle pp$ $ff \langle fff \rangle$

$\text{sub. } \text{♩} = 44$

Per. ff m pp whistle or balloon p m/p f ppp

Vlc. f p m f mp f $p \langle m \rangle$ ppp m pp ppp

Trb. $f \rangle pm$ $\langle f \rangle$ m $p \langle f \rangle$ $f \rangle pf \rangle m \rangle p \rangle pp$ m pp ppp p \emptyset

17 *sub.* ♩ = 60 ♩ = 36 ♩ = 78

Per. *vibraphone + bow*

Vlc. *8va*

Trb.

ff *3:2* *m > p* *< m > p* *pp < p > pp* *pp > pp* *pp* *pp < pp* *pp pp* *m* *p < m* *p < m*

pp *pp* *p* *pp* *p* *m* *p/m* *p/m* *p/m* *p/m*

6:5 *5:3*

tr *tr* *tr* *tr*

3 *5:4* *3:2* *3:2* *3*

sub. ♩ = 60 ♩ = 72

Per. *vibraphone*

Vlc. *8va* *loco*

Trb.

p *f* *p* *f* *pp* *p* *m* *p* *ff* *fff* *ff* *fff*

< f *p* *pp* *f* *m* *p > pp/m* *pp < ff* *fff*

6:5

3:2 *5:4* *3:2* *3* *3:2* *3:2* *6:7*

< f p *f* *p* *p > pp* *ff f* *p* *f* *p* *fff* *fff/fff*