Mixtape

flute, violin, keyboard, double bass

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Preface

Instruments

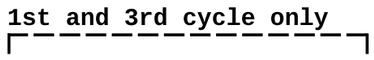
Alto Flute / Piccolo | Violin | Piano | Double Bass

The score is not in C. Accidentals apply for the rest of the respective bar.

Microtone accidentals indicate slight deviations from tempered pitch in 6th tone steps.

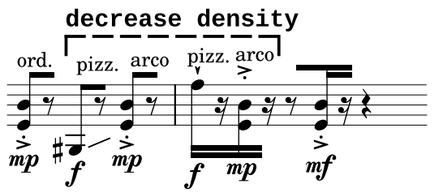
Use of Repeats

A main feature of this piece is a specific use of repeats: Many passages are repeated multiple times, but varied by one or more instructions according to an instruction given in the score. E. g. the following instruction



tells the player to play the material notated below the dashed line in the 1st and 3rd repeat only.

Generally speaking, the player is free to play any note marked by such a line or replace it with a rest. Accidentals, dynamics and any other kind of instruction that refers to multiple notes will still take effect even if the note they are attached to is not played. E. g. if the player decides to not play the last two-note chord in the marked sequence of the following example,



the consecutive chord after the marked sequence would still be played *arco*.

The different types of instructions for selecting notes in each cycle of a repeat are the following:

not in ***nth*** / last cycle	Do not play in ***nth*** or last cycle. Play ad lib. in any other cycle.
nth (and nth ...) cycle only	Play all notes in ***nth (and nth ...)*** cycle! Never play in any other cycle.
first / last ***n*** cycles only	Play all notes in first / last ***n*** cycles! Never play in any other cycle.
pick ***n*** each cycle	Pick ***n*** notes in each cycle. Replace all other notes with rests.
decrease / increase / vary density	Decrease, increase or vary the amount of played notes over the course of all cycles. When increasing, start with very little notes. When decreasing, start with many notes. When varying, change the density of notes ad lib.
vary note duration	Change the duration of the indicated note in each cycle.
1st cycle: ***x*** / 2nd cycle: ***y***	Play the upper or lower voice or staff in the indicated cycle. Play all notes of that voice or staff.
even cycle: ***x*** / odd cycle: ***y***	Play the upper or lower voice in the indicated cycle. Play all notes of that voice.
choose voice each cycle	Choose a voice in each cycle and stick to that voice until the end of the cycle. Play all notes of that voice.
fade in / out	Scale all dynamics over the course of one or more cycles in order to obtain a smooth fade in (first cycle or cycles) or fade out (last cycle or cycles).
never everything in one cycle	Never play all notes of a passage in a single cycle. Try to play noticeably different material in each cycle.
single notes only	Only play a single note at a time. Choose notes ad lib.
Include two-note chords sometimes	Do not only play single notes, but also include two-note chords.
upper and lower voice in each cycle	Include material from both voices in each cycle.
↑	Play the lowest note in chord in the 1st cycle, the second lowest in the 2nd cycle, etc. Play single notes only.

Sometimes a note should be held over the course of all cycles of a repeated passage or even longer. These notes are accompanied by a circled arrow:

There may be different dynamic markings for different cycles. E. g. ***1. f / 2. ff*** instructs the player to play forte in the 1st cycle and fortissimo in the 2nd cycle.

Also, dynamics are free to choose within a certain dynamic range in some passages. E. g. ***f ⇔ fff*** instructs the player to choose as well as change the dynamics freely between forte and fortississimo to support the individual constellation of material selected for the current cycle.

Flute

unpitched air sound with given fingering

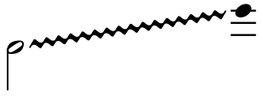
tongue ram: close embouchure hole with tongue (sounds a major 7th lower)

flutter tongue

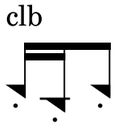
pizzicato using either lip or tounge

Violin

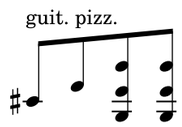
Only play vibrato when indicated.



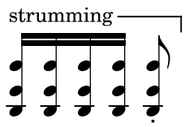
a glissando modulated by a rather irregular and large vibrato



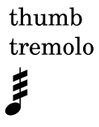
col legno battuto: percussive stroke with wood of bow



guitar style pizzicato: hold instrument in front of chest and plug strings with fingers



strumming (guit. pizz.): strum chord with thumb or multiple fingers as if playing guitar



thumb tremolo (guit. pizz.): tremolo using thumb when playing guitar style

Keyboard

A full-range keyboard with 88 keys (midinotes 21 to 108) must be used. A sampler file (sfz file format) is provided. Each key triggers a different soundfile in eight different velocity ranges. The sonic material sometimes differs between velocity ranges on the same key, but will usually be similar.

Between the lowest key and b3 (midinote 59), most samples are looped beats. In this range of the keyboard, it is extremely important to play very precisely on the beat, as the other players will be adjusting to the internal tempo and rhythm of the triggered beats.

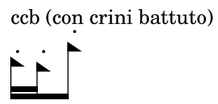
Between c4 and c7 (midinote 60 to 96), the keyboard functions as an electric piano ("Fender Rhodes" style sound). However, some keys add some drum sounds or other sounds when a certain velocity threshold is reached (usually *ff* and *fff*).

Above c#7 (midinote 97), a set of soundfiles with altered voice material is placed. They are used in part J and K to play a sampler solo.

In repeats with cycle-based variations, a dashed line indicates variations (as described above) for one staff only – one line never applies to both staffs!

Double Bass

Only play vibrato when indicated.



con crini battuto: percussive stroke with bow hair

Alto Flute

7x ♩ = 45 air ram air ram 3x ♩ = 60 air ram

Violin

7x arco sul tasto sul pont.

(N.B.: Notes below middle C trigger very rhythmic samples and must therefore be played precisely on the beat!)

Keyboard

7x 3x

Double Bass

7x pizz. 3x

5

A. Fl.

♩ = 75
not in 1st cycle
3x
mf
pick 1 each cycle
ram
f poss.
♩ = 90
mf
3x
3x
f
ff
3x
mf

Vln.

3x
decrease density
ord.
pizz.
arco
mp
f
mp
pizz.
arco
f
mp
(arco)
mf
decrease density
3
f
p
3x
ord.
sul pont.
f
3x
p
ff

Key.

not in 1st cycle
3x
mf
single notes only
vary density
3
3
3
f
mp
f
3x
ff
mp
f
3x
ff
even cycle: upper voice
f
*hold loop in odd cycles
odd cycle: lower voice
ff
15

Db.

increase density
3x
mf
3
f
mf
3x
ff
ord.
arco
sul pont.
3x
f
ff

11

B

A. Fl.

5x

single notes only

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

To Piccolo

Vln.

5x

ff *mp*

Key.

5x

single notes only

1st cycle: upper voice

ff *f* *mf* *f*

8

Db.

5x

ord.

increase density

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

15

Picc.

never everything in one cycle

5x

Vln.

never everything in one cycle

5x

ord. sul pont. ord.

1st, 3rd, 4th cycle: upper staff / single notes only

5x

Key.

2nd, 5th cycle: lower staff

5x

ccb (con crini battuto)

Db.

not in last cycle

ord. ord. sul pont. ord.

C

♩ = 60

21

Picc.

To Alto Flute

1st and 3rd cycle only

flz.

Vln.

vibrato

2nd and 3rd cycle only

(vibrato)

non-vibrato

Key.

1st and 3rd cycle only

hold after last repeat

Db.

pizz.

27

A. Fl.

2nd cycle: upper voice

1st cycle: lower voice

Vln.

2nd cycle only

sul pont.

Key.

2nd cycle only

1st cycle: upper voice

2nd cycle: lower voice

Db.

pizz.

1st cycle: upper voice

2nd cycle: lower voice

D

31

Vln.

pizz.

mf *ff* *mp*

Key.

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

mf

Db.

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

36

A. Fl.

Vln.

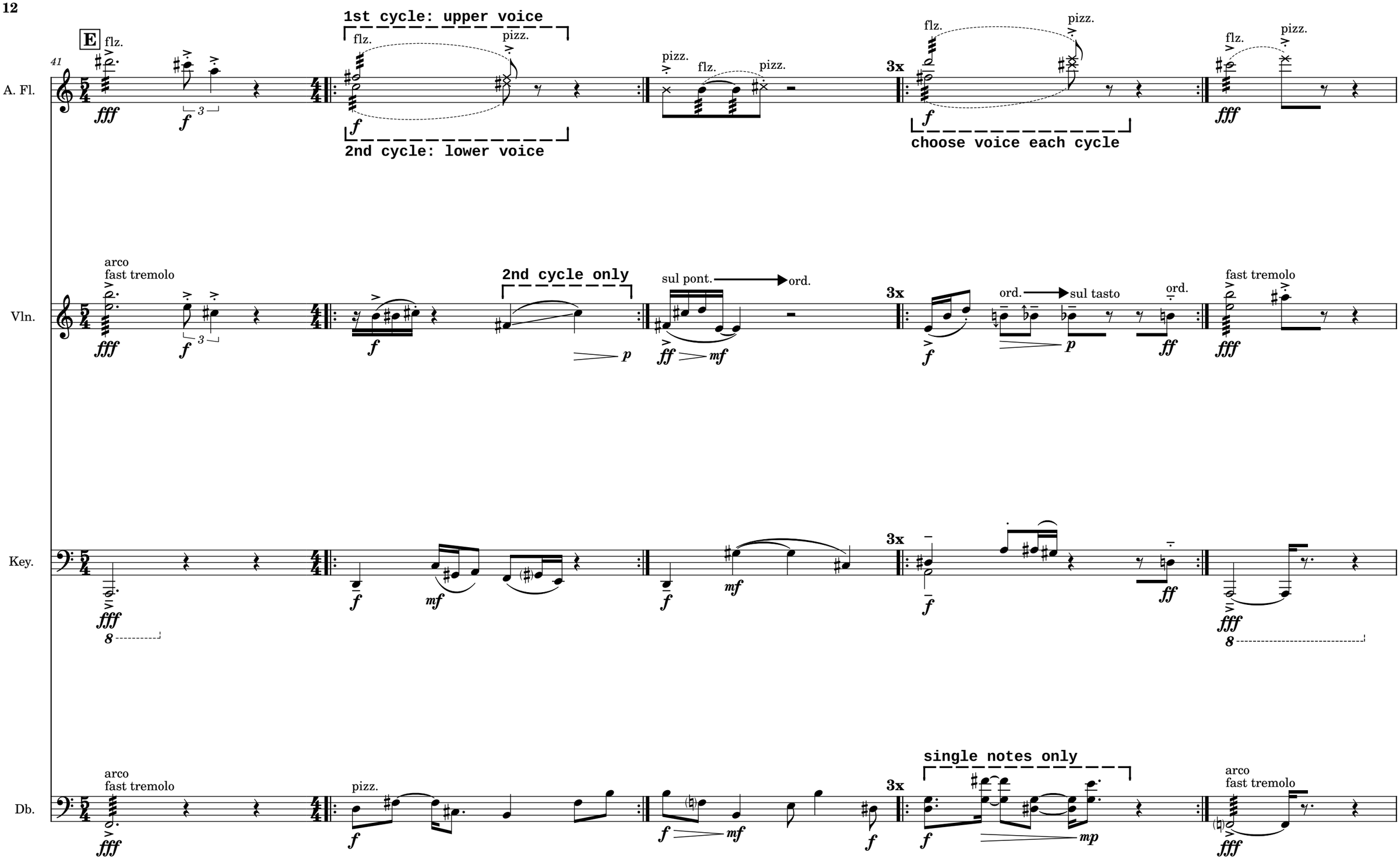
Key.

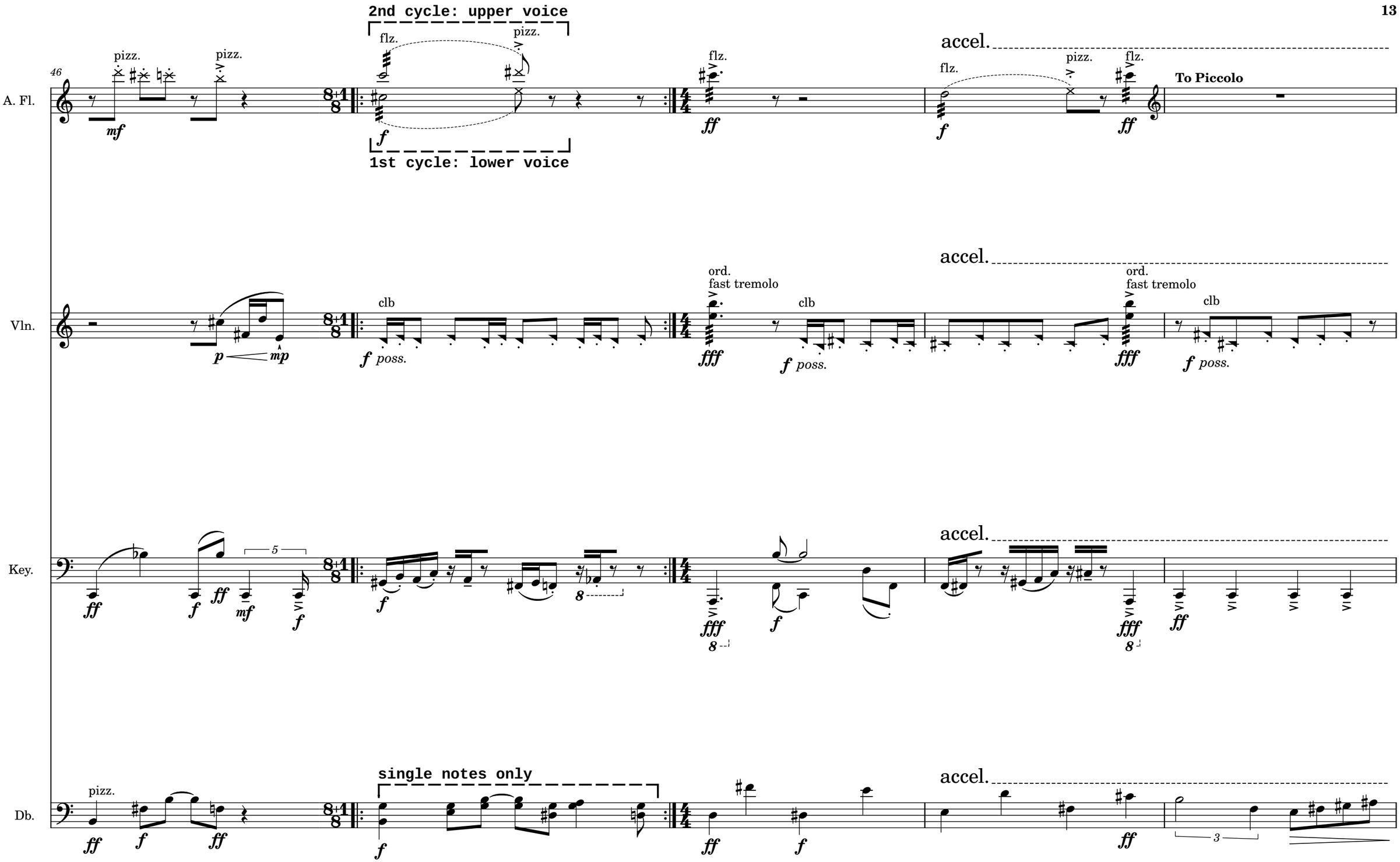
Db.

2nd cycle only

4x

flz.


E
41
A. Fl.
flz.
fff
f
3
1st cycle: upper voice
2nd cycle: lower voice
pizz.
3x
choose voice each cycle
Vln.
arco
fast tremolo
2nd cycle only
p
sul pont.
ord.
ff
mf
sul tasto
Key.
8
Db.
single notes only
mp


2nd cycle: upper voice
1st cycle: lower voice
A. Fl.
Vln.
Key.
Db.
pizz.
flz.
accel.
To Piccolo
clb
ord.
fast tremolo
poss.
single notes only

F

51

♩ = 75

Picc.

Key.

Db.

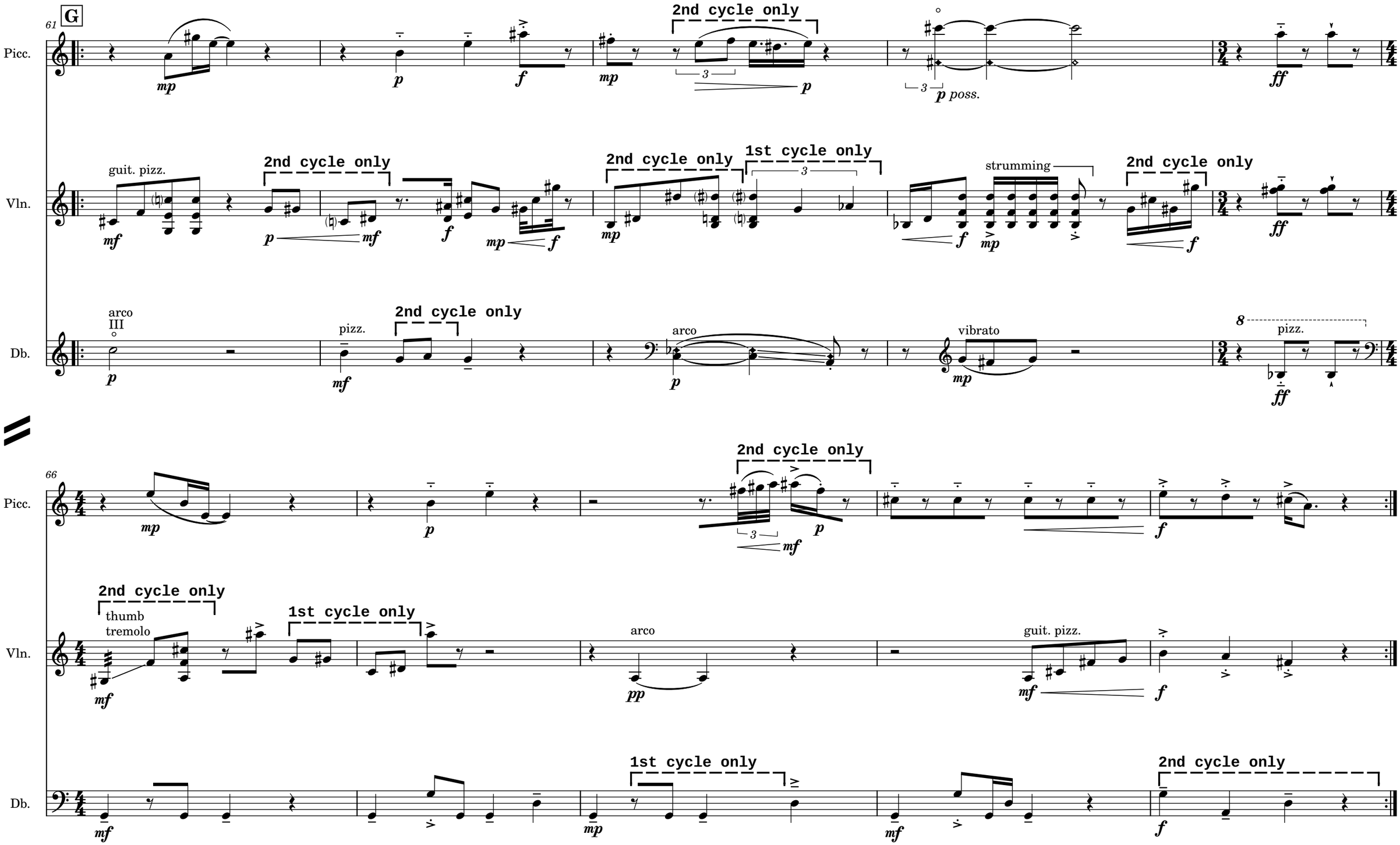
3x

vary note duration

56

8x

arco


G
61
Picc.
Vln.
Db.
2nd cycle only
1st cycle only
guit. pizz.
strumming
arco
III
pizz.
vibrato
p poss.
thumb
tremolo
mp
p
f
mf
pp
ff
66

71

H

Picc.

4x

2nd cycle only

3x

Vln.

4x

2nd cycle only

arco
vibrato

(arco)
(vibrato)

3x

Key.

4x

last cycle only

3

1st cycle only

3x

Db.

4x

3x

76

Picc.

4x 5x 6x 7x 8x

f *ff* *fff*

decrease density

Vln.

4x 5x 6x 7x 8x

non-vibrato

f *ff* *fff*

1st 4 cycles only

Key.

4x 5x 6x 7x 8x

f *ff* *fff*

not in last cycle

Db.

4x 5x 6x 7x 8x

fade_out

f *ff* *fff*

To Alto Flute

I

♩ = 90

81

A. Fl.

3x

2nd+3rd cycle only

p

4x

fade out

p

5x

increase density

p ⇔ ff

Vln.

3x

3rd cycle only

sul tasto

poco vibrato

p

4x

fade out

p

5x

increase density

sul pont.

non-vibrato

f

Key.

3x

1st cycle only

f

4x

last cycle only

1. mp / 2. f

f

5x

decrease density

f

mf

Db.

3x

fade in

arco

ccb

f

4x

mf

2nd cycle only

pizz.

f

5x

f

mf

f

mf

86

A. Fl.

last 3 cycles only

5x

f

decrease density

3x

pizz.

pizz.

mp ⇔ *ff*

p

ppp

flz.

4x

ff

Vln.

increase density

ord. ⇔ sul pont.

5x

p ⇔ *ff*

3x

ord.

ff

p

ppp

fast tremolo

4x

fff

Key.

5th cycle only

5x

ff

1st cycle only

3x

ff

mf

f

4x

fff

15

Db.

5x

ff

3x

arco

ccb

f

ff

mf

arco

fast tremolo

4x

fff

91

J

A. Fl.

air

ram

air

ram

p

p

Vln.

arco
sul tasto

3

ppp

pp

ppp

15

always legato and
strictly on the beat!

Key.

ff

mf

f

fff

mf

pizz.

Db.

mf

p

96

♩ = 60

A. Fl.

ram

sim.

f *poss.*

Vln.

3

ppp *p* *pp*

clb

mp

15

Key.

f

(*f*)

clb

2nd cycle: upper voice

3

3

1st cycle: lower voice

Db.

f

K

fade in / increase density / never everything in one cycle

♩ = 60

101 **4x**

A. Fl.

flz. flz.

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

fade in / increase density / never everything in one cycle

4x

Vln.

ord. ⇔ sul pont. sul pont. ord. ord. → sul pont. ord.

p ⇔ *f* *ff* *p* ⇔ *f* *ff* *mp*

decrease density / never everything in one cycle

(always legato and strictly on the beat!)

15 **4x**

Key.

f ⇔ *fff*

longer → shorter notes

vary density / never everything in one cycle

4x

Db.

mp ⇔ *ff* *mf*

vary density / upper and lower voice in each cycle / never everything in one cycle

Picc.

105

4x

To Piccolo

mf ⇔ ff

flz.

flz.

3x

p

pp

decrease density / never everything in one cycle / include two-note chords sometimes

Vln.

4x

guit. pizz.

mf ⇔ f poss.

thumb tremolo

thumb tremolo

thumb tremolo

3x

strumming

p

pp

increase density

not in 1st cycle

Key.

4x

mf ⇔ ff

decrease density / single notes

pick 1 or 2 each cycle

3x

mf

not in last cycle

pp

decrease density / never everything in one cycle

Db.

4x

mf ⇔ ff

3x

p

pp