

Richard Barrett

nachtfalter

2013-15

alto recorder, harp, cello and electronics

performing score

nachtfalter

(2013-15) for alto recorder, harp, cello and electronics

to Karolina Bäter, Milana Zarić and Ivana Grahovac

duration: approximately 6 minutes

Trills, tremoli and gracenotes always as fast as possible except where indicated, all transitions as smooth as possible

The harp requires four “bottlenecks”, for example small plastic rods, which fit between a pair of strings so as to be able to play smooth glissandi on either. At the beginning of the piece they are in place between the indicated strings. The triangle-headed notes in the lower stave indicate the pitch to be produced by plucking below the bottleneck when the latter is in the correct position, while the normal-headed notes indicate the string to be played. Alternatively, a single bottleneck may be used and inserted in turn between the four indicated pairs of strings.

All three instruments should be amplified. The electronic part takes the form of a single stereo soundfile, consisting (except for the final part, corresponding to page 12 in the score) of a single melodic line, which is notated below the instrumental parts and to which events in the three instruments are coordinated. The dynamics notated in the electronic part are not built into the sounds, and must be realised in performance using mixer faders and in coordination with the players.

The score of **nachtfalter** consists of three sections. The first (pages 1-3) is fully notated. The second (pages 4-11) consists of a series of events for each instrument whose beginnings and endings are (always!) synchronised with notes or rests in the electronic melody. The durational extent of each event is indicated by a rectangle whose contents might involve (a) following the electronic melody with a single staccato sound in unison with each of its pitches, (b) precise notation not directly connected to the melody, (c) a sustained sound based on the pitch of the melody which begins simultaneously with the event, and which might be modulated in diverse ways, (d) a departure point for free improvisation (indicated by ∞) based on the pitch of the melody which begins simultaneously with the event, (e) various kinds of short bursts of sound, without specified pitches, or (f) free improvisation. Each event also has a dynamic profile, and some in categories (e) and (f) also specify a pitch-range within which they should remain. The third section of the score (page 12) is freely improvised, with some general textural and dynamic indications, alongside a dense granular electronic texture and stops abruptly along with it.

Notations for cello:

psp, msp = *poco* and *molto sul ponticello* respectively, the former already being noticeably different in timbre from **nat.**, the latter being as extreme as possible consistent with the fundamental pitch remaining audible. **pst, mst** = *poco* and *molto sul tasto* (similarly).

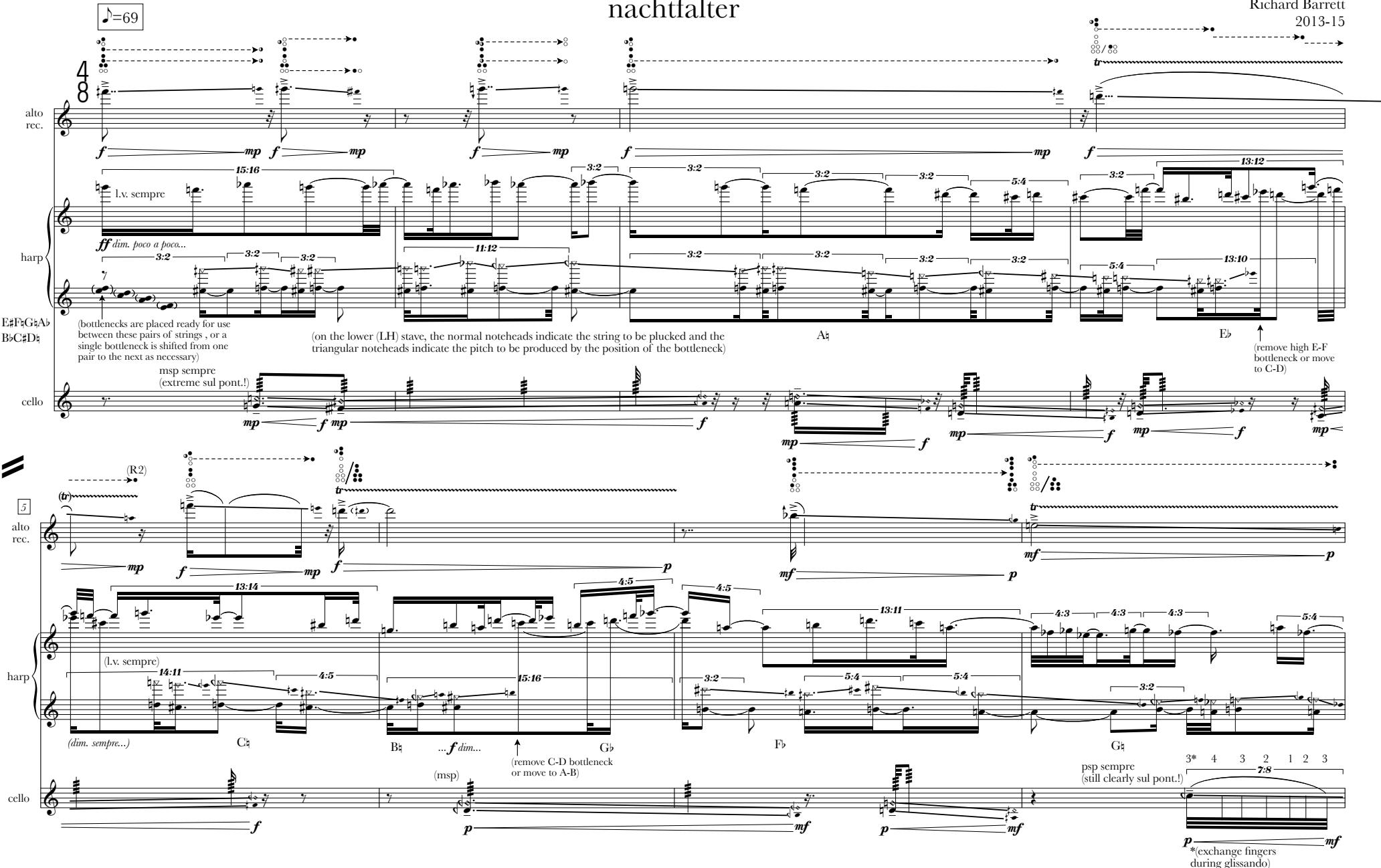
↓ ↓ ↓ ↓ = ascending degrees of bow pressure: *flautando*; “normal”; exaggerated and distorted (pitch only just discernible); completely pitchless scraping.

Nachtfalter is a component of **close-up** for recorder, trumpet, accordion, harp, cello and electronics, written for Ensemble Studio6.



nachtfalter

Richard Barrett
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The musical score consists of two systems of music for alto recorder and harp. The first system begins with a dynamic of **f**, followed by **mp**, then **f**, then **mp**. It includes markings like **l.v. semper**, **ff dim. poco a poco...**, and **15:16**. The harp part features complex rhythmic patterns with 3:2 and 5:4 time signatures. The second system continues with **11:12**, **3:2**, **3:2**, **3:2**, **5:4**, and **13:10**. The harp's notes are marked with triangles indicating the position of the bottleneck. The alto recorder part has **E#F-G-A-B** and **B-C-D-E** indicated above the staff. The cello part is present in both systems, with instructions for using bottle-necks and specific dynamics like **msp semper (extreme sul pont!)** and **ff dim...**.

E#F-G-A-B
B-C-D-E

(bottlenecks are placed ready for use between these pairs of strings, or a single bottleneck is shifted from one pair to the next as necessary)

(on the lower (LH) stave, the normal noteheads indicate the string to be plucked and the triangular noteheads indicate the pitch to be produced by the position of the bottleneck)

Alto rec.

cello

harp

A#

Eb
(remove high E-F bottleneck or move to C-D)

(R2)

alto rec.

cello

harp

C#

B#

G#
(remove C-D bottleneck or move to A-B)

F#

G#

3* 4 3 2 1 2 3

p
(*exchange fingers during glissando)

p psp semper (still clearly sul pont!)

[9] alto rec.

(l.v. sempre)

(dim. sempre...)

A♭ F♯ ↑ *B♭*
(remove A-B bottleneck
or move to low E-F)

(ppsp) 4 1 2 3 4

10:13

(ppsp) 1 2 3

17:13

2 7:9

... mf dim...

B♯

C♯

(ppsp) 1 3 2 1

1 13:14 2

p mf

p mf

p mp

pp

mp

[13] alto rec.

(L3)

(l.v. sempre)

15:14

6:7

B♯

A♯ B♭

(dim. sempre...)

3 2 1 4

11:9

*(change fingerings as rapidly
as possible during glissando)
123432123... 123432123...*

5:6

sub. nat. sempre

13:11

pp

mp

pp

pp

pp

[16] alto rec.

12:13 3:2 16:11 5:6

(l.v. sempre)

15:14 10:11 4:5 4:3 19:13

13:10 7:6 4:5 3:2 3:2

(dim. sempre...) F \sharp ... *p dim...* E \sharp G \flat

cello (nat.) 9:7 6:7

pp *mp* *p* *p*

=

[19] alto rec.

5:6 10:7

ppp *p* *ppp* *p* *ppp*

(l.v. sempre)

4:3 11:13 22:15

7:8 9:8

(dim. sempre...) G \sharp *(dim) ... pp*

back to starting position at bottom end of string

remove all bottlenecks

harp

cello (nat.) 4:5 4:5 13:9

ppp *p* *ppp* *p* *ppp* *p*

(gloss. with vibr.)

[22]

alto rec.

pp

mp

always extremely rapid
range: E \sharp F \sharp G \sharp A \flat
B \flat C \sharp D \flat

table

mp

cello

molto sul ponticello

9:8

mp

pp

(upward-pointing arrows indicate synchronisation with the beginning and/or end of one or more instrumental events)

electr.

mp sempre

alto rec.

∞

range: E \sharp -G \sharp

pp

mp

pp

(continue)

E \sharp
B \flat D \sharp

"xylophonic sounds"

p

mp

C \sharp

range: C-G \sharp

∞

mp

poco sul pont.

pp

range: C-G \sharp

etc. sim.

cello

range: E \sharp -G \sharp

∞

mp

3:2

10:7

8:7

3:2

electr.

(*mp*)

[24] (continue)

alto rec.

range:  ∞

pp

(continue)

harp

range:  ∞

pp

nat

E \natural F \sharp G \natural A \sharp
B \natural C \sharp D \natural

non arp.

range:  ∞

F \sharp G \flat
D \flat

etc. sim.
(l.v.semper)

(continue)

cello

range:  ∞

pp

mp

5:4

6:5

3:2

9:7

3:2

3:2

electr.

explore multiphonics produced by slightly closing R1 & 2
while C sounds continuously

pp

mp

alto rec.

range:  ∞

pp

mp

3:2

table

A \flat
D \natural

pp

mp

(continue)

harp

pp

molto sul tasto, distorted by high bow pressure

mp

pp

3:2

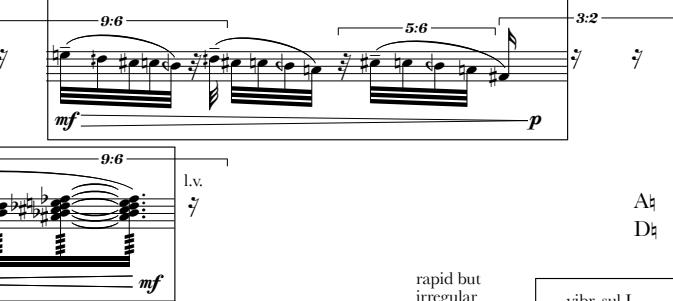
3:2

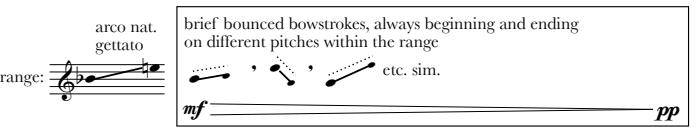
electr.

(mp)

[26]

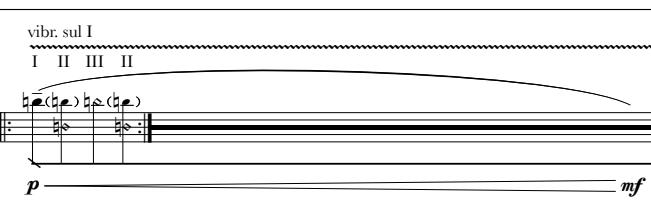
alto rec. 

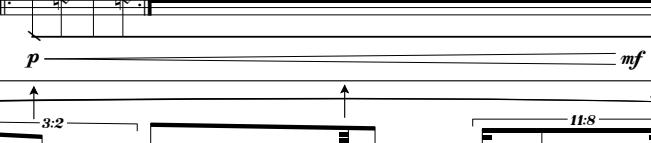
harp bisbigliando sempre 

cello arco nat. gettato range: 

electr. 

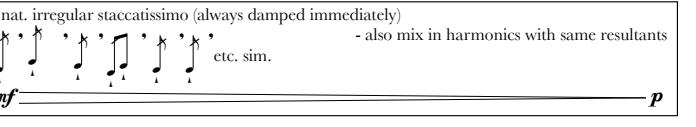
range: A \natural D \natural 

vibr. sul I I II III II 

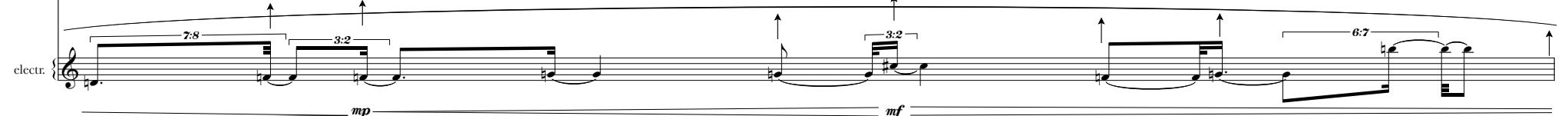
poco sul pont. 

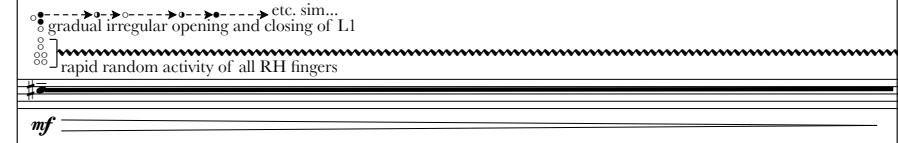
[27] (continue)

alto rec. 

harp (continue) range: E \sharp F \sharp G \sharp 

cello range: 

electr. 

etc. sim... gradual irregular opening and closing of L1 rapid random activity of all RH fingers 

range: G \sharp B \sharp 

range: 

28

alto rec.

closing and opening R1-4 gradually

(continue)

harp

bisbigl. - table

rapid irregular independent pedal movements

E♯F♯G♯A♯
B♯/♯ C♯D♯

p mf pp

nat.

9:8 7:5 5:6

E♯ D♯

p mf

cello

(continue)

p

range: arco molto sul tasto

pp mf

electr.

4:3 3:2 8:7 9:8

mp mf

29

alto rec.

(continuc)

take plectrum

range: G♯A♯ B♯

rapid irregular glissandi with plectrum while holding other hand very lightly against the played strings

etc. sim.

pp mf p

range: E♯A♭ B♭C♭

∞ pp

cello

poco sul pont.

3:2 4:5 4:3 II III II 4:3 I II 3:2 I II I II III IV III II I 9:10

mf p

electr.

7:8 3:2 4:3 4:3

mf mp mf mp

nat.

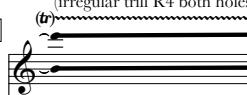
range: E♯A♭ B♭C♭

∞ pp

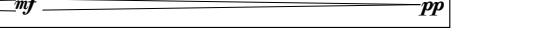
(sec next page)

(sec next page)

(irregular trill R4 both holes)

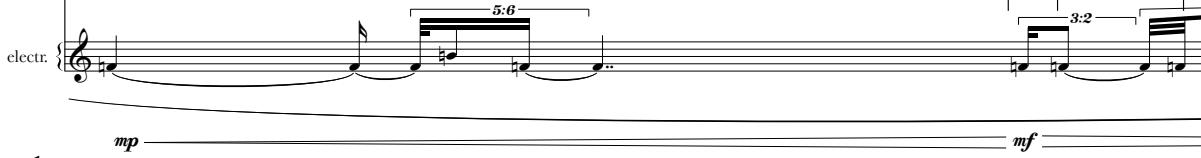
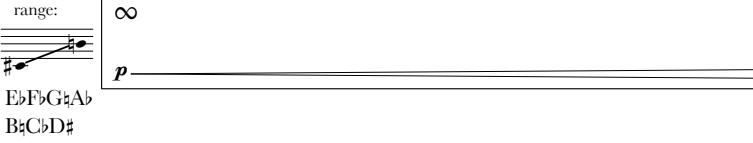
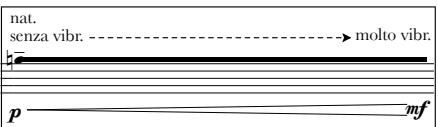
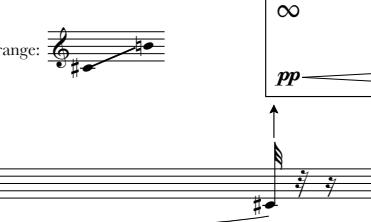
(b)  

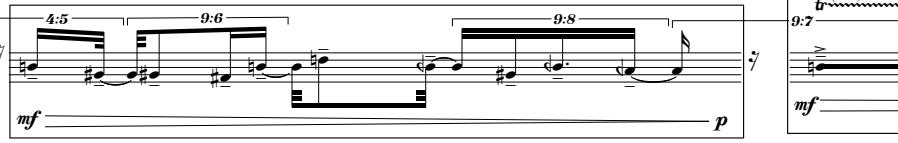
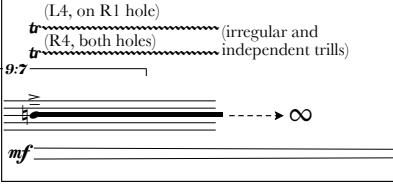
30 alto rec.


(continue)  

cello rapid and irregular change of fingering on single pitch
32123423132413... 

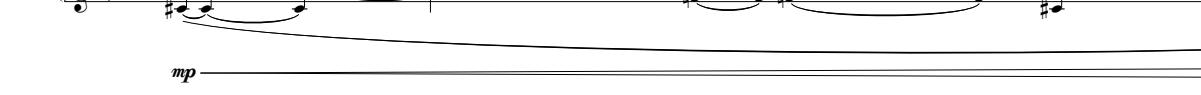
cello 

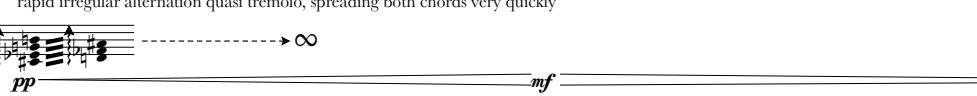
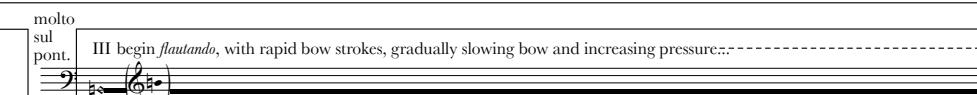
electr. 




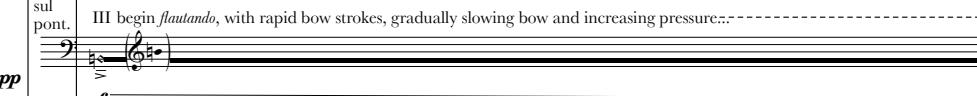
alto rec. 


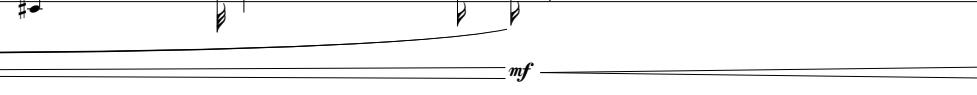
harp (continue) 


cello (continue) 


electr. 


put down plectrum (if not already done) A# C#D# 


rapid irregular alternation quasi tremolo, spreading both chords very quickly 


molto sul pont. III begin *flautando*, with rapid bow strokes, gradually slowing bow and increasing pressure... 


32 (continue)
alto rec. *pp*

(continue)
harp *pp*

cello → isolated "clicks" instead of pitch
pp

electr. *f*
33 alto rec. *p* → *mp*

rapid groups, as staccato as possible,
varying speeds and durations
of pauses, mostly wide intervals
pp etc. sim.

poco sul pont.
mf → *pp*

E \natural F \flat *tr* rapid but slightly irregular trill
mp → *mf*

6:5 11:8
p → *mf*

[34] (continue)

alto rec.

cello

electr.

harp

cello

electr.

GP

(fade back slightly during reverberation!)

molto sul pont. - rapid wide glissandi in harmonics
etc.sim.
pp

wide glissandi with plectrum on (changing) single strings using bottleneck or tuning key
etc.sim.
mp *pp*

6:5

10:7

p *mp*

36

alto rec. ∞ *ppp* *p*

harp ∞ *ppp* *p*

EFGA
BCD ∞ *ppp* *p*

cello ∞ *ppp* *p*

electr. ∞ *pp* *p*

GP

38

alto rec. strike holes with fingers (always different combination of fingering and striking holes!) with a "t" articulation but little or no breath added *pp* *ppp*

harp repeat with irregular durations (between $\frac{1}{8}$ and $\frac{1}{16}$ each duration different) *ppp*

E \flat G \sharp
C \sharp *ppp* *pp*

cello col legno battuto - rapid and irregular over all strings, each sound varying not only in fingered pitch but also in bow position between molto sul tasto and molto sul ponticello *pp* *ppp*

electr. ∞ *pp* *p*

73"

39 alto rec.	 fff —	fff stop abruptly with electronic sounds!
harp	 fff —	fff stop abruptly with electronic sounds!
cello	 fff —	fff stop abruptly with electronic sounds!
electr.	 fff — <div style="border: 1px solid black; padding: 2px;">dense continuous granular texture (emerging from final pitch of electronic melody)</div>	fff abrupt end