

VOID

for viola and fixed electronics

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When a form of energy explodes, it scatters its particles around. The magnetic gravity of the particles pulls them together to form a large amount of energy that will repeat the same procedure. In this endless loop, there is an anomalous stage that does not fit into but annihilates the flux, Void. The void is the stage between these loops.

Performance Instructions

Do not vibrate long notes unless it is written.

: 0, +25, +50, +75, +100, +125, +150 cents

: 0, -25, -50, -75, -100, -125, 150 cents

: Sudden crescendo at the end.

"ff" : Relative to the passage. Do not over heard.

col legno : This is played with wood of the bow and with always descending rhythmical passage similar to below attachment. (Col legno battuto saltando)

: Rhythmical example of the upper technique which indicates to play slower though the notes.

: Start to play tremolo over time.

ord. : ordinario

mst. : molto sul ponticello

mst. : molto sul tasto

sp. : sul ponticello

con crini : with hairs

alla punta: tip of the bow, very light bow pressure.

: Playing with overpressure bow that helps to generate rhythmical scratch sound.

Glissando with slight vibrato : This indicates to play the passage with slow and wide vibrato.

: Left hand pizzicato.



: Suddenly play with the wood of the bow with turning the bow towards player. Also, it need to be played as *Jeté*.

: *col legno battuto saltando*.

: Half press.

ord. : Indicates the amount of the vibration.
vibrate

mf : Graphic indicates non-static dynamic change.

non vib.
ord. : Very static sound, try not to change the quality of the generated sound.

Gradually slow down the scratch until each of them stops!
 : This rhythmical scratch passage will slow down and stops at the end.

: Overpressure bow technique to produce scratch tone with indicated pitches.

Very slow wide vib. : Very small but wide vibration on indicated notes.

: Stop sound generation.

Void

for Viola and Live Electronics

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2021

♩ = 120

very small dynamic changes
stay inside the texture

Viola

fff *sfz* *p* *sfz* *p* *mp* *p* *mp* *p* *mp*

Tape

5 00:00:08

ord. → msp. ord. → msp. ord. → msp.

Inaudible bow changes

con crini

Inaudible bow changes

Vla.

sfz *p* *mp* *mf* *p* *3* *3* *sfp* *p* *f*

Tape

3 *f*

10 00:00:18

slight continuous vibrato

Gliss.

con crini

Vla.

p *ff* *sub.p* *mp* *f*

16 00:00:30

Gliss.

Gliss.

Gliss.

Glissando with slight vibrato

Vla.

f *mp* *ff* (only pizz)

00:01:32 47

Vla. *slow vib.* *col legno*

sfz > mp *sfz > mp sfz > mp* *ff* *"ff"*

Tape

00:01:46 54

Vla. *ord.* *slow vib.* *con crini* *col legno* *ord.* *slow vib.*

mp *ff* *"ff"* *mp*

Tape

00:02:04 63

Vla. *vib.* *con crini* *flautando*

sfz f *p* *f* *mp*

Tape

00:02:14 68

Vla. *start on the string*

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

Tape

00:02:24 73

Vla. *vibrate* *ord.* *msp.* *ord.* *Inaudible bow changes* *slow vib.*

mp *ff* *mp < mf* *mp* *mp*

Tape

Void
slow vib.

4
00:02:36
Vla. *msp.* *3* *d.* *con crini* *mp* *mf* *f* *mp* *ff*
Tape *mp*

00:02:48
Vla. *con crini* *sul pont. con crini* *mp* *f* *mp* *mf* *f* *mp* *sp.*
Tape

00:03:00
Vla. *slow vib.* *col legno* *ord.* *msp.* *sp.* *msp.* *sp.* *msp.* *pizz.* *let ring* *f* *mf* *ff* *f* *ff*
Tape *f*

00:03:14
Vla. *ord.* *slow vib.* *msp.* *col legno* *con crini* *col legno* *ff* *ff* *p* *ff* *p* *ff* *mp*
Tape

use position shifts if possible
for more articulation
always play separate bow

00:03:26
Vla. *sul C* *ord.* *fff*
Tape

106
00:03:30

Vla.

Tape

108
00:03:34

Vla.

Tape

110
00:03:38

Vla.

Tape

113
00:03:44

Vla.

Tape

116
00:03:50

Vla.

Tape

118
00:03:54

Vla.

Tape

Void

6

120
00:03:58

Vla.

Tape

122
00:04:02

Vla.

Tape

128
00:04:14

Vla.

Tape

136
00:04:30

Vla.

Tape

144
00:04:46

Vla.

Tape

00:04:59 150

Vla. *mf* *ff* *mf* *ff* *f* *fff* *gliss.* *gliss.*

Tape

00:05:18 159

Vla. *ff*

Tape

00:05:36 168

Vla. *ff*

Tape

Gradually slow down the scratch until each of them stops!

00:05:50 175

Vla.

Tape

Gradually slow down the scratch until each of them stops!

00:05:56 178

Vla.

Tape

Gradually slow down the scratch until each of them stops!

wait until sound ends
let ring