

Lenses

=ca. 60
Reflective
 $15\text{--}30"$

P. 1 Start Music Box
 15"
 Start Music Box
 All music boxes poco rit/accel ad lib.

P. 2 15"
 Start Music Box
 All music boxes poco rit/accel ad lib.

P. 3 15"
 Start Music Box
 All music boxes poco rit/accel ad lib.

P. 4 Start Music Box
 All music boxes poco rit/accel ad lib.

A **Living Darkness**
 Rin 7-10" *sempre*
 • = strike Rin
 ✕ = stir Rin

Von Hansen

=ca. 60
Reflective
 Use supplemental Page 1

ad lib. (playing area, octave (both hands or split), tempo)
 after P.1 stops move to ord.

Harp

Living Darkness

Play these 4 cells ad lib. (any tempo, octave, playing area)
 These cells can be played in any order. About 10-15 cells should happen within this 2' section

n pp sempre

Rin continue stirring until first strike

poco

P. 1
 P. 2
 P. 3
 P. 4

Hp.

poco

p

p

p

p

Senza misura. The performer should play as if they are playing a solo. Do not synchronize.
Each player chooses a separate tempo between $\text{♩}=50$ and $\text{♩}=60$

2

14 *mp poco* rit..... *mf* 5x 5" l.v.

P. 1 P. 2 P. 3 P. 4 Hp.

mp poco

B Summoning

21 Crystal Glass Sparsely improvise on glass wind chimes

P. 1 P. 2 P. 3 P. 4

Sparsely improvise dipping metal wind chimes and creating water drops

Crystal Glass Sparsely improvise on glass wind chimes

Sparsely improvise dipping metal wind chimes and creating water drops

Slow and free from time (note values give general relation within time)

Summoning

5-10" *mp* Bb—# A#—# * For all pedal glisses, move pedal slowly to maximize the rattle of the string changing

Hp.

gradually increase intensity

23

P. 1

P. 2

P. 3

P. 4

Move to Crystal Glass

Hp.

mf

A# — ♯ A# — ♯ D♭ — ♯ D♯ — ♭ G♯ — ♯ G♯ — ♯ F♯ — ♯ D♭ — ♯

Not re-struck

sfp
G♯ — ♯ — ♯ D♭ — ♯

Dramatically increase intensity

24

improvise on glass wind chimes with increasing intesity

P. 1

Crystal Glass

P. 2

improvise on glass wind chimes with increasing intesity

P. 3

Crystal Glass

P. 4

f

G♯ — ♯ — ♯ G♯ — ♭ G♯ — ♯ G♯ — ♯ sfz sfz sfz sfz

4 25

P. 1 P. 2 P. 3 P. 4

C Disjunct, Jarring

All percussionists move to water. Begin forcefully and gradually decrease intensity

strike glass wind chimes forcefully

molto

molto

molto

molto

ff (Music Box) ff

Hp.

Gliss ad lib. below middle C (vary techniques)
Begin with more harsh sounds (fingernails, intense glisses, etc.)
Slowly move towards more shrouded sounds (slower glisses, use palm, etc.)

Disjunct, Jarring

Etherial, Shrouded

Start Music Box

Move to Rin

Continue waves

(Music Box)

loosing strength, fading away

Stir Rin with a hard mallet (get fundamental and overtone)

p.d.l.t. sempre

xylo

rit.

l.v.

8va

xylo

l.v.