

Marc Estibeiro

With Time Not In Time

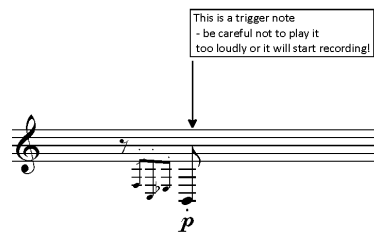
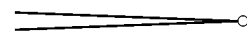
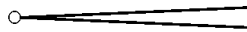
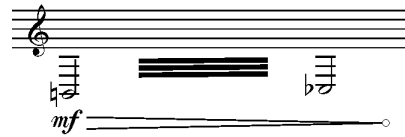
For Bass Clarinet, Piano and Live Electronics

Approximate Duration: 12'00"

Score at Concert Pitch

Guide to Notation

General marks



Tremolo, always played as fast as possible

Trill, always to the indicated note

Crescendo dal niente

Diminuendo al niente

The electronic part uses pitch recognition software to trigger different events. These are always indicated in the score

Bass Clarinet in B \flat

The image displays five systems of musical notation for Bass Clarinet in B \flat . Each system includes a staff with a treble clef and a key signature of one flat (B \flat).
1. The first system shows a melodic line with a dynamic range from *mp* to *mf*. Below the staff is a fingering chart with black dots for fingers and white circles for the thumb.
2. The second system features a melodic line with dynamics *pp*, *mf*, and *pp*. It includes a tremolo symbol between two multi-measure rests. A fingering chart is provided below.
3. The third system shows a melodic line with dynamics *pp*, *mf*, and *pp*. A fingering chart is provided below.
4. The fourth system is labeled "Slap tongue" in a box. It shows a melodic line with a dynamic of *fff*.
5. The fifth system is labeled "Unpitched air notes" in a box. It shows a series of notes marked with 'x' on a staff, with dynamics *mf*, *f*, and *mf* indicated below.

Move freely between air notes and half embrochure

Multiphonic with indicated fingering

Tremolo between two multiphonics

Slap tongue

Unpitched air notes

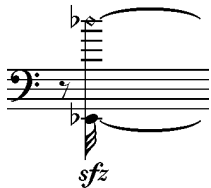
Piano



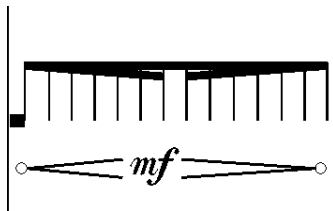
Chromatic cluster



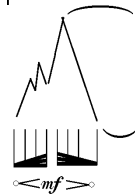
Depress the keys silently



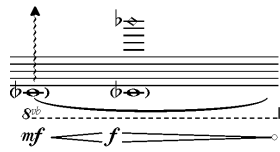
Harmonic



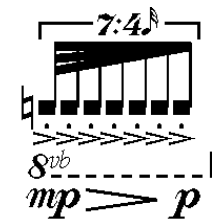
Make rapid movements along the string with the brass guitar slide becoming faster then slower. The exact pitch is not important but it should be near pitch indicated by the vertical position



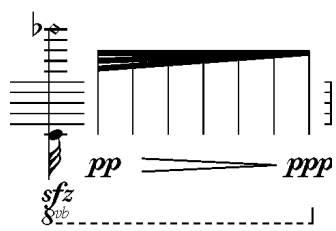
Make rapid glissandi (up and down) over the strings around the pitch indicated by the vertical position.



Quickly scrape the edge of the guitar slide along the indicated string. Then touch the string at the indicated harmonic.



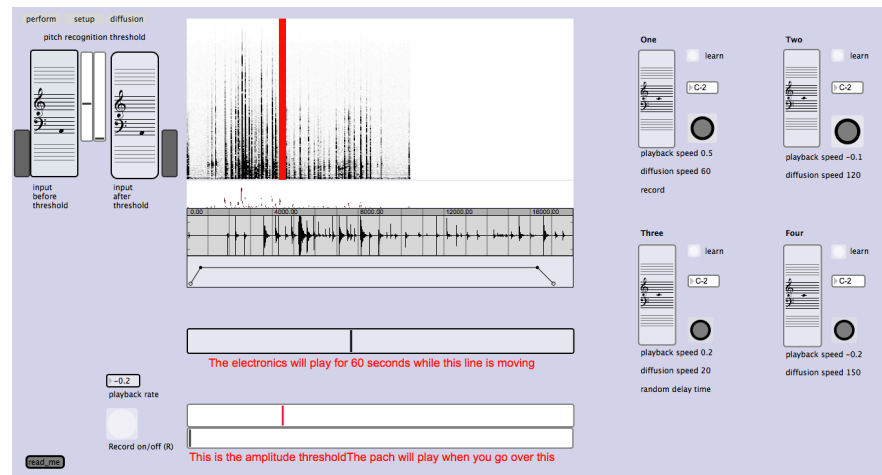
Bounce the guitar slide off a cluster of low strings near the indicated pitch.



Play the harmonic as indicated and then scratch the string around the point of the harmonic with the edge of the brass guitar slide or fingernail

Guide to the Electronic part

The electronic part consists of a performance environment for real time spectral processing. The main interface for the performance environment is shown below.



The performance environment is controlled using pitch recognition software and amplitude thresholds. There are four trigger notes in the bass clarinet part indicated in the score which need to be programmed into the software environment before the performance.

Amplitude thresholds also need to be set before the performance

This is a trigger note
- crescendo until recording starts
then immediately move to the next section

RECORD

This is a trigger note
- crescendo until the playback direction changes
then play the slap tongue to trigger playback

This is a trigger note
- crescendo until the playback direction changes
then play the slap tongue to trigger playback

This is a trigger note
- crescendo until the playback direction changes
then play the slap tongue to trigger playback

Trigger note 1: Record

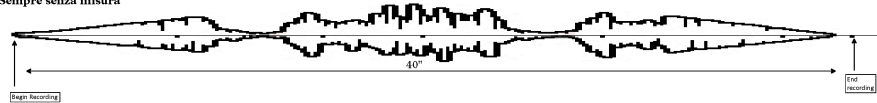
Trigger note 2: Chnge playback direction and speed

Trigger note 3: Change playback direction and speed

Trogger note 4: Change playback direction and speed



Sempre senza misura



Sempre senza misura



Repeat the material freely until the electronic part has finished playing

Sempre senza misura

Set amplitude threshold so that triple forte triggers playback

A white waveform graphic indicates that the acoustic material is being recorded into the software environment

A black waveform graphic indicates that the electronic part is playing back

While the electronic part is recording or playing back, the acoustic instruments should play the boxed material freely

The level of the electronic part should be balanced to match the level of the acoustic instruments

A small mixing desk is necessary in order to make minor adjustments to the levels during the performance.

The acoustic instruments should only be amplified only if necessitated by the size of the performance space.

There should be a separate microphone routed to the performance environment for the trigger notes and the amplitude threshold. The output of this microphone is used only to trigger events. It will not be heard in the performance.

The electronic part requires a computer running Max v. 6 or above (www.cycling74.com), a suitable digital to analogue convertor, a mixing desk and amplification appropriate for the room. The Max patch is available from the composer on request.

A laptop stand will be needed for the bass clarinet player.

Instruments

Bass Clarinet in B ♭

Piano with brass guitar slide

Computer running Max 6 or higher, audio interface, mixing desk, suitable microphones and amplification

Tempo ad libitum
somewhere between ♩ = 57 and
♩ = 70

start playing after the piano cluster

This is a trigger note
- be careful not to play it
too loudly or it will start recording!

Bass Clarinet
in Bb

Musical notation for Bass Clarinet in Bb. The staff starts with a treble clef and a key signature of one flat. The piece begins with a *ppp* dynamic, followed by a crescendo to *mf*. A piano cluster is indicated by a box labeled "Chromatic cluster" and *sfz*. This is followed by a *f* dynamic section with a 7:4 ratio bracket. A trigger note is marked with *p* and a callout box. The piece then moves through *ppp*, *p*, and *mf* dynamics, ending with a *p* dynamic and a trill.

Piano

Musical notation for Piano. The score shows a chromatic cluster in the bass clef with *sfz* dynamic. Below the piano staff, there are two staves for Electronics. The first staff has a *8vb* marking and a bracket labeled "Depress keys silently". The second staff has a *Ped.* marking and a bracket labeled "Pedal down immediately after hitting the cluster".

Electronics

Depress keys silently

Ped.

Pedal down immediately after hitting the cluster

begin this phrase after the piano cluster

pp *mf* *p* *pp* *mf* *p*

(sim. sempre)

sfz

8th

l.v.

Red. (sim. sempre)

pp *mf* *p* *mf* *mf* *ff*

sfz
8^{bb}

begin this phrase with the piano cluster

This is a trigger note
- crescendo until recording starts
then immediately move to the next section

RECORD

7:4 6:4 6:4

l.v.

8^{bb}

Red.

Detailed description: The image shows a musical score for piano and strings. The piano part is written in treble and bass clefs. The bass clef part features a large, multi-measure rest for 8 measures, marked with a dynamic of *sfz* and an octave sign 8^{bb}. The treble clef part has several phrases with dynamic markings: *pp*, *mf*, *p*, *mf*, *mf*, and *ff*. There are time signature changes from 7/4 to 6/4. A box with an arrow points to a specific note in the piano part, containing the text: "This is a trigger note - crescendo until recording starts then immediately move to the next section". Another box with an arrow points to the beginning of a phrase in the piano part, containing the text: "begin this phrase with the piano cluster". A "RECORD" box with a downward arrow is positioned above the piano part. The strings part is indicated by "l.v." (lute/viola) and "Red." (Red.) with a dotted line. The page number "3" is in the top right corner.

Repeat the material freely for 40 seconds until the recording is complete

Sempre senza misura

Move freely between air note and half embouchure

Move freely between air note and half embouchure

pp mf pp mp mf

pp mf pp mf pp

Tremolo between the two fingerings

mf

5:4

Play this when the recording is complete

Move to the next section after this phrase on the bass clarinet

play the E_b normally while finding the harmonic inside the piano with the other hand. Try to find the 7th harmonic but the exact pitch of the harmonic is not important

Rapid gliss. over strings with fingertips
Let ring

Make rapid movements along the strings near the E_b with the brass guitar slide

mf sfz

mf sfz mf sfz

mf sfz mf

mf sfz mf

8^{vb} -----

Make rapid movements along the strings near the E_b with the brass guitar slide

Sempre senza misura



Tempo giusto ♩=100

This is a trigger note
- crescendo until the playback directin changes
then play the slap tongue to trigger playback

pp mf pp mf pp mf pp fff fff

tr

Slap tongue

6:4 6:4 6:4 5:4

pp f ppp ppp pp f

mf 8^{vb} pp f Ped. Ped. Ped. Ped.

6/4

Repeat the material freely until the electronic part has finished playing

A diagram of a string instrument's fretboard showing fingerings for notes. The strings are numbered 1 to 6 from top to bottom. The frets are numbered 1 to 12. The notes are: 1st string (E, F, G, A, B, C), 2nd string (F, G, A, B, C, D), 3rd string (G, A, B, C, D, E), 4th string (A, B, C, D, E, F), 5th string (C, D, E, F, G, A), and 6th string (G, A, B, C, D, E). Fingerings are indicated by black dots for fingers 1-4 and white circles for thumb and pinky.

Sempre senza misura

Musical notation for the first section of the piece. It consists of two staves. The first staff is in treble clef and the second in bass clef. The first staff has a *pp* dynamic and a *mp* dynamic. The second staff has a *pp* dynamic, a *mp* dynamic, and a *pp* dynamic. There are two boxes with the instruction "Move freely between air note and half embouchure".

play the E_b normally while finding the harmonic inside the piano with the other hand. Try to find the 7th harmonic but the exact pitch of the harmonic is not important

Musical notation and diagram for rapid gliss. over strings with fingertips. The notation shows a treble clef and a bass clef. The diagram shows a string with a finger moving across it, creating a jagged line representing the glissando. The dynamic is *pp*.

Musical notation and diagram for rapid movements along the strings near the E_b with the brass guitar slide. The notation shows a bass clef. The diagram shows a string with a slide moving across it, creating a smooth line representing the glissando. The dynamic is *mp*.

Musical notation for rapid movements along the strings near the E_b with the brass guitar slide. The notation shows a bass clef with notes in *pp*, *mp*, *pp*, and *mp* dynamics. The dynamic is *pp*.

Musical notation and diagram for rapid movements along the strings near the E_b with the brass guitar slide. The notation shows a bass clef. The diagram shows a string with a slide moving across it, creating a smooth line representing the glissando. The dynamic is *mp*.

Play this when the electronic part has ended

Listen for this phrase then move to the next section

Ped.

Sempre senza misura



60"

Playback speed = - 0.1

Tempo ad libitum but very slow
somewhere between ♩ = 20 and
♩ = 40

This is a trigger note
- be careful not to play it
too loudly or it will start recording!

The musical score consists of three staves. The top staff is in Treble clef, the middle in Middle clef, and the bottom in Bass clef. The piece begins with a piano introduction marked *ppp* and *p*. The first staff features a series of notes with dynamics ranging from *ppp* to *mf*, including a trill marked *tr*. The second staff contains notes marked *mf* and *loco*, with an 8va octave marking. The third staff contains notes marked *mf*, *mp*, and *p*, with an 8^{va} marking and a *Red.* instruction. A 7:4 ratio is indicated above a group of notes in the first staff, and a 3:2 ratio is indicated below a group of notes in the second staff. The score concludes with a final note marked *p* in the first staff.

This is a trigger note
- be careful not to play it
too loudly or it will start recording!

The musical score consists of three staves: a single treble clef staff at the top, and a grand staff (treble and bass clefs) below. The top staff features a sequence of notes with dynamic markings: *ppp*, *mf*, *p*, *mf*, *pp*, *mf*, and *p*. A trill is indicated above a note, and a 7:4 ratio is shown above a group of notes. The grand staff includes markings for *8^{va}*, *loco*, *3:2*, *8^{va}*, *loco*, *8^{vb}*, *mp*, *p*, *mf*, and *p*. A *Ped.* (pedal) marking is at the bottom left. A box at the top left contains a warning about a 'trigger note'.

This is a trigger note
- be careful not to play it
too loudly or it will start recording!

This is a trigger note
- crescendo until recording starts
then immediately move to the next section

The musical score consists of three staves: Violin (top), Right Hand Piano (middle), and Left Hand Piano (bottom). The Violin staff begins with a *ppp* dynamic, followed by a crescendo to *mf*, then a *p* dynamic with a trill, another crescendo to *mf*, and a *pp* dynamic. It features two 7:4 and 6:4 tremolos, and ends with a *sfz* dynamic. The Right Hand Piano staff starts with *mf*, includes an *8va* marking, and features a triplet. The Left Hand Piano staff starts with *mf* and an *8^{vb}* marking, followed by *mp*, *p*, *mf*, and *p* dynamics, with another *8^{vb}* marking. A *Ped.* marking is present at the bottom left.

Repeat the material freely until the recording is complete

Sempre senza misura

Unpitched air notes
mf < f > mf

Slap tongue
sf

Move freely between air note and half embrochure
pp < mf > pp < mf >

Slap tongue
sf

Unpitched air notes
mf < f > mf

Quickly scrape the edge of the guitar slide ALONG the E_b string then touch the string at the 7th harmonic
mf < f >

Bounce the guitar slide off a cluster of low strings near the E_b and the F
mp > p

Quickly scrape the edge of the guitar slide ALONG the F string then touch the string at the 7th harmonic
mf < f >

Make rapid movements along the strings near the E_b with the brass guitar slide
mf

Bounce the guitar slide off a cluster of low strings near the E_b and the F
mp > p

5:4

Play this when the electronic part has ended

Listen for this phrase then move to the next section

Red.

Sempre senza misura



This is a trigger note
- crescendo until the playback directin changes
then play the slap tongue to trigger playback

Tempo giusto ♩=100

The musical score consists of three staves: a vocal line (top), a piano right-hand part (middle), and a piano left-hand part (bottom). The key signature is one sharp (F#) and the time signature is 6/4. The tempo is marked 'Tempo giusto' with a quarter note equal to 100 beats per minute.

- Vocal Line:** Starts with a rest, followed by a 7:4 slur. Dynamics range from *pp* to *mf*. It features a trill (tr) and a 'Slap tongue' instruction. A crescendo leads to a 'trigger note' (marked *pp*) which then crescendos to *ff* and *fff*.
- Piano Right Hand:** Features two 6:4 slurs. Dynamics include *pp*, *f*, *mf*, *ppp*, *ppp*, and *f*. It includes a 5-fingered passage.
- Piano Left Hand:** Includes 'Led.' (lead) markings and an 8vb (octave below) marking. Dynamics range from *pp* to *f*. It features a 6-fingered passage and a trill.

H 6/4

Repeat the material freely until the electronic part has finished playing

Sempre senza misura

Unpitched air notes
mf *f* *mf*

Slap tongue

Move freely between air note and half embrochure

Slap tongue

sf *pp* *mp* *pp* *mp* *sf*

Unpitched air notes
mp *mp* *pp*

Unpitched air notes
pp *mp* *fff*

Quickly scrape the edge of the guitar slide ALONG the E_b string then touch the string at the 7th harmonic

Bounce the guitar slide off a cluster of low strings near the E_b and the F

Quickly scrape the edge of the guitar slide ALONG the F string then touch the string at the 7th harmonic

Make rapid movements along the strings near the E_b with the brass guitar slide

Bounce the guitar slide off a cluster of low strings near the E_b and the F

8^{vb} *mf* *f*

7 *mp* *p*

8^{vb} *mf* *f*

mf *sfz* *mf* *sfz*

8^{vb} *mp* *p*

7:4 *mp* *p*

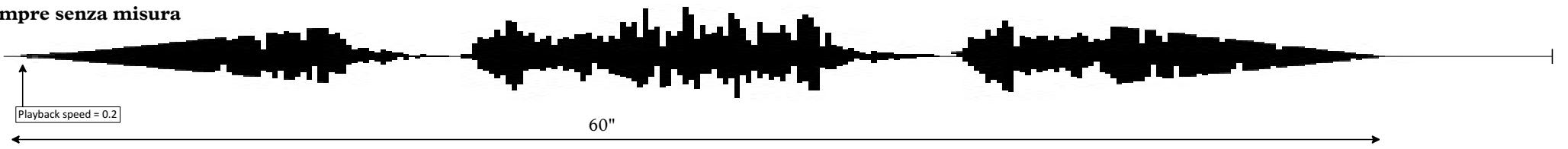
5:4 *mf* *fff*

This is a trigger note - crescendo until the playback direction changes then play the slap tongue to trigger playback

Play this when the electronic part has ended

Listen for this phrase then move to the next section

Sempre senza misura



This page contains a musical score for guitar, divided into two systems (treble and bass clefs). The score includes various musical notations such as dynamics (*sfz*, *ppp*, *mf*, *p*, *mp*, *pp*, *ppp*), articulation (accents, slurs), and performance instructions. A waveform at the bottom shows the amplitude of the sound over time, with a playback speed of -0.2 and a duration of 60 seconds. Annotations include:

- Slap tongue**: A box pointing to a specific note in the treble clef.
- Chromatic cluster**: Two boxes in the bass clef, each containing a cluster of notes with an *sfz* dynamic.
- Unpitched air notes**: A box pointing to a series of notes in the treble clef.
- 7:4**: A box pointing to a specific note in the treble clef.
- Play this when the electronic part has ended**: A box pointing to a specific note in the treble clef.
- listen for this phrase then move on to play the E₇ harmonic**: A box pointing to a specific note in the bass clef.
- play the E₇ normally while finding the harmonic inside the piano with the other hand. Try to find the 7th harmonic but the exact pitch of the harmonic is not important**: A box pointing to a specific note in the bass clef.
- Scratch the E₇ string with your fingernail or the edge of the brass guitar slide around the point of the 7th harmonic**: A box pointing to a specific note in the bass clef.

At the bottom, a waveform shows the amplitude of the sound over time. A box indicates "Playback speed = -0.2" and a double-headed arrow indicates a duration of "60".