

Lieder ohne Worte/Songs without Words - part II (2004)

for Mordechai Vanunu

Hans Roels

instruments:

-voice & whip/slapstick (claves are also possible)

-viola

-steel brush: lying on a amplified piece of cardboard or isolation foam, it is softly rubbed against this surface

-electronics: a Reaktor 4 file to be used on a computer; this file has about 35 presets which should be used and that are indicated in the score (with a very simple description of the sound after every preset number); audio inputs for computer 1° microphone from voice 2° contact microphone from steel brush (this contact mic is attached to the isolation foam)

general remarks:

-in general silence and "dry" (almost no resonance) sounds should prevail

-one should not hear the notation with "boxes", aim for a continuous flow of sound & silences, even though it is difficult for the steel brush to know exactly when the next sound will occur (when a "hair" of the steel brush will "jump"); because of this indeterminacy, the dynamics of the steel brush (and the voice in the humming parts – see *below*) are indicative, not exact

-timing (rhythm): on the micro-scale (within the bar/sentence) the performers have a lot of freedom; but try to aim for the same duration of a bar; total duration of the piece is between 4 and 6 minutes (choose a duration per bar between 4 and 6 seconds)

voice:

-when the voice is humming, this should not be heard as long as the electronics don't work (optional: try to place something like a funnel around the microphone); in these humming parts the dynamics of the voice are controlled by the steel brush

-the voice sings in 4 ways: normal, humming, whispering and speaking; beside a text (a few sentences from the poem "I'm your spy" of Mordechai Vanunu), the voice sometimes just sings/speaks sounds; the following sounds are used:

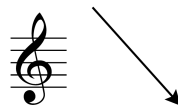
s	as in sing	sh	as in show	p	as in peace
m	as in max (just open your lips, sounds like a soft kiss)	o	as in bow		

viola:

-the viola always plays pizzicato and should mute the strings immediately after each note (with the right hand); because of the indeterminacy of the timing (of the steel brush), the rhythm is indicative, not exact (try to create a fascinating dialogue/counterpart with the sounds from the steel brush).

all instruments:

= at this point, the two events
have to be played together



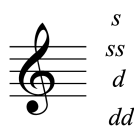
= immediately after the first
event, the second has to be
played



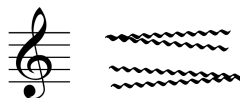
= within the duration of this box,
the instrument may play



= within the duration of this box,
sounds are still heard
(because of the delay) although
the instrument isn't playing
anymore

voice & steel brush:

s = scarce (play few sounds)
ss = very scarce
d = dense (many sounds)
dd = very dense



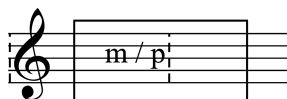
= more dense
= less dense



= pseudo-rest: instrument is playing
but (because of delay) the sound isn't
heard yet

voice:

= slapstick/whip



= chose which of the two sounds
"m" or "p" you speak and when
(within the duration of this box)

Songs without Words/Lieder ohne Worte II

electronics (presets)

1 *mix of sounds*

2 *low crack*

3 *high sss*

Steel Brush

pp

pp

Voice

hummed

Viola

4 *high sss (delay-1,6 sec)*

5 *noisy + high sss (delay-3 sec)*

Brush

ss

ss

Voice

Vla.

6 *low crack*

7 *(only voice)*

8 *high + low pitched*

Brush

ss

(-) ss

d

Voice

Vla.

pp

9 *high*

10 *low crack*

11 *high glass*

Brush

ss

d

d

ss

d

Voice

spoken

pp

s

sh

s

m

m

m

s

Vla.

12 low crack + high (delay-3 sec) + wood pitch (delay-8 sec)

Brush

Voice

Vla.

13A mix of sounds

13B (nothing)

Brush

Voice

Vla.

14 mix of sounds

15 mix + noise

Brush

Voice

Vla.

16 noise + wood pitch

15 mix + noise

16 noise + wood pitch

Brush

Voice

Vla.

17 noise + gate voice (delay-4 sec)

18 noise + wood

Brush

Vla.

Voice

hummed

normal

whispered

spy

ff *pp* *ff*

19 only noise

20 higher noise

21 noise + wood

Brush

Vla.

Voice

I am the technician

the clerk

I am the mechanic.

I am the driver

whispered

pp *pp* *ff*

22 low pitched

23 low pitched, noise + wood

24 low pitched, noise + wood + gate voice (delay-4 sec)

Brush

Vla.

Voice

hummed

ff *pp* *ff* *pp* *ff* *pp*

25 low pitched, noise + wood + gate voice (delay-4 sec)

26 wood pitched

Brush

Vla.

Voice

ff *ff* *pp* *ff*

27 *low crack*

28 *low crack + wood pitch*

29 *low crack + wood pitch*

30 *low crack*

Brush *sss (as scarce as possible)*

Voice

Vla. *ff*

31 *high glass*

32 *high glass + wood pitched (delay-3,8 sec & 4,1 sec)*

33 *high glass*

Brush *ddd (almost continous sound)* *pp*

Voice *hummed* *spoken* *pp* *pp*

Vla. *ff*

34 *high glass + wood pitched (delay)*

Brush *pp* *p*

Voice *pp* *sh* *p*

Vla. *p*