

# Chunks & Streams

2011

Hans Roels

*for Zwerm, electric guitar quartet*

# Chunks & Streams - Remarks

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Key words (notated in a textbox), such as 'parlando', 'harmonics' or 'sostenuto' on page 1, are used to indicate an improvisation style. The first time these key words appear, there are described by a list of words. Try to improvise in a typical and distinct style with clear motives/themes/gestures and phrases. Don't use too much elements in one style and strive for a high degree of unity. If a style is used for a long period, try to create a long-term evolution.

A rest with a circle indicates a rest (silence) for all four players.

Dynamics between brackets, indicate the physical force and energy used to play; an indication such as *(ff)* combined with *p* means: play with a lot of energy (although it may only sound piano).

$G1$   $\oplus$  = a synchronisation cue; listen to the part of Guitar 1 to proceed to the next bar/section. In general the synchronisation from one bar to another is not strict. Therefore the bar lines are dotted. Strict synchronisations are indicated by a normal, full bar line.

**An empty bar – without a rest! – means that the performer continues playing in the same way as the previous bar.**

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timbre 1

no pitch (percussion)  
parlando (acc. / rit.)

parlando

timbre 2

no pitch (percussion)  
fast stable tempo  
stable dynamics (pp)

percussion

parlando

Guitar1.  
(front speaker)

*pp*

Guitar1.  
(back speaker)

Guitar2.  
(front speaker)

8va

harmonics  
slow tempo  
a lot of rests

harmonics

G1

(sounding pitch)

*pp sempre*

Guitar2.  
(back speaker)

8va

harmonics

(sounding pitch)

harmonics

G1

long sustained notes  
no sharp/plucked attack  
a lot of rests

sostenuto

G1

Guitar3.  
(front speaker)

*pp sempre*

choose 1 parameter  
very slow transitions  
in this parameter

ramp

Guitar3.  
(back speaker)

muted sound  
staccato  
slow tempo  
regular rhythm  
a lot of rests

staccato

G1

staccato

staccato

Guitar4.  
(front speaker)

*pp sempre*

Guitar4.  
(back speaker)

The musical score consists of four systems, each with a front and back part for four voices: G1, G2, G3, and G4. The notes are placed on the G line of the treble clef.

- System 1:** All voices play a whole note G. Performance instruction: *parlando*.
- System 2:** All voices play a whole note G. Performance instruction: *parlando*.
- System 3:**
  - G1 (front):** G4, 8va, G4. Performance instruction: *pp sempre*.
  - G1 (back):** G4. Performance instruction: *pp sempre*.
  - G2 (front):** G4, 8va, G4. Performance instruction: *pp sempre*.
  - G2 (back):** G4. Performance instruction: *pp sempre*.
- System 4:**
  - G1 (front):** G4, 8va, G4. Performance instruction: *pp sempre*.
  - G1 (back):** G4. Performance instruction: *pp sempre*.
  - G2 (front):** G4, 8va, G4. Performance instruction: *pp sempre*.
  - G2 (back):** G4. Performance instruction: *pp sempre*.
  - G3 (front):** G4, 8va, G4. Performance instruction: *pp sempre*.
  - G3 (back):** G4. Performance instruction: *pp sempre*.
- System 5:**
  - G1 (front):** G4, 8va, G4. Performance instruction: *pp sempre*.
  - G1 (back):** G4. Performance instruction: *pp sempre*.
  - G2 (front):** G4, 8va, G4. Performance instruction: *pp sempre*.
  - G2 (back):** G4. Performance instruction: *pp sempre*.
  - G3 (front):** G4, 8va, G4. Performance instruction: *pp sempre*.
  - G3 (back):** G4. Performance instruction: *pp sempre*.
- System 6:**
  - G4 (front):** G4, 8va, G4. Performance instruction: *pp sempre*.
  - G4 (back):** G4. Performance instruction: *pp sempre*.

Additional performance instructions and musical notations include:

- no pitch (percussion):** Indicated by 'x' marks on the staff.
- fast repetitions:** Indicated by a bracket over a series of notes.
- stable rhythm with short breaks:** Indicated by a bracket over a series of notes with small gaps.
- harmonics:** Indicated by lines connecting notes on different staves.
- fast-rep:** Performance instruction for fast repetitions.
- sostenuto:** Performance instruction for sustained notes.
- staccato:** Performance instruction for short notes.
- repeat:** Performance instruction for repeated notes.
- accelerando:** Performance instruction for increasing tempo.

melodic lines  
stable tempo (♩ = 66-76)  
stable rhythm  
no amplification / acoustic sound

8

G1. (front)

sudden stop

G3

G4

G1. (back)

melodic lines  
stable tempo (♩ = 66-76)  
stable rhythm  
no amplification / acoustic sound

acous-lines

G2. (front)

sudden stop

G3

G4

fast-rep

harmonics

harmonics

δva

pp sempre  
amp !

G2. (back)

melodic lines  
stable tempo (♩ = 66-76)  
stable rhythm  
no amplification / acoustic sound

acous-lines

G3. (front)

sudden stop

G4

fast-rep

ramp

ramp

G3. (back)

melodic lines  
stable tempo (♩ = 66-76)  
stable rhythm  
no amplification / acoustic sound

pp sempre  
amp !

staccato

G4. (front)

sudden stop

G4

repeat

amp ! pp sempre

G4. (back)



a tempo (♩ = ca. 76)

free timing (own tempo)

18

G1. (front)

beat with object on high E string  
very high pitches  
change pitch by moving the object on the string  
(left hand - slightly mute string)

**fine-beat**

**fine-beat**

**f**

G1. (back)

a tempo (♩ = ca. 76)

G2. (front)

G2. (back)

normal trill

**f**

**p**

**pp**

**pp**

**pp**

a tempo (♩ = ca. 76)

G3. (front)

G3. (back)

normal trill

**mf**

**p**

**pp**

**pp**

**pp**

a tempo (♩ = ca. 76)

G4. (front)

G4. (back)

normal trill

normal trill

**f**

**mf**

**pp**

**pp**

26

G4  $\phi$  G2  $\phi$

G1. (front) fine-beat fine-beat

G1. (back) *p sempre*

short (max. 2 sec) style samples/fragments start and stop in the middle of a phrase/motive! every sample should be different long breaks (min. 10 sec) in between samples

G2. (front) style *pp - p*

G2. (back)

free timing (own tempo)

slow tempo, regular rhythm  
introvert / contemplative character  
molto cantabile  
muted sound  
(on low E string - high positions)

G3. (front) *canta* *p sempre* G4  $\phi$  G2  $\phi$  *canta*

G3. (back)

free timing (own tempo)

very slow glissandi on open (low) E string with tuning keys

G4. (front) *low-glide* *low-glide*

G4. (back) normal trill *p sempre*



Every style sample should be as different as possible from the previous one

start together !

The musical score consists of eight staves, each representing a different guitar style. The staves are labeled as follows:

- G1. (front):** Features a 'style' box with a circled '1' and a 'strum' box. A note is marked with a circled '7'.
- G1. (back):** Features a 'style' box with a circled '1' and a 'strum' box. A note is marked with a circled '7'. Includes the annotation '(as in bar 8 but amplified)'. Dynamic marking: *f*. Includes the instruction 'start after 'style' G4 *f*'.
- G2. (front):** Features a 'style' box with a circled '1' and a 'strum' box. A note is marked with a circled '7'. Includes the instruction 'continue in style of previous fragment of guitar'. Dynamic marking: *f*. Includes the instruction 'no amp !'.
- G2. (back):** Features a 'style' box with a circled '1' and a 'strum' box. A note is marked with a circled '7'. Includes the instruction 'no amp !'.
- G3. (front):** Features a 'style' box with a circled '1' and a 'canta (en dehors)' box. A note is marked with a circled '7'. Dynamic marking: *f*. Includes the instruction 'start after 'style' G2 one fragment'. Includes the instruction 'no amp !'.
- G3. (back):** Features a 'style' box with a circled '1' and a 'canta (en dehors)' box. A note is marked with a circled '7'. Dynamic marking: *p*. Includes the instruction 'no amp !'.
- G4. (front):** Features a 'style' box with a circled '1' and a 'low-glide' box. A note is marked with a circled '7'. Includes the instruction 'no amp !'.
- G4. (back):** Features a 'style' box with a circled '1' and a 'low-glide' box. A note is marked with a circled '7'. Dynamic marking: *f*. Includes the instruction 'start after 'style' G3 one fragment'. Includes the instruction 'no amp !'.

1.

G1. (front)

1. *f* **strum**

G1. (back)

2. *amp!* *p* **no amp!** **strum**

G2. (front)

1. *amp!* *p* **strum**

G2. (back)

3. *amp!* *p* **no amp!** **strum**

G3. (front)

1. *amp!* *p* **strum**

G3. (back)

3. *amp!* *p* **no amp!** **strum**

G4. (front)

2. *f* *amp!* *p* **no amp!** **strum**

G4. (back)

4. *amp!* *p* **no amp!** **strum**

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**G1. (front)** G2 G4 G3  
 acous-lines strum one-pitch mechanic  
 staccato slow tempo - regular rhythm mainly ♪, now and then ♪. ♪  
 8va 8va amp! no amp! amp!  
**G1. (back)** G1 G4 G3  
 amp! *pp* no amp!  
**G2. (front)** (fragment A) G1 G4 G3  
 style MUTED SOUND style *pp* sempre  
**G2. (back)** style MUTED SOUND style *pp* repeat fragment A  
*p* repeat previous fragment A  
**G3. (front)** G2 G4 G1 G4 G3  
 strum strum strum strum strum  
**G3. (back)** strum strum strum strum strum  
 long sustained notes no sharp/plucked attack  
**G4. (front)** G2 G1 G3 G3  
 strum acous-lines strum strum strum  
 amp! *pp* amp!  
**G4. (back)** strum acous-lines strum strum strum  
 amp! *pp* amp!  
 canta

