

1

Musical score for section 1, featuring multiple staves with notes and rests, set against a background of vibrant orange and red abstract brushstrokes.

3

ensemble quiet subtle effects (behind soloist) soloist

ensemble independently produce long sounds over the length of a slow exhale/bow. Sustain the sound(s) to as near the end of your breath length as possible. As time goes on allow the sound to shift, develop and evolve. Try to remain independent. Occasionally the long sound may be an atmospheric effect. Use the graphic as inspiration.

soloist notated fragments to start... continue and develop out freely. Use the graphic as inspiration.

Start from nothing... end to nothing. You don't have to play all the time ... silence can be, is good.

2

Musical score for section 2, featuring multiple staves with notes and rests, set against a background of purple and red abstract brushstrokes.

5

free / open

4

interruption!

constant note that can shift (softly building with each repetition) solo first time > an instrument adds with each repetition

interruption should be played by more than one instrument

3

Musical notation for section 3, showing a single staff with notes and rests.

hushed, whispered VOICE + 1 splintered, fragmented

Hand-drawn musical symbols, including a note with a squiggly line and a circle with a squiggly line.

Musical score for section 4, featuring three staves labeled 1, 2, and 3, with notes and rests.