Federico Pozzer, 2018

Noises

for flute, violin, guitar, cello, percussions, and piano

Instructions

Flute, violin, guitar and cello:

Following the ascending or descending chromatic scale, play one note when you hear a sound coming from the environment (not from ensemble-members).
Start from the lowest or the highest note you can play.
React to sounds coming from both living beings and inanimate objects. Your response should change according to the type of sound you hear (instructions and timings provided below).

Percussions:

According to the type of sound you hear, play the bowed vibraphone or the bowed cymbals (instructions and timings provided below).
Bowed vibraphone: Following the ascending or descending chromatic scale, play a note when you hear a sound coming from the environment. Start from the lowest or the highest note you can play.
Bowed cymbals: Following an order of cymbals arranged before the performance, play one cymbal when you hear a sound coming from the environment.

Piano:

Play the ascending or descending chromatic scale according to the length of your breathing own. The duration of the first note should correspond to the length of your inhaling; the duration of the second note should correspond to the length of your own exhaling; etc..
Start from the lowest or the highest note you can play.
When you hear a sound coming either from living beings or inanimate objects change direction and octave of the scale. When you come back to the previous octave, play the note that follows the last note you played before.
Pedal throughout.

Dynamics

Dynamics should be soft throughout the piece. Reactions to environmental sounds should sound natural and calm as much as possible.

Duration

The piece lasts 10 minutes.

Each musician starts playing at a specific timing (instructions below). One stopwatch for each musician is required.

Flute

Start at 0:00. Each note lasts one breath.

Environmental sounds:

Sounds X = sounds coming from living beings
Sounds Y = sounds coming from inanimate objects

Reactions to sounds:

0:00–5:00
Sounds X----> normal
Sounds Y----> whistle tones

5:00–10:00
Sounds X----> whistle tones
Sounds Y----> normal

Violin

Start at 0:00. Each note lasts one bow.

Environmental sounds:

Sounds X = sounds coming from living beings
Sounds Y = sounds coming from inanimate objects

Reactions to sounds:

0:00–5:00
Sounds X----> normal
Sounds Y----> harmonics

5:00–10:00
Sounds X----> harmonics
Sounds Y----> normal

Harmonics: Resulting pitches can sound one or two octaves higher. Use both natural and artificial harmonics. When it is possible, natural harmonics are preferable.

Guitar

Start at 0:00.

Environmental sounds:

Sounds X = sounds coming from living beings
Sounds Y = sounds coming from inanimate objects

Reactions to sounds:

0:00–5:00
Sounds X----> normal
Sounds Y----> bending

5:00–10:00
Sounds X----> bending
Sounds Y----> normal

Bending: Very slowly, bend the note and stop to bend it when you have raised the pitch of the note by a half tone. Do not come back to the original pitch. Let the sound die.

Cello

Start playing at 6:00. Each note lasts one bow.

Environmental sounds:

Sounds X = sounds coming from living beings
Sounds Y = sounds coming from inanimate objects

Reactions to sounds:

6:00–8:00
Sounds X----> bow
Sounds Y----> pizz.

8:00–10:00
Sounds X----> pizz.
Sounds Y----> bow

Percussions

Start playing at 4:00.

Environmental sounds:

Sounds X = sounds coming from living beings
Sounds Y = sounds coming from inanimate objects

Reactions to sounds:

4:00–7:00
Sounds X----> bowed cymbals
Sounds Y----> bowed vibraphone

7:00–10:00
Sounds X----> bowed vibraphone
Sounds Y----> bowed cymbals

Let sounds die naturally.

Piano

Start playing at 5:00.
Duration of the notes are determined to the length of your inhalation and exhalation.

Reactions to sounds:

React to any sort of environmental sound changing octave and direction of the scale following the instructions above.