open score for chamber ensemble

Jordan Nobles

North Vancouver, November 2012

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About the Piece

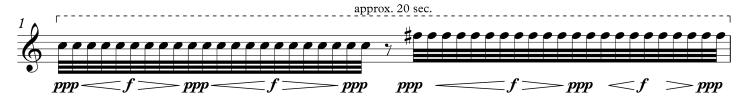
Quickening was premiered by the Aventa Ensemble, directed by Bill Linwood, on December 4, 2012. The original Performance included Quickening, Surface Tension and Rogue Waves all played attacca.

Performance Notes

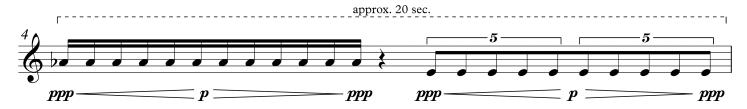
- Quickening involves swells of very fast tremolos that gradually decelerate to slow pulses and finally a C drone.
- each system has a set of pitches to choose from to tremolo and a dynamic which one can rise to
- each dynamic swell should proceed from as quiet as possible to the given dynamic at the head of each system
- systems have to be played in order, each lasting approx. 20 seconds or so; musicians proceed independently, playing 1, 2, or 3 notes per system and then moving down to the next system
- pitches can be played in any octave as long as the dynamics are observed
- there is no pulse or synchronization required or desired

For example:

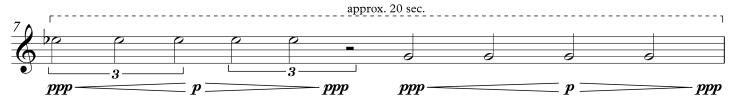
System 1 could sound like this:



System 4 could sound like this:



And system 7 could sound like this:



Instrument Specific Notes

Winds & Brass: play fluttertongue at the beginning and then triple, double or single tonguing as the pulse slows Strings: use sul ponticello throughout

Percussion: play on mallet instruments, possibly starting on harder mallets at first and softer near the end

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Play random notes in each system, in any octave, play each system for approx. 20 sec. then move on to the next one

- tremolo as fast as possible (winds and brass fluttertongue), fast, multiple dynamic swells, tremolo any notes in any octave



- tremolo very quickly (winds and brass fluttertongue), multiple dynamic swells, any notes in any octave



- tremolo quickly (winds and brass double or triple tongue), slower dynamic swells



- tremolo slower (winds and brass double or single tongue), slower dynamic swells



- fast pulses (winds and brass single tonguing)



- medium pulses, slow, longer swells

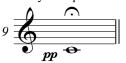


- slow pulses, slow swells



- very slow pulse, slow swells





- repeat 9 very slowly until everyone arrives on 9
- very slow dynamic swells, repeat in any octave

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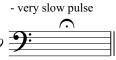


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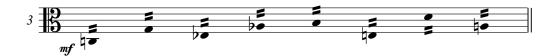
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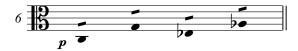
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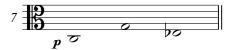
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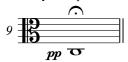


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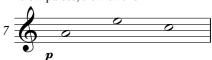
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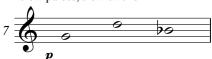
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