

Time flows III

Piano solo, video projection, live electronic and 3 off stage musicians

Dedicated to my friend Mr. Thor Hong Chuan

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Tempo rubato [In general with slow tempo] (♩=c.42)

The score is written for Piano, Flute, Viola, and Percussion, with live electronics. The piano part is the most complex, featuring multiple staves with various dynamics and articulations. The flute and viola parts are more melodic and sustained. The percussion part includes specific instruments like Suspended Cymbal (M) and Japanese wind bells.

Piano Part:

- Staff 1: *ppp* entry softly, *pp*, *ppp* entry softly, *f*, *p*, *mf*, *sub. pp*, *sfz*, *pp*
- Staff 2: *pp*, *sfz* secco, *p sfz*, *pp*, *f*, *p*, *mf*, *sub. pp*, *sfz*, *pp*
- Staff 3: *pp*, *sfz*, *pp*, *f*, *p*, *mf*, *sub. pp*, *sfz*, *pp*

Flute Part:

- Staff 4: enter softly *p*, *sfz*, *pp*

Viola Part:

- Staff 5: enter softly *ppp*, *sfz*, *pp*, *p ~ mp*, *pp*, *mf*

Percussion Part:

- Staff 6: Susp.Cym.(M) Bowed, *pp*, *mf*, Improv. with hand, Japanese wind bells, *pp*, *mf*

Live Electronics (LE) Cues:

- 1 * Live Frequency Shifting (FS) (circled in red)
- 2 Enter Tape (circled in red)

Other Annotations:

- P.I, P.II, W.T, ord., M, E.S.P irregularly, improvise-like, S.T, S.P, II, III, l.v., c.5", 8va, 8vb, (loco)
- Tape: [Track 1-3:40] (manually fade in Tape from ~ -30 dB to ~ 0 dB)

* Live electronics cues triggered by Max patch. Descriptions in the score are provided as a reference, see patch documentation and patch for more details. -Jacob Sudol, 20 Mar. 2010

agitato

The score is divided into four staves: Piano (P), Tape, Viola (Vla.), and Percussion (Perc.).

- Piano (P):** Features a complex melodic line with dynamics ranging from *pp* to *sfz*. Performance instructions include "morte espr.", "molto espr.", "p", "mf", "ppp", "(loco)", "pp", "sfz secco", and "p". A note at the end of the first system says "(mute string and play on key)".
- Tape:** Shows a signal path with markers for "Delay input off, FS on" and "FS off, live Transposition (Trans) 1/8th tone up and down". Circled numbers 4 and 5 indicate specific points in the tape sequence.
- Viola (Vla.):** Includes parts for "col legno", "ord. S.P.", and "E.S.P". Dynamics include *pp*, *mf*, *sfz*, and *pp* "enter softly". Roman numerals II and III are used to denote specific sections.
- Percussion (Perc.):** Features "Japanese wind bells" and "Hand" parts. Instructions include "irregularly, improvise-like" and "scape quickly! (thin metal stick)". Dynamics include *sfz*, *p*, and *mf*.

Additional performance notes include "irregularly, improvise-like" for the Tape and Percussion sections, and "enter softly" for the Viola section.

The musical score is divided into several systems:

- Piano:** Features a complex melodic line with dynamics ranging from *ppp* to *Sub. ff*. It includes markings for *8^{va}* (octave up), *(loco)*, and *sfz* (sforzando). A section is marked *Senza tempo* with a boxed group of notes to be repeated *x 5-6 times*, *x 2 times*, and *x 3-4 times*. A circled number **7** is placed below the piano part.
- Tape:** Includes a section labeled *(P.II)* and instructions: "Multiple Delays on, Feedback (Fb) increasing".
- Flute (Fl.):** Features a section marked "become improvisation!" and a dynamic marking of *sffz*.
- Viola (Vla.):** Features a section marked "become improvisation!" and a dynamic marking of *sffz*.
- Percussion (Perc.):** Includes a section marked "Bowed" and "Susp.Cym.(M)" with dynamics *p* and *mf*. It also features *sfz* markings.

Additional performance instructions include *Subito brutale* and *Senza tempo* markings throughout the score.

* Repeat the boxed group of notes as fast as possible and without interruption for the indicated times.

Piano: *ppp* entry softly, *f* *pp*, *pp* *mp* *pp*, *f* *pp*. Includes markings for *8va*, *1.v*, *(on keys)*, and *(loco)*. *pp* sempre and *p sfz* are also present.

Tape: *P.I*, *P.II*, *P.I*, *P.I*, *P.I*, *(Senza pedal I)*, *(Senza pedal I)*. Includes a circled number **19** and the instruction: **Tape: [Track 3-2:31]** (manually fade in Tape from ~ -30 dB to ~ 0 dB).

Flute (Fl.): *W.T*, *ord.*, *M*, *ord.*. Dynamics include *p*, *sfz*, and *pp*.

Viola (Vla.): *S.P*, *ord.*, *E.S.P* irregularly, improvise-like, *S.T* *ord.*, *S.P*. Dynamics include *sfz*, *pp*, *III*, *p ~ mp*, *pp*, and *mf*.

Percussion (Perc.): *Susp.Cym.(M)*, *Bowed*, *Tam-tam (L)* scape quickly! (thin metal stick), *sfz*.

Other Instructions: (mute and play) ‡, (on strings only!) Strike strings with palm.

agitato

Musical score for Piano (P.II) featuring treble and bass staves. Dynamics include *pp*, *mp*, *f*, *sfz*, *p*, *molto espr.*, *mf*, *ppp*, *p*, *pp*, *sfz*, and *secco*. Performance instructions include "8^{ub} sub.", "(mute string and play on key)", and "(loco)".

Tape section with technical markings: "(P.II)", "PI", "21", "PI", "PII", "Delay input off, FS on".

Musical score for Violin (Vla.) with dynamics *pp*, *mf*, *sfz*, and *pp*. Includes the instruction "irregularly, improvise-like" and "enter softly".

Musical score for Viola (Vla.) with dynamics *sfz*, *ord.*, *S.P.*, *II*, *III*, *E.S.P.*, *S.P.*, and *p*. Includes the instruction "col legno".

Musical score for Percussion (Perc.) with dynamics *sfz*, *p*, and *mf*. Includes instructions: "Japanese wind bells irregularly, improvise-like", "Hand", "scape quickly! (thin metal stick)", "Toy piano", and "improvisation! 'Sweet dream to my baby!'".