



Brittany J. Green

25

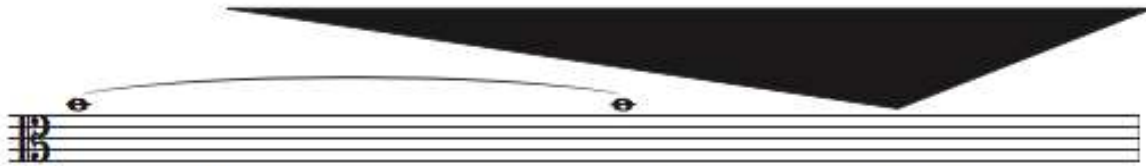
for viola and interactive media

B
BJG

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Notation Key

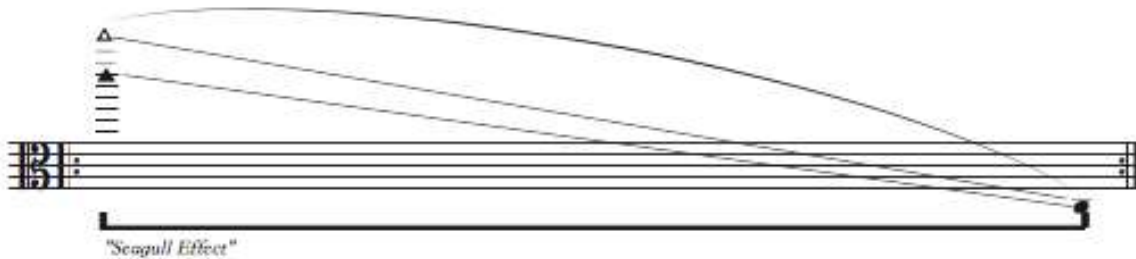
Viola



Triangle indicates the amount of bow pressure to apply. The widest part of the triangle represents scratch tone and the thinnest part represents normal bow pressure.



Highest pitch possible



"Seagull Effect"

Finger highest pitch with octave harmonic,
then glissando down the fingerboard without adjusting the space between fingers.



Finger pitches with left hand without bowing or plucking the strings.

Max MSP

Text characters on staff correspond with keys that should be pressed.

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Program Notes

25 is an electro-acoustic duet for Viola and interactive media. The piece features fixed elements, realized in Pro Tools, as well as interactive elements derived from the live performance. Based on a series of quotes, 25 explores thoughts and emotions that one may experience in moments of personal struggle.

The piece begins with a dramatic, slower section. Gesture by gesture this section builds up into a piercing scratch tone. The piece then transitions into a fast, frantic section. In this section, several voices compete for dominance, until the Viola rises to the top with a fortissimo high note. After a grand pause, the piece settles into the final section. This section recalls the timbre and texture of the first section until it fades away.

Performance Notes

Note that this piece is for two performers. Time is not represented spatially throughout the score, however, in places where open note heads are close together (m. 29 for example), notes can be performed as a double stop with lower pitch sounding before the upper pitch. Blank measures represent grand pauses that should be of longer length. Each pitch is natural unless otherwise marked.

In the B section, the *Poco accelerando* should continue until the beginning of the C section. The Max technician should use his/her discretion in using commands F-S or command B throughout this section in addition to the commands notated on the staff. The staff in parenthesis represents the recorded audio that will be replayed via Max MSP.

The score consists of three staves: Viola, Max MSP, and a lower staff (V. and M.).

Section A: Viola part starts with a double bar line, followed by a measure with a dynamic of *ff*, a second measure with *sfz* and *pp*, and a third measure with *n.* The Max MSP part has a double bar line, a measure with 'A (chime & white noise)', and a measure with 'B ("when the dark times come")'. A triangle symbol is placed below the Max MSP staff between measures 2 and 3.

Section B: Viola part starts with a measure of a triplet of notes with dynamic *p*, followed by a measure with *mf*, and a final measure with *fp* and *n.* The Max MSP part has a double bar line, a measure with 'C (chime)', and a measure with '(white noise)'. A triangle symbol is placed below the Max MSP staff between measures 8 and 9.

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V. *f* *fp* *f* pizz. arco pizz.

M

V. arco *sfzpp* *ffff*

M D (metal screech)

B poco accel. Repeat 4x

V. "Seagull Effect" 1. *pp* 2. *p* 3. *mp* 4. *mf*

M 1. E 2-4: Playback Seagull effect using commands F-S at your discretion (detailed instructions on each command's function is included in Max patch) 1. E

V.

M T spacebar (hold) U spacebar (release) Enter (hold) Enter (release)

(continue to use commands F-S and command B until "sul ponticello" as desired)