Innateness is Modular

For Oboe, Bass Clarinet, Clarinet in Bb
Trumpet, Percussion and Lap-Steel Guitar

by Edgar Barroso

[2014]

Innateness is Modular

For Oboe, Clarinet in Bb/Bass Clarinet in Bb and/or Trumpet in C, Percussion and Electric Guitar

To Elision Ensemble

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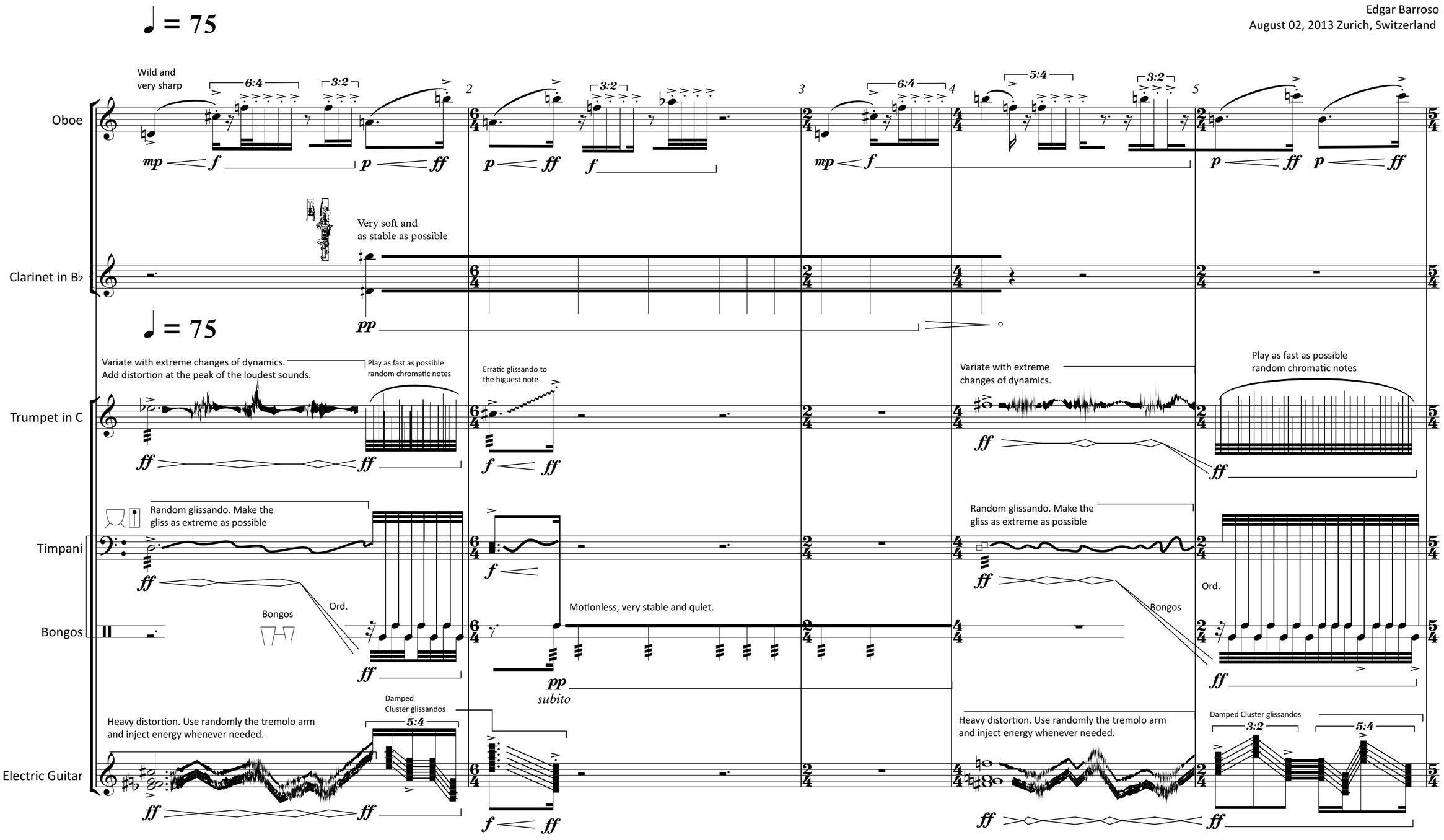


Very intense, agressive.
Favor intention rather than accuracy.

6 7 8

Ob.

Cl.

Become part of the Oboe texture.

Legato

C Tpt.

Erratic glissando to an undefined note.

Distortion

Play as fast as possible random chromatic notes

Timpani

l.v.

Bongos

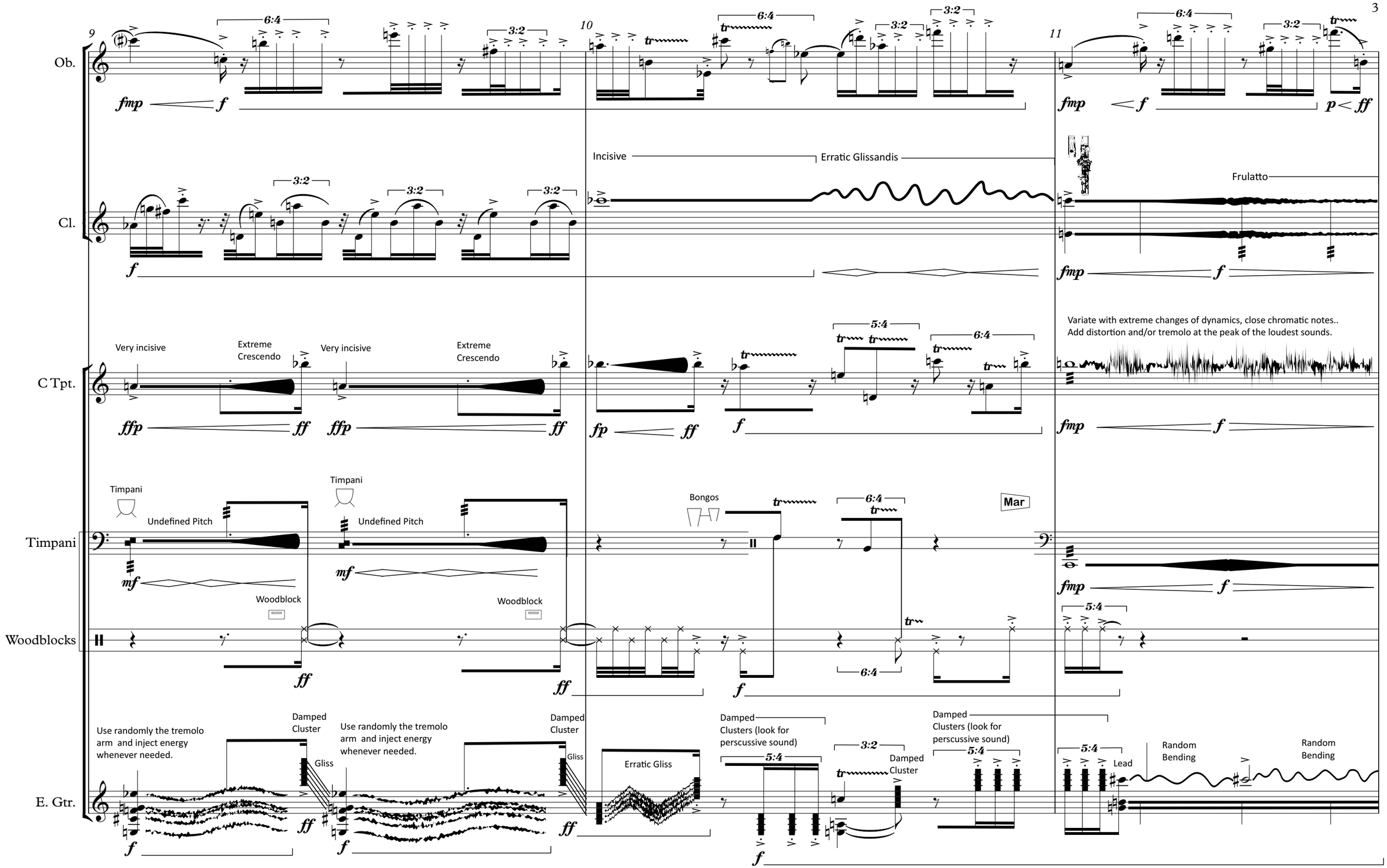
Woodblocks

E. Gtr.

Damped Cluster glissandos
Look for percussive sounds

Gradual Vibrato

Erratic Glissando


9
10
11
Ob.
Cl.
C Tpt.
Timpani
Woodblocks
E. Gtr.
Incisive
Erratic Glissandis
Frulatto
Variate with extreme changes of dynamics, close chromatic notes..
Add distortion and/or tremolo at the peak of the loudest sounds.
Very incisive
Extreme Crescendo
Very incisive
Extreme Crescendo
Timpani
Undefined Pitch
Timpani
Undefined Pitch
Bongos
Mar
Woodblock
Woodblock
Use randomly the tremolo arm and inject energy whenever needed.
Damped Cluster
Gliss
Use randomly the tremolo arm and inject energy whenever needed.
Damped Cluster
Gliss
Erratic Gliss
Damped Clusters (look for perscussive sound)
Damped Cluster
Damped Clusters (look for perscussive sound)
Lead
Random Bending
Random Bending

12 13 14

Ob.

Cl.

C Tpt.

Variate with extreme changes of dynamics.
Add distortion at the peak of the loudest sounds.

Play as fast as possible
random chromatic notes

Mar.

Mar

Woodblocks

Bongos

l.v.

l.v.

Crotales

E. Gtr.

Heavy distortion. Use randomly the tremolo arm
and inject energy whenever needed.

Damped
Cluster glissandos

Cluster

Cluster

Cluster

15 16 17 18

Ob.

undefined gliss

Cl.

Overblow/ interference

Overblow/ interference

Overblow/ interference

C Tpt.

Erratic/Undefined Gliss.

Erratic/Undefined Gliss.

Mar.

Crotales

Crot.

l.v.

Cluster Gliss.

E. Gtr.

Harmonic

In the highest register, damp with the entire hand all strings, gliss and produce random percussive like sounds.

l.v.

Tremolo arm glissando

With plectro scratch along the E-String

Harmonic

l.v.

19 20 21 22

Ob.

Undefined Glissando

Undefined Glissando

Undefined Glissando

Cl.

Erratic Glissando

Erratic Glissando

Undefined Glissando

C Tpt.

Distorted sound. It should be a mix of noise, erratic pitch and air.

Random glissando + Tremolo

Distorted sound. It should be a mix of noise, erratic pitch and air.

Ord.

Marimba

Mar.

Gliss the body of the resonators

Cow Bell

l.v.

Crotales

Woodblocks

E. Gtr.

In the highest register, damp with the entire hand all strings, gliss and produce random percussive like sounds.

Tremolo arm glissando

With plectro scratch along the E-String

Tremolo arm glissando

With plectro scratch along the E-String

Tremolo arm glissando

With plectro scratch along the E-String

23 24 25

Ob.

Cl.

C Tpt.

Mar.

Perc.

E. Gtr.

6:4 Erratic Glissando ff 3:2 f 5:4 Undefined Glissando ff 3:2 f 3:2 3:2 3:2 5:4 6:4 mp

7:4 Erratic Glissando f ff 3:2 3:2 7:4 Undefined Glissando f Highest Note ff 3:2 3:2 3:2 7:4 mf

Extreme Crescendos fp ff fp Extreme Crescendos ff Random glissando + Tremolo Ord. 5:4 f Erratic Glissando + Thrill + Frullato fp ff Distorted sound. It should be a mix of noise, erratic pitch and air. fp ff fp ff

Gliss the body of the resonators Ord. mp ff f Gliss the body of the resonators Ord. l.v. l.v. l.v.

Woodblocks fp ff fp ff

Tremolo arm glissando With plectro scratch along the E-String In the highest register, damp with the entire hand all strings, gliss and produce random percussive like sounds. ff Tremolo arm glissando f In the highest register, damp the highest note With plectro scratch along the E-String ff Tremolo arm glissando f With plectro scratch along the E-String ff

26 27 28 29

Ob.

Cl.

C Tpt.

Play random chromatic notes
as fast as possible

Ord.

Mar.

Irregular rhythm
(as fast as possible)

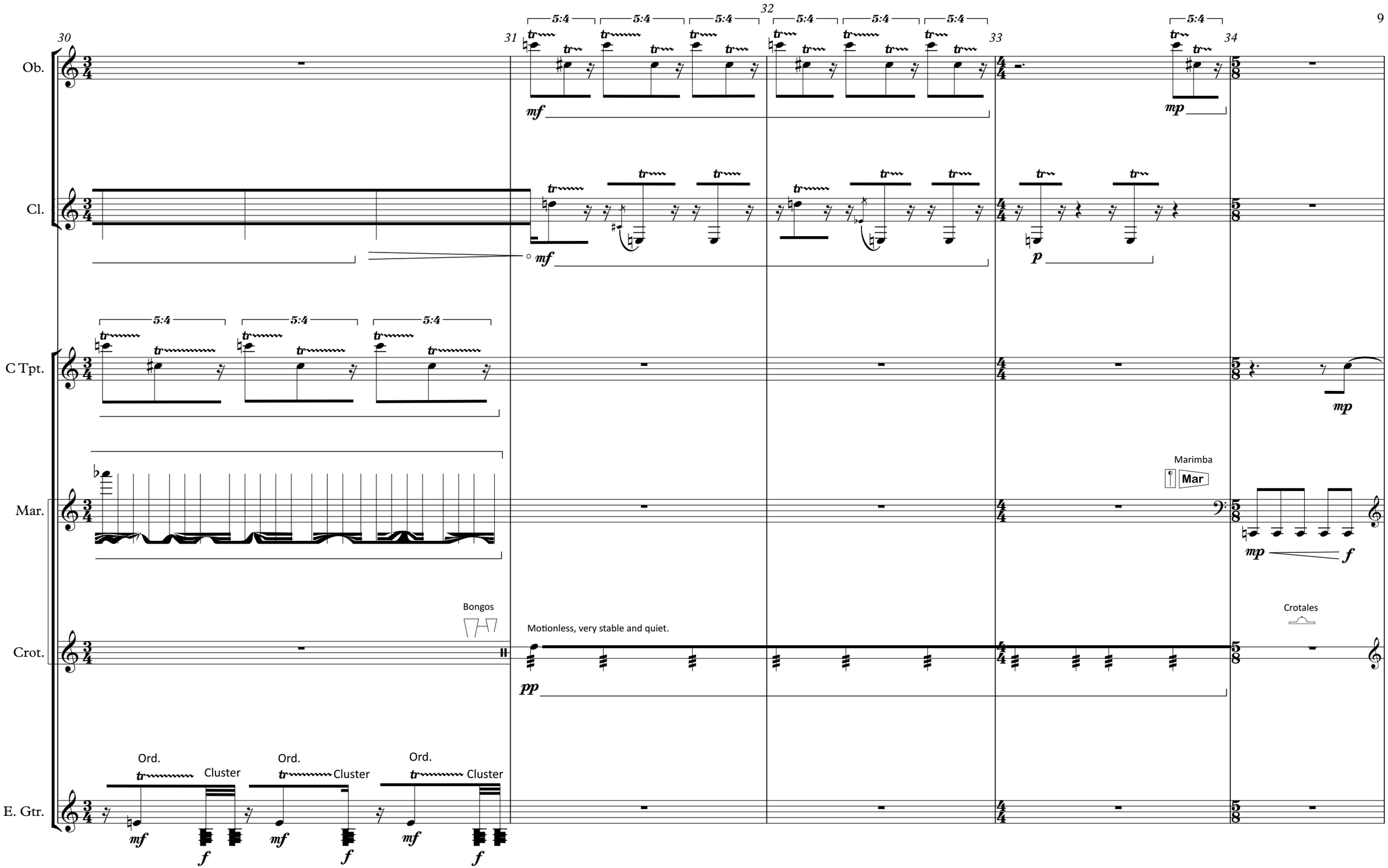
Crot.

Irregular rhythm
percussive
sound

Irregular pitch
and rhythm

E. Gtr.

Ord. Cluster Ord. Cluster Ord. Cluster Ord.


30
31
32
33
34
Ob.
Cl.
C Tpt.
Mar.
Crot.
E. Gtr.
5:4
mf
mp
p
f
pp
Marimba
Mar
Bongos
Motionless, very stable and quiet.
Crotales
Ord.
Cluster

35 36 37 38

Ob.

Cl.

C Tpt.

Mar.

Crot.

E. Gtr.

Quietly alternate noise and valves sound

Quietly alternate noise and valves sound

Guiro

Guiro

Woodblocks

Rub

Gently

Gently

Slider

♩ = 40 Take the reed off

Slap Tongue without Reed

Breath into the instrument and produce random key clicks and noises

Color thrill (same note)

Erratically and slowly produce sound going back and forth

Ord.

On the E string on the neck of the instrument

♩ = 40

Highest Damped Cluster. Produce continuous gliss arpeggio with slider

39 40 41 42

Ob.

3:2 mf

Breath in and Breath Out
and produce a kind of
"whistle unstable tone"

pp

(Within pp, play as
loud as possible)

3:2 mf

Cl.

5:4 Toneless / Air tr

ppp

Unstable key clicks following a dialogue with the oboe.

Toneless / Air
Keyclicks

5:4 Toneless / Air tr

pp

C Tpt.

Sordina

Air sound 3:2 + Key Clicks

mp mf mp

Sordina

Air sound 3:2

mp mf mp

Gro.

3:2 L.V.

p

3:2 L.V.

Timpani

Perc.

Percussion

Gliss the body of the resonators

mp

Gliss the body of the resonators

pp

3:2

pp

Woodblocks

E. Gtr.

Damped Cluster glissandos with slider

3:2 5:4

With slider, make small random glissandos un the highest register

pp

mf

Damped Cluster glissandos with slider

3:2 5:4

f

With slider, make small random glissandos un the highest register

Cluster

ppp mf

ppp

43 44 45 46

Perc.

3:2 mf

5:4 mf

Breath in and Breath Out
and produce a kind of
"whistle unstable tone"

pp

(Within pp, play as
loud as possible)

Put back reed / Ord.

Cl.

5:4 Toneless / Air

tr

pp pp

5:4

Toneless / Air sound.

5:4

pp mf pp

Very soft and
as stable as possible

C Tpt.

Sordina

Play as fast as
possible random
chromatic notes

mp f f

Air sound

pp

Fastest and biggest
glissando leap possible.

f

Timp.

With undefined pitch, play as fast as
possible random glissandi. Vary the area of the timpani skin.

f mp f

Guiro

f

Timpani

Woodblocks

f f

To Bongos

Bongos

E. Gtr.

Ord. tr Cluster Ord. tr Cluster

mf f mf f

With plectro scratch
along the E-String

pp

Cluster

f

Cluster

47 48 49 50

Ob.

Cl.

Ad Libitum

6:4 5:4 3:2 Toneless sound 9:8 Ord. 7:4

Toneless sound

C Tpt.

Block sound

Bongos

Motionless, very stable and quiet.

Guit.

51 52 53 54 55

Ob.

Cl.

C Tpt.

Timpani

Bongos

Guit.

A tempo
♩ = 75

undefined
gliss

Erratic glissando to
an undefined note.

Play as fast as possible
random chromatic notes

Timpani

Distortion
"Block" with
volume
pedal

♩ = 75
Unstable
Glissando

Cluster
Gliss

Damped Cluster glissandos
Look for percussive sounds

56 57 58 59

Ob.

Free constant but erratic glissando. It should sound like a continue flow with "glitches" (accents, grace notes, frullato, etc.). Please explore and vary the timber possibilities of your instrument and feel free to improvise and to bring your ideas to this fragment.

f

undefined gliss

undefined gliss

Ord. Legato

5:4

ff

Cl.

Free constant but erratic glissando. It should sound like a continue flow with "glitches" (accents, grace notes, frullato, etc.). Please explore and vary the timber possibilities of your instrument and feel free to improvise and to bring your ideas to this fragment.

f

undefined gliss

undefined gliss

Ord. Legato

3:2

ff

C Tpt.

Free constant but erratic glissando. It should sound like a continue flow with "glitches" (accents, grace notes, frullato, etc.). Please explore and vary the timber possibilities of your instrument and feel free to improvise and to bring your ideas to this fragment.

f

undefined gliss

undefined gliss

Play as fast as possible
random chromatic notes

ff

Timp.

Timpani

Random glissando. Vary the hitting points in the timpani (rim, center, etc.)

p

Random glissando. Vary the hitting points in the timpani (rim, center, etc.)

f

ff

Thunder Sheet.

Hold the sheet with your hand and violently shake it

ff

Woodblocks

Thunder Sheet

Guit.

Tremolo arm glissando

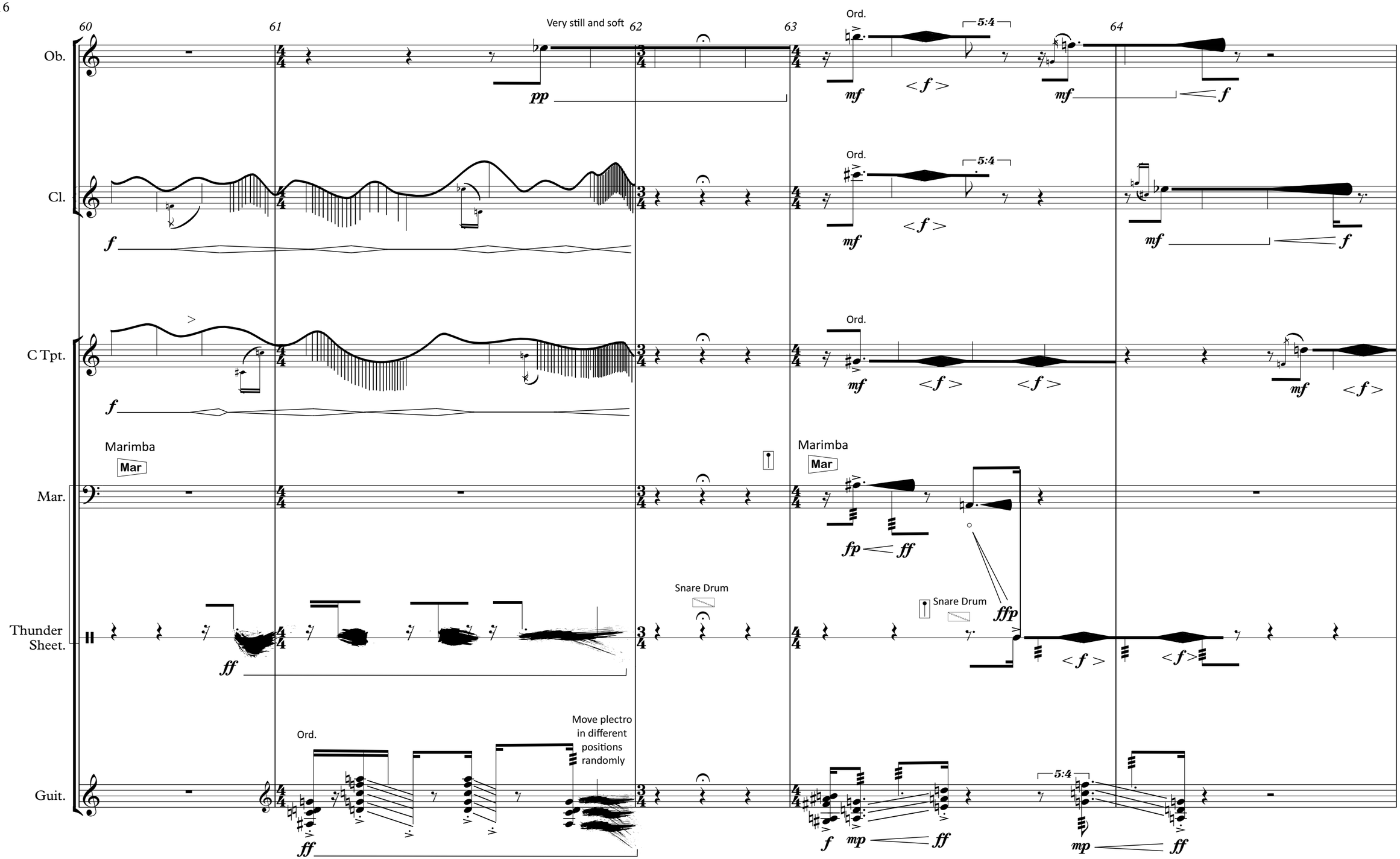
f

Percussive

ff

Slide glissando

f


60
61
Very still and soft
62
63
Ord.
5:4
64
Ob.
pp
mf
<f>
mf
f
Cl.
f
Ord.
5:4
mf
<f>
mf
f
C Tpt.
f
Ord.
mf
<f>
<f>
mf
<f>
Marimba
Mar
Marimba
Mar
Mar.
fp
ff
Snare Drum
Snare Drum
ffp
Thunder Sheet.
ff
<f>
<f>
Ord.
Move plectro in different positions randomly
Guit.
ff
f
mp
ff
5:4
mp
ff

65 66 67 68 69

Ob.

Cl.

C Tpt.

Mar.

Thunder Sheet.

Guit.

5:4 5:4 3:2

mf <f> <f> <f>

70 71 72 73 74

Ob.

pp f ff p ff

6:4 3:2

Cl.

pp f ff p ff

5:4 7:4

C Tpt.

Play as fast as possible
random chromatic notes

fp ff fp ff

Legato

3:2 3:2 3:2

ff

Sordina / Noise
unstable sound

mf

Bass Drum

B. D.

pp f pp f pp

Marimba

Mar

mf ff mf ff

3:2 3:2 3:2

Crotales

Crot.

l.v. l.v.

f

Guit.

5:4

f ff

tr Cluster

Ord.

f

75 76 77 78

Ob.

Cl.

C Tpt.

Mar.

Crot.

Perc.

undefined gliss

Undefined Glissando

Wild and very sharp

Thundersheet

Shake erratically

Crotales

To Mar.

l.v.

Ord.

Distortion "Block" with volume pedal

Cluster

79 80 81 82

Ob.

Cl.

C Tpt.

Perc.

Mar

Mar.

Guit.

ff

5:4 6:4 3:2

Glissando

f

SORDINA

Variate with extreme changes of dynamics.
Add distortion at the peak of the loudest sounds.

mf

mp

Fast, tremolo arm random variations.

mp ff mp f

Ob.

Cl.

C Tpt.

Perc.

Timpani

Mar.

Guit.

83 84 85 86 87

♩ = 40

10:8 9:8 3:2 5:4 7:4

Without reed

Toneless / Air

Breath into the instrument and produce random key clicks and noises

Ord.

Mushroom shaped rubber head.

With both hands, rubbed the skin of the timpani in erratic ways simultaneously. Randomly gliss.

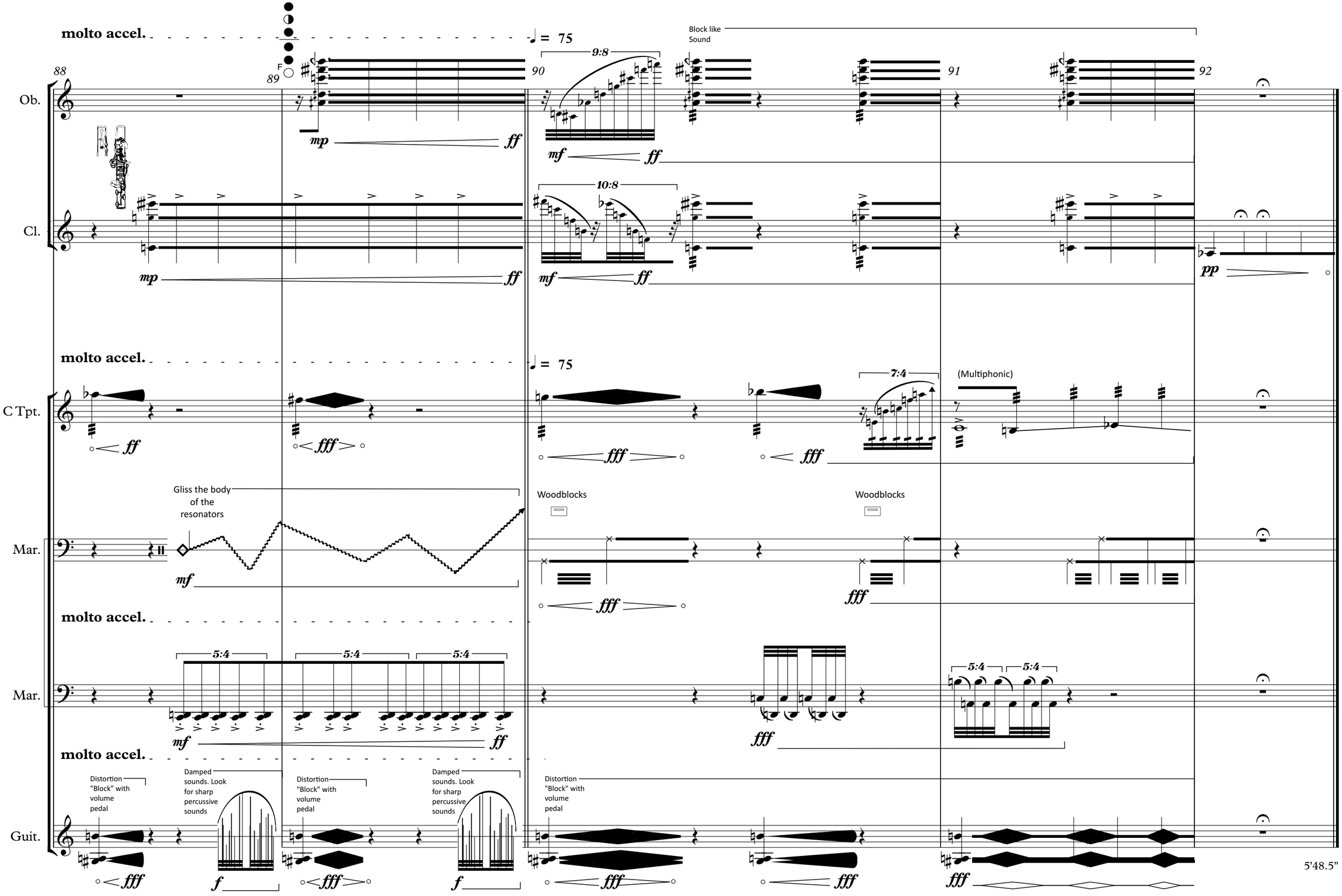
Woodblocks

l.v.

Play as fast as possible random chromatic notes

Distortion / Erratic Arm Tremolo

Harmonic Gliss


molto accel.
♩= 75
Block like Sound
Ob.
Cl.
C Tpt.
Mar.
Guit.
(Multiphonic)
Gliss the body of the resonators
Woodblocks
Woodblocks
Distortion "Block" with volume pedal
Damped sounds. Look for sharp percussive sounds
Distortion "Block" with volume pedal
Damped sounds. Look for sharp percussive sounds
Distortion "Block" with volume pedal
5'48.5"