



Innateness is Modular

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

by Edgar Barroso
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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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♩ = 75

Oboe
Wild and very sharp
6:4 3:2
mp \leftarrow f p \leftarrow ff
2 3 4 5
p \leftarrow ff f
mp \leftarrow f
p \leftarrow ff p \leftarrow ff

Clarinet in Bb
Very soft and as stable as possible
pp

Trumpet in C
Variate with extreme changes of dynamics. Add distortion at the peak of the loudest sounds.
Play as fast as possible random chromatic notes
Erratic glissando to the highest note
ff \leftarrow ff
f \leftarrow ff
ff \leftarrow ff
ff

Timpani
Random glissando. Make the gliss as extreme as possible
ff
f
ff
ff

Bongos
Bongos
Ord.
Motionless, very stable and quiet.
pp
subito
ff

Electric Guitar
Heavy distortion. Use randomly the tremolo arm and inject energy whenever needed.
5:4
ff \leftarrow ff
f \leftarrow ff
Heavy distortion. Use randomly the tremolo arm and inject energy whenever needed.
Damped Cluster glissandos
3:2 5:4
ff \leftarrow ff

Very intense, aggressive.
Favor intention rather than accuracy.

The score is divided into six systems, each representing a different instrument. The first system is for Oboe (Ob.), the second for Clarinet (Cl.), the third for C Trumpet (CTpt.), the fourth for Timpani, the fifth for Bongos, and the sixth for Electric Guitar (E. Gtr.).

- Ob.:** Starts at measure 6 with a *ff* dynamic. It features complex rhythmic patterns with time signatures of 5/4, 6/4, 5/4, 6/4, and 5/4. Measures 7 and 8 are also marked.
- Cl.:** Starts at measure 7 with a *ff* dynamic. It includes instructions like "Become part of the Oboe texture." and "Legato". Rhythmic patterns are marked with 3:2 and 6:4.
- CTpt.:** Starts at measure 6 with dynamics *fp*, *ff*, *fp*, and *f*. It includes instructions such as "Erratic glissando to an undefined note.", "Distortion", and "Play as fast as possible random chromatic notes". Dynamics range from *p* to *ff*.
- Timpani:** Starts at measure 6 with a *fp* dynamic. It includes a "Timpani" icon and the instruction "l.v." (largo vivace).
- Bongos:** Starts at measure 6 with a *ff* dynamic. It includes "Woodblocks" and "Bongos" icons. Dynamics range from *f* to *ff*.
- E. Gtr.:** Starts at measure 6 with dynamics *fp* and *ff*. It includes instructions like "Damped Cluster glissandos Look for percussive sounds", "Gradual Vibrato", and "Erratic Glissando". Dynamics range from *f* to *ff*.

Ob.

Cl.

C Tpt.

Timpani

Woodblocks

E. Gtr.

fmp *f* *fmp* *f* *fmp* *f*

f

Incisive Erratic Glissandis Frulatto

Very incisive Extreme Crescendo Very incisive Extreme Crescendo

ffp *ff* *ffp* *ff* *fp* *ff* *f* *fmp* *f*

Timpani Undefined Pitch Woodblock

Bongos Mar

Use randomly the tremolo arm and inject energy whenever needed. Damped Cluster Gliss Erratic Gliss Damped Clusters (look for percussive sound) Damped Clusters (look for percussive sound) Random Bending Lead Random Bending

6:4 3:2 6:4 3:2 6:4 3:2

trm

5:4 6:4

5:4 5:4

Ob. *p* < *ff* *f* *p* < *ff* *p* < *ff* *f*

Cl. *mf* *f* *p* < *ff* *p* < *ff* *f*

C Tpt. *ff* *ff* *fp* *ff* *fp* *ff* *fp* *ff* *f*

Mar. *fp* *ff* *fp* *ff* *fp* *ff* *f*

Woodblocks *f* *ff* *ff* *ff* *f* *ff* *f* *ff*

E. Gtr. *ff* *f* *ff* *f* *ff* *f* *ff* *f* *ff*

Annotations:
 - Variate with extreme changes of dynamics. Add distortion at the peak of the loudest sounds.
 - Play as fast as possible random chromatic notes
 - Heavy distortion. Use randomly the tremolo arm and inject energy whenever needed.
 - Damped Cluster glissandos
 - Cluster
 - Cluster
 - Cluster
 - Bongos
 - Crotales

Time signatures: 3:2, 6:4, 5:4, 3:2, 2:4

Ob. 23 $6:4$ Erratic Glissando ff $3:2$ 24 $5:4$ Undefined Glissando f $3:2$ $3:2$ 25 $3:2$ $3:2$ mp $5:4$ $6:4$

Cl. $7:4$ Erratic Glissando f $3:2$ $3:2$ $7:4$ Undefined Glissando f Highest Note $3:2$ $3:2$ $7:4$ mf tr

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

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

Perc. Woodblocks fp ff fp ff

E. Gtr. Tremolo arm glissando ff With plectro scratch along the E-String f Tremolo arm glissando ff With plectro scratch along the E-String f Tremolo arm glissando ff With plectro scratch along the E-String ff

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

In the highest register, damp the highest note

Ob. *f*

Cl. *mf*

C Tpt.

Mar. *mp*

Crot.

E. Gtr. *f* *mf* *f* *mf* *f*

3:2 5:4 6:4 3:2 5:4 6:4

tr

pp

Play random chromatic notes as fast as possible

Irregular rhythm (as fast as possible)

Irregular rhythm percussive sound

Irregular pitch and rhythm

Ord. *mf* *f* *mf* *f*

Cluster

Cluster

Cluster

30

31 $\overbrace{5:4}$ $\overbrace{5:4}$ $\overbrace{5:4}$ 32 $\overbrace{5:4}$ $\overbrace{5:4}$ $\overbrace{5:4}$ 33 $\overbrace{5:4}$ 34

Ob. *mf* *mp*

Cl. *mf* *p*

C Tpt. *mp*

Mar. *mp* *f*

Bongos $\nabla \nabla$

Crot. *pp*

Ord. *mf* *f* *mf* *f* *mf* *f*

Cluster

Motionless, very stable and quiet.

Marimba *Mar*

Crotales

Detailed description of the musical score: The score is for a 3/4 time piece. The Ob. part (measures 30-34) features a melodic line with trills and dynamic markings from *mf* to *mp*. The Cl. part (measures 30-34) has a similar melodic line with trills, starting at *mf* and ending at *p*. The C Tpt. part (measures 30-34) plays a melodic line with trills, ending at *mp*. The Mar. part (measures 30-34) consists of a rhythmic pattern of eighth notes, with dynamics ranging from *mp* to *f*. The Bongos part (measures 30-34) is marked with a symbol and the instruction 'Motionless, very stable and quiet.' The Crot. part (measures 30-34) plays a rhythmic pattern of eighth notes, starting at *pp*. The E. Gtr. part (measures 30-34) features a melodic line with trills and clusters, with dynamics ranging from *mf* to *f*. The score includes various performance instructions such as 'Motionless, very stable and quiet.' and 'Ord.' (Ordinary).

♩ = 40

Take the reed off

Slap Tongue without Reed

Breathe into the instrument and produce random key clicks and noises

Ob. *mf* *p* *pp* *mp* *f* *f* *mf*

Cl. *mf* *p* *pp* *p* *pp*

CTpt. *f* *mp* *f* *p*

Mar. *pp* *f*

Crot. *mp* *mp* *f* *p* *f*

E. Gr. *p* *f* *p* *p* *mp*

Guero

Woodblocks

Slider

Quietly alternate noise and valves sound

Erratically and slowly produce sound going back and forth

On the E string on the neck of the instrument

Highest Damped Cluster. Produce continuous gliss arpeggio with slider

Color thrill (same note)

Ord. 3:2

35 36 37 38

5:4 5:4 5:4 5:4 5:4 5:4 5:4 5:4

3:2 5:4 3:2 3:2

7:4

Ob. 39 $\frac{3:2$ 40 $\frac{3:2$ 41 $\frac{6}{4}$ 42 $\frac{4}{4}$ $\frac{3:2$

Cl. $\frac{5:4$ *ppp* $\frac{5:4$ *pp*

C Tpt. *mp* *mf* *mp* *mp* *mf* *mp* $\frac{6}{4}$ $\frac{4}{4}$

Gro. $\frac{3:2$ *p* L.V. $\frac{3:2$ L.V. $\frac{6}{4}$ $\frac{4}{4}$ Timpani

Perc. Percussion *mp* *pp* $\frac{6}{4}$ $\frac{4}{4}$ Woodblocks

E. Gtr. $\frac{3:2$ $\frac{5:4$ *mf* *pp* $\frac{3:2$ $\frac{5:4$ *f* $\frac{3:2$ $\frac{5:4$ *ppp* *mf* $\frac{6}{4}$ $\frac{4}{4}$ *ppp*

Breath in and Breath Out and produce a kind of "whistle unstable tone" *pp*
 (Within pp, play as loud as possible)

Toneless / Air *tr*
 Unstable key clicks following a dialogue with the oboe.
 Toneless / Air Keyclicks *pp*
 Toneless / Air *tr*

Sordina Air sound + Key Clicks Sordina Air sound

Gliss the body of the resonators *mp* *pp*

Damped Cluster glissandos with slider $\frac{3:2$ $\frac{5:4$ *pp* $\frac{3:2$ $\frac{5:4$ *f* $\frac{3:2$ $\frac{5:4$ *ppp* *mf* Cluster $\frac{6}{4}$ $\frac{4}{4}$ *ppp*

With slider, make small random glissandos on the highest register

With slider, make small random glissandos on the highest register

43 Perc. *mf* $3:2$

44 Perc. *mf* $5:4$ *pp*
Breath in and Breath Out and produce a kind of "whistle unstable tone"

45 Perc. *pp* (Within *pp*, play as loud as possible)

46 Perc. $5:4$ Put back reed / Ord.

Cl. *pp* $5:4$ Toneless / Air *pp* $5:4$ *pp* $5:4$ *mf* *pp* $5:4$ Very soft and as stable as possible

CTpt. *mp* *f* *f* *pp* Sordina Play as fast as possible random chromatic notes Air sound Fastest and biggest glissando leap possible.

Timp. *f* *mp* *f* With undefined pitch, play as fast as possible random glissandi. Vary the area of the timpani skin. Guiro *f* Timpani

Woodblocks *f* *f* To Bongos Bongos

E. Gtr. *mf* *f* *mf* *f* *pp* Ord. *tr* Cluster Ord. *tr* Cluster With plectro scratch along the E-String Cluster *f* Cluster

47 48 49 50

Ob.

Cl.

C Tpt.

Bongos

Guit.

Ad Libitum

6:4 5:4 3:2

Toneless sound

mp f ff

9:8 Ord. 7:4

Block sound

f

Motionless, very stable and quiet.

pp

Detailed description of the musical score: The score is for measures 47-50. The instruments are Oboe (Ob.), Clarinet (Cl.), C Trumpet (C Tpt.), Bongos, and Guitar (Guit.). The time signature changes from 6/4 to 5/4 at measure 48, to 4/4 at measure 50, and to 3/4 at measure 51. The Clarinet part is highly detailed with various performance instructions: 'Ad Libitum' with brackets over measures 48-49, 'Toneless sound' with brackets over measures 49-50, and 'Ord.' with brackets over measures 50-51. Dynamic markings include *f*, *ff*, *mp*, and *pp*. The Bongos part is marked 'Motionless, very stable and quiet.' and 'pp'. The C Trumpet part has a 'Block sound' instruction and a *f* dynamic marking in measure 51. The Oboe and Guitar parts are mostly silent with rests.

51 52 53 54 55

Ob. *f* *ff* *ff*

Cl. *f* *ff* *ff*

CTpt. *f* *ff* *ff*

Timpani *f* *ff*

Bongos *f* *pp* *f* *mp* *ff* *mp < f* *ff*

Guit. *ff* *ff* *ff* *ff* *p* *ff* *ff* *ff*

A tempo ♩ = 75

undefined gliss

Erratic glissando to an undefined note.

Erratic glissando to an undefined note.

Play as fast as possible random chromatic notes

Distortion "Block" with volume pedal

Distortion "Block" with volume pedal

Distortion "Block" with volume pedal

Distortion "Block" with volume pedal

Unstable Glissando

Cluster Gliss

Cluster Gliss

Damped Cluster glissandos Look for percussive sounds

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.

Ob. 56 *f* 57 58 59 *ff* Ord. Legato 5:4 15

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.

Cl. *f* *ff* Ord. Legato 3:2

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.

C Tpt. *f* *ff* Play as fast as possible random chromatic notes

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

Timp. *p* *f* Random glissando. Vary the hitting points in the timpani (rim, center, etc.)

Hold the sheet with your hand and violently shake it

Woodblocks

Thunder Sheet

Thunder Sheet. *ff* *ff*

Tremolo arm glissando

Percussive

Slide glissando

Guit. *f* *ff* *f*

60 61 62 63 64

Ob. *pp* *mf* *<f>* *mf* *f*

Cl. *f* *mf* *<f>* *mf* *f*

CTpt. *f* *mf* *<f>* *<f>* *mf* *<f>*

Marimba *ff* *fp* *ff* *ffp* *f* *f*

Thunder Sheet. *ff* *ffp* *f* *f*

Guit. *ff* *f* *mp* *ff* *mp* *ff*

Very still and soft

Ord. *5:4*

Move plectro in different positions randomly

Ob. *mf* $\langle f \rangle$ $\langle f \rangle$ $\langle f \rangle$ $\langle f \rangle$ $\langle f \rangle$

Cl. *mf* $\langle f \rangle$ $\langle f \rangle$ *mf* $\langle f \rangle$ $\langle f \rangle$ $\langle f \rangle$ *pp* *p* *mp*

C Tpt. *f* $\langle f \rangle$ $\langle f \rangle$ $\langle f \rangle$ $\langle f \rangle$ $\langle f \rangle$ $\langle f \rangle$

Mar. *mf* $\langle f \rangle$ $\langle f \rangle$ $\langle f \rangle$ $\langle f \rangle$ *pp* *p* *mp*

Thunder Sheet.

Guit. *mp* *f* *mp* *f*

5:4 5:4 3:2 5/4 5/4

Very soft *p* *mp*

Very soft *p* *mp*

Very soft *p* *mp*

Tremolo arm glissando

With plectro, slide back and forth between the A and D strings touching the arm of the guitar. Do so irrationally and let the friction from the strings and the guitar to be heard.

l.v.

Ob. 70 71 72 73 74

Cl. 70 71 72 73 74

C Tpt. 70 71 72 73 74

B. D. 70 71 72 73 74

Crot. 70 71 72 73 74

Guit. 70 71 72 73 74

pp f ff p ff

pp f ff p ff

Play as fast as possible random chromatic notes

Legato 3:2 3:2 3:2

ff

Sordina / Noise unstable sound

mf

Bass Drum

pp < f > pp < f > pp

Marimba

Mar

mf < ff > mf < ff >

Crotales

l.v.

l.v.

trw Cluster

Ord.

f

5:4 6:4 3:2 5:4 7:4

5/4 3/4 7/4 5/4 2/4 4/4

Musical score for Percussion, featuring five staves: Ob., Cl., C Tpt., Mar., and Perc. The score includes various musical notations such as dynamics (*fp*, *ff*, *mp*, *mf*), articulations (gliss, trills, clusters), and performance instructions (Wild and very sharp, Shake erratically, Thundersheet). It also shows complex rhythmic patterns and time signature changes.

Ob. (Oboe): Measures 75-79. Dynamics: *fp* → *ff*, *fp* < *ff*. Includes markings for *gliss* and *trill*.

Cl. (Clarinet): Measures 75-79. Dynamics: *fp* → *ff*, *mp* < *ff*, *mf* → *ff*, *mf* → *ff*. Includes markings for *gliss* and *trill*.

C Tpt. (C Trumpet): Measures 75-79. Dynamics: *mp* → *ff*, *mp* < *ff*, *mf* → *ff*, *mf* → *ff*. Includes instruction: Wild and very sharp.

Mar. (Maracas): Measures 75-79. Dynamics: *mp*, *ff*, *ff*, *ff*. Includes instruction: Shake erratically.

Crot. (Crotales): Measures 75-79. Dynamics: *mf*, *mf*. Includes instruction: To Mar.

Perc. (Percussion): Measures 75-79. Dynamics: *mp*, *ff*, *f*, *ff*, *ff*. Includes markings for *gliss*, *Cluster*, and *Distortion "Block" with volume pedal*.

79 *tr* *ff* 80 81 82

Ob.

Cl.

C Tpt.

Perc.

Mar.

Guit.

mp *ff* *mp* *f*

Glissando

SORDINA

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

Fast, tremolo arm random variations.

mf *mp*

Detailed description of the musical score: The score is for a 6-piece ensemble. The top two staves (Ob. and Cl.) play a melodic line with trills and slurs, marked *ff*. The C Tpt. staff has a glissando and a *f* note, then rests, and later has a *mf* dynamic with a waveform. The Mar. staff has a *f* note, then a *mf* section with slurs, and a *mp* section with a waveform. The Guit. staff has a *mp* section with a 5:4 ratio, a *ff* section, a *mp* section, and a *f* section with a waveform. The Perc. staff is mostly silent. The score includes various time signatures (3/4, 5/4, 3/4, 1/4) and performance instructions like 'Variate with extreme changes of dynamics' and 'Fast, tremolo arm random variations'.

Tempo: $\text{♩} = 40$

Ob. 83 $10:8$ 84 $3:2$ 85 Without reed mf 86 $3:2$ 87 $3:2$ *Breath into the instrument and produce random key clicks and noises* mf

Cl. $9:8$ mf ff mp f $5:4$ Toneless / Air pp mf $5:4$ Toneless / Air pp mf $5:4$ Toneless / Air pp mf

CTpt. $> mf$ ff mf mf ff $5:4$ Ord. mf ff $5:4$ Ord. mf ff $5:4$ Ord. ff f $5:4$ Toneless / Air f

Perc. Timpani *Mushroom shaped rubber head.* mf p $7:4$ mf p $7:4$ pp mf

Mar. $7:4$ ff f $7:4$ pp mf $7:4$ pp mf

Guit. ff mf p f $5:4$ Distortion / Erratic Arm Tremolo ff mf p ff mp f $5:4$ Distortion / Erratic Arm Tremolo ff mf p ff mp f $5:4$ Distortion / Erratic Arm Tremolo ff mf p ff mp f

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

Play as fast as possible random chromatic notes

Play as fast as possible random chromatic notes

Harmonic Gliss

molto accel.

$\text{♩} = 75$

Block like Sound

Ob. 88 89 90 91 92

Cl. 88 89 90 91 92

mp *ff* *mf* *ff* *pp*

9:8 10:8

molto accel.

$\text{♩} = 75$

(Multiphonic)

C Tpt. 88 89 90 91 92

ff *fff* *fff* *fff*

7:4

Gliss the body of the resonators

Woodblocks

Woodblocks

Mar. 88 89 90 91 92

mf *fff* *fff*

molto accel.

5:4 5:4 5:4

Mar. 88 89 90 91 92

mf *ff* *fff*

molto accel.

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

Guit. 88 89 90 91 92

fff *f* *fff* *f* *fff* *fff* *fff*