

The black lines indicates continuity. Feel free to use the bow as you like as long you get a continuous sound.



The arrows indicate going from one sound production technique to another in a gradually manner.

Noise Gradually Ord. Sound with vibrato

Noise = Avoid stable pitch, non pitch material is prefer, but some random pitches are expected

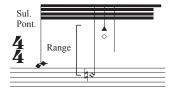
With the bow, collegno punta d'arco play the highest audible note on the A string.

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On the A string approximately follow the shape of the figure in a random glissandi way. Real notes are not expected at any point. Touch the strings as light as possible the same way you get harmonics. Only random harmonics should come out.

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This indication is to set the pitch range in which the performer should be playing random notes, it is not intended to be performed. In this example, the player should play reandom notes between D and the highest note.



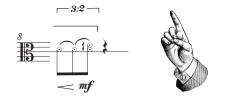
With the bow (hair) gently rub on the indicated area. Get a soft noisy sound

-3:2 - - - 3:2 -





Gently hit the body of the instrument with the nail of the middle finger, using the thumb as a spring as shown in the picture. when two notes are indicated , use the index and middle finger in an arpeggio manner.





This indication means that you should get your fingers in the exact position of the indicated notes, without pressing the notes, just touch them lightly, the same way you put them to get harmonics. This position is fixed, the resulting sound is expected to be unstable.

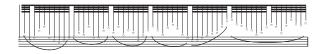


Regular artificial harmonic.



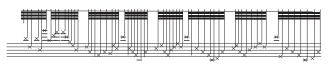
Catalyst Graphic Explanations 2

With sul punticello bowing, play as fast as you can, random notes, with the left hand. Press softly only on the surface of the strings. Only random harmonics should come out. Try to avoid glissandi effects. ONLY loosly follow the shape of the notes written, this is not ment to be played with accuracy, but with freedom and movement. Use the slurs to change bow.



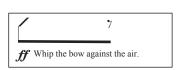


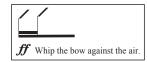
Without the bow, only with the left hand, play as fast as you can, random notes on the surface of the strings. Only random soft percussive sounds should come out. Vaguely follow the contour of the notes. Again, this is not ment to be played with accuracy, but with freedom and movement.

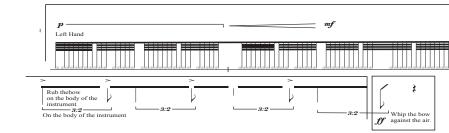




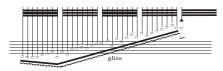
With a sudden movement whip the bow against the air from top to bottom getting a soft sound like a whip. The movement should be more or less like a tennis serve techinque or a fishing rod trhrowing technique.



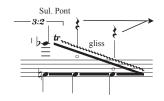




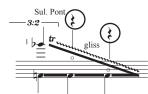
Keep moving the fingers as before but now get a glissandi effect



Play cntinuosly the open note sul pont. The upper note should thrilled and gliss jumping from one string to the next when necessary until it reachs unison with the lower steady open note. This upper note should be played only on the surface of the string getting only harmonic sounds.



When rests are found above or under some notes, they are just a visual help to determine the amount of time it figures will last. Once the beats are clear, just ignore them



Gently hit the upper bout of the instrument with the left hand fingers as fast as possible using the nails.

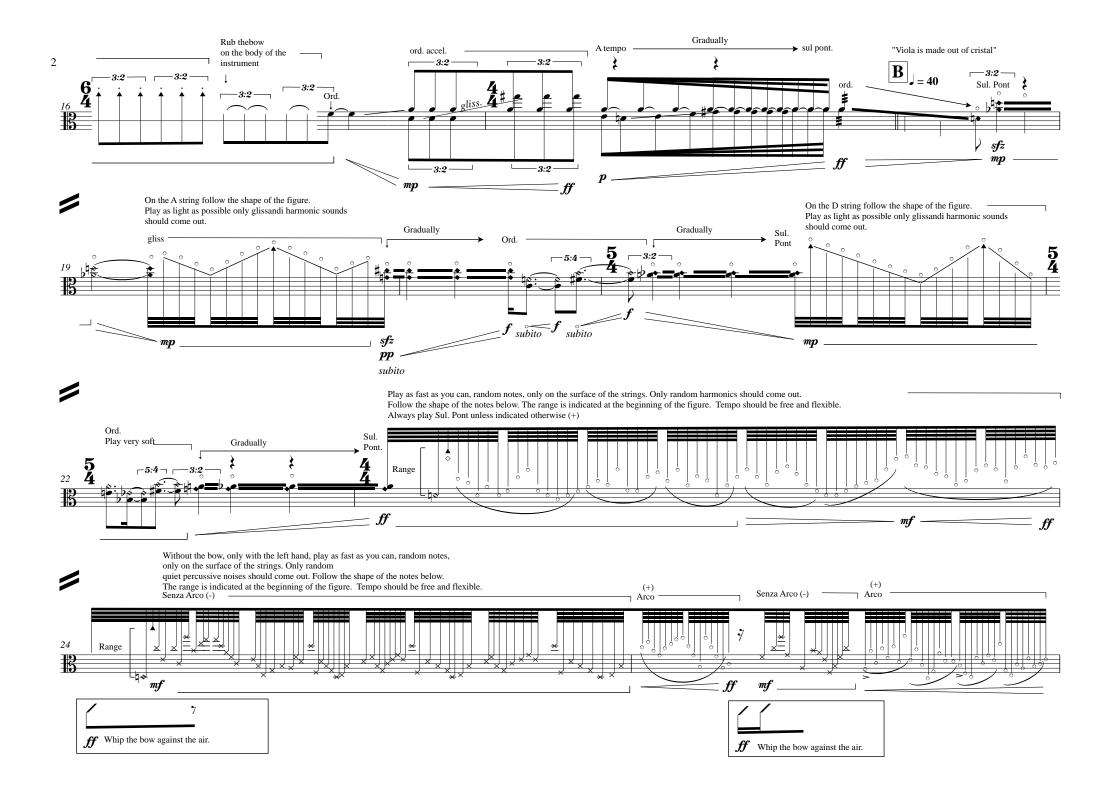


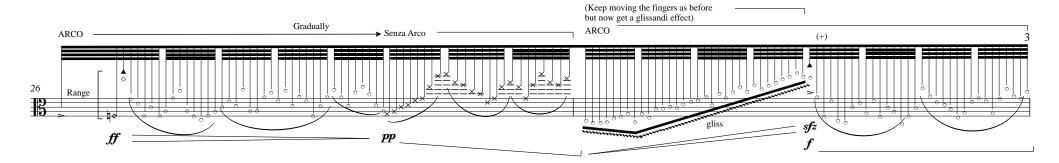


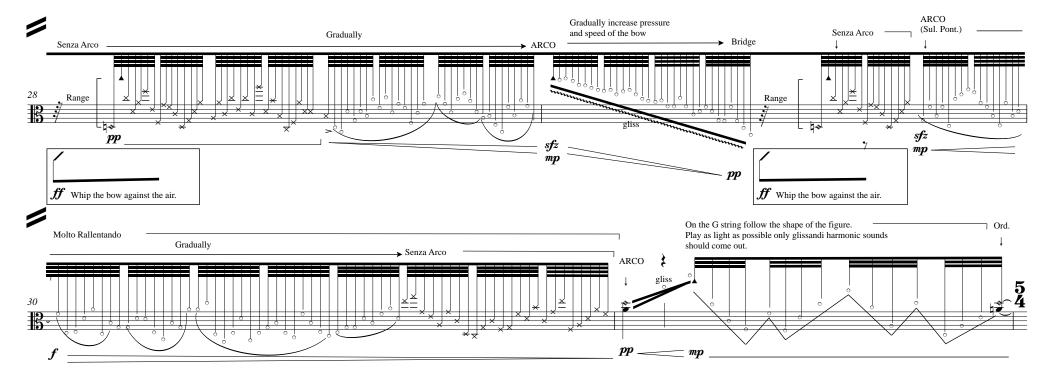
CATALYST For Viola Solo Dedicated to Garth Knox

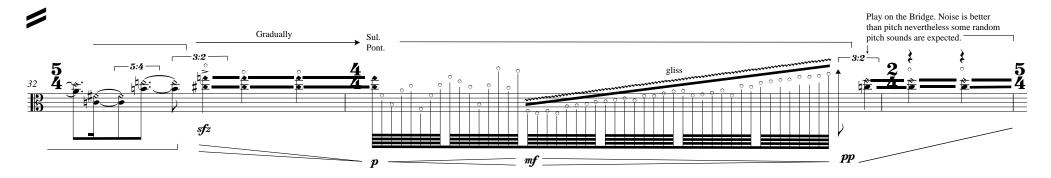
Edgar Barroso Cambridge, MA 15/12/2008

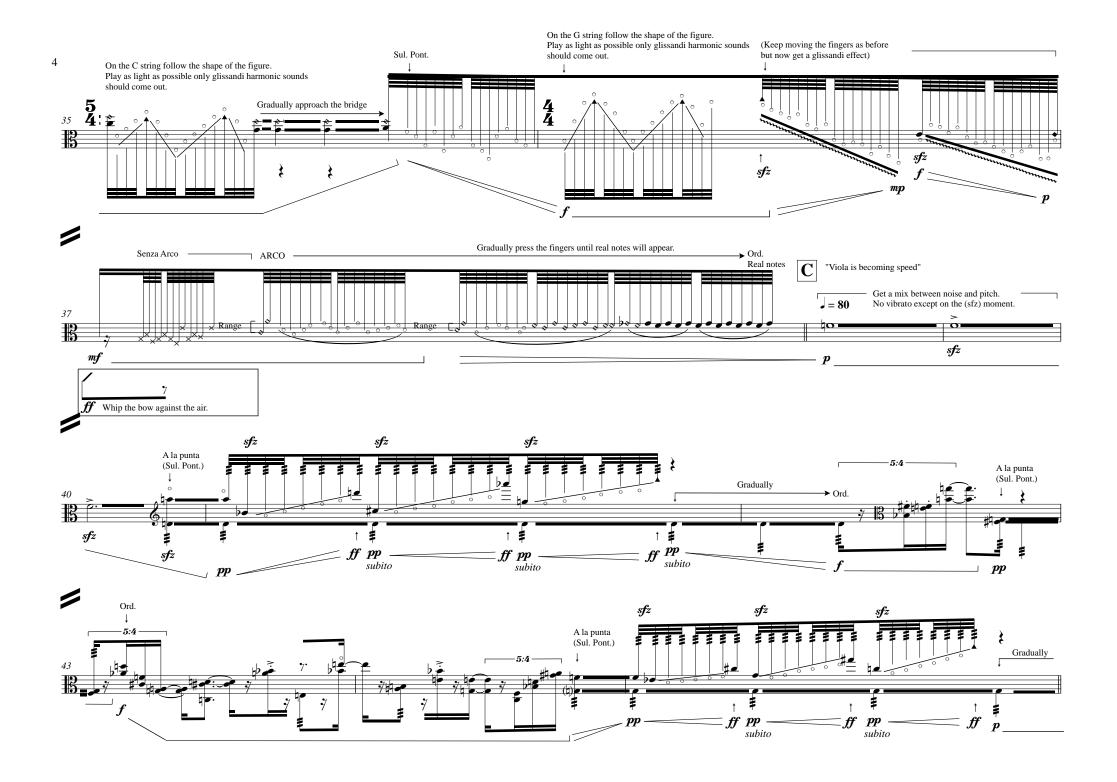


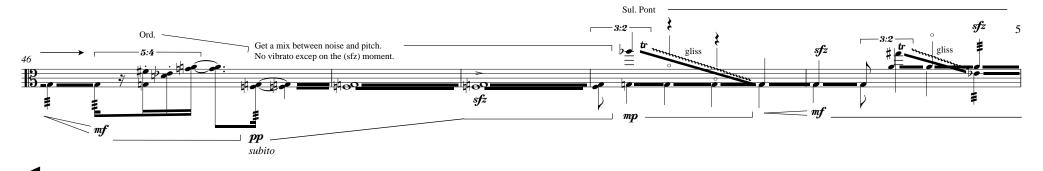


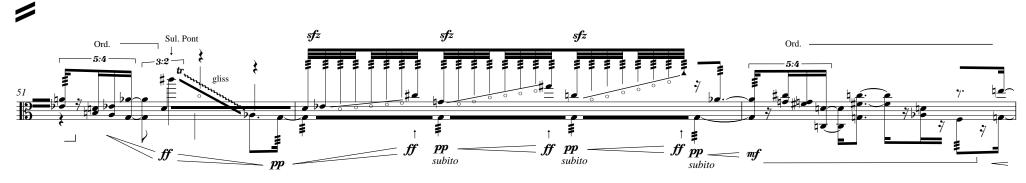


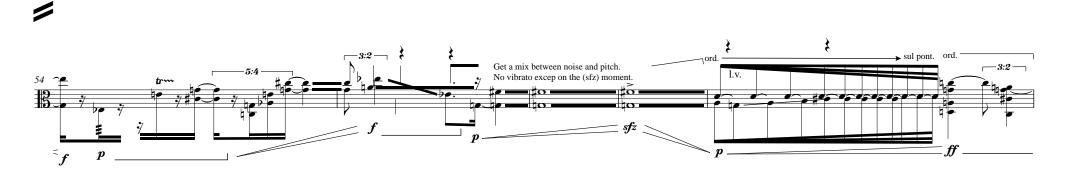


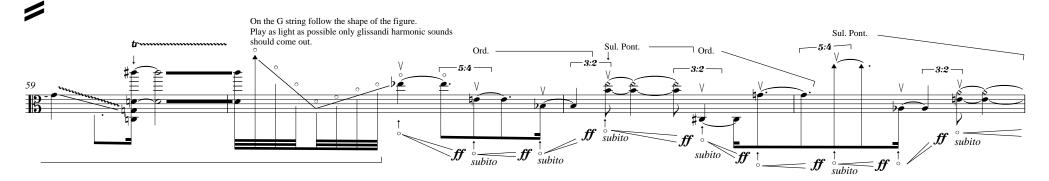


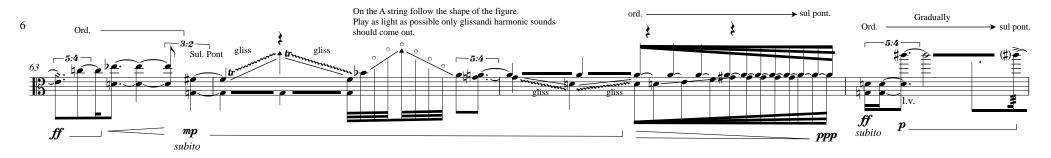


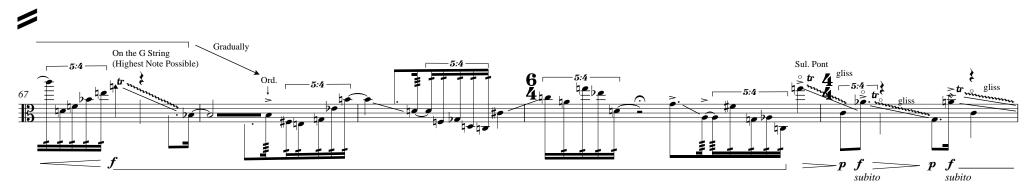


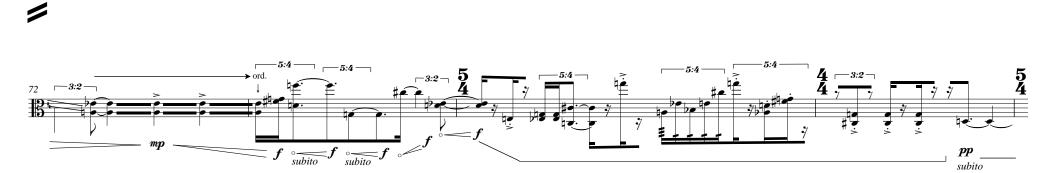


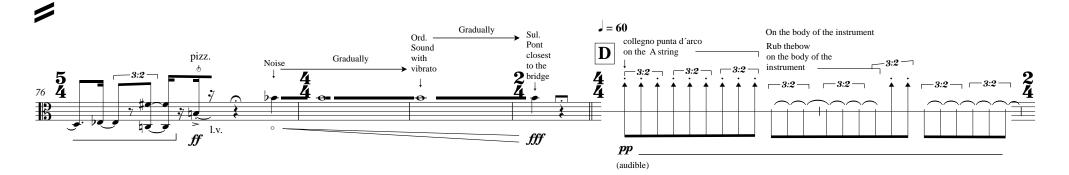


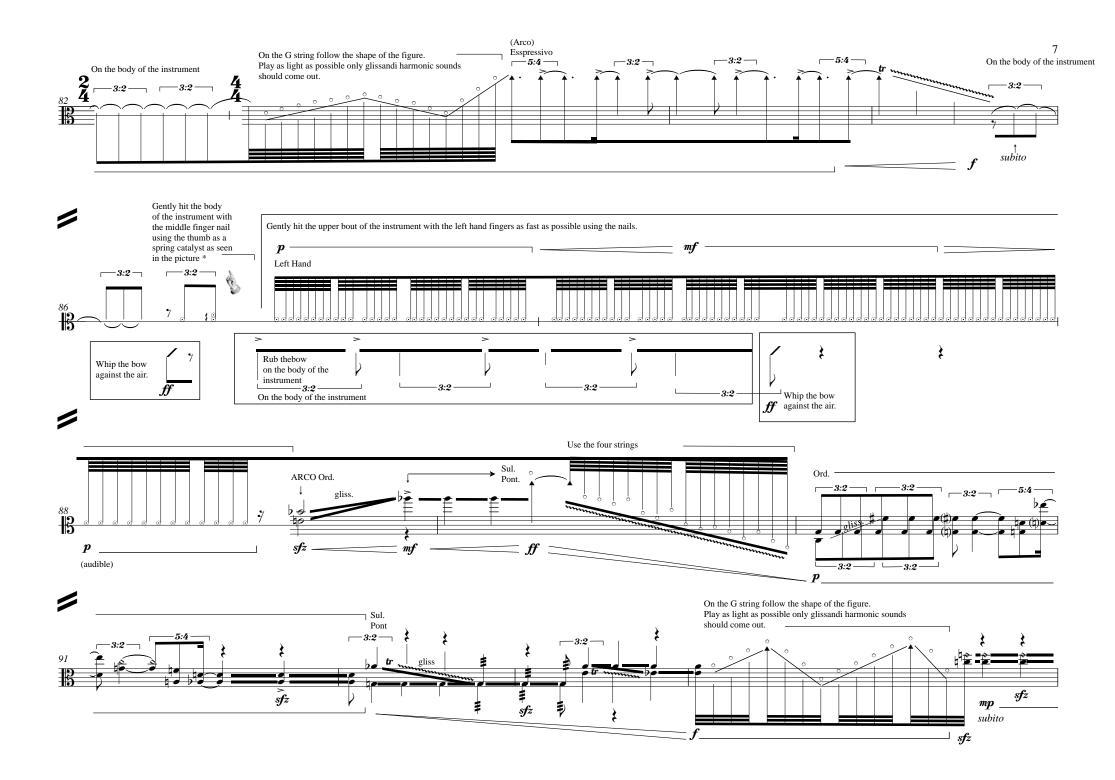


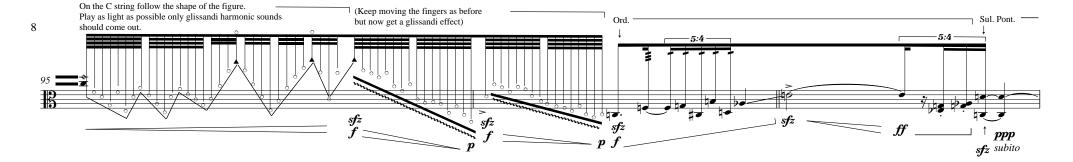


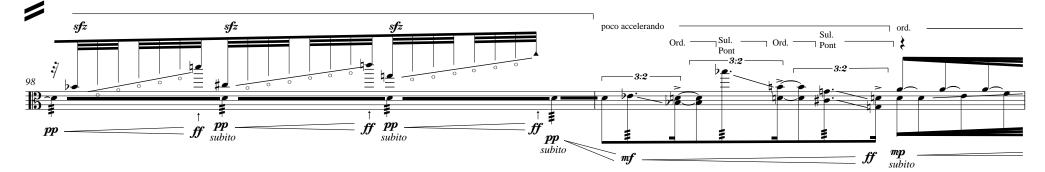


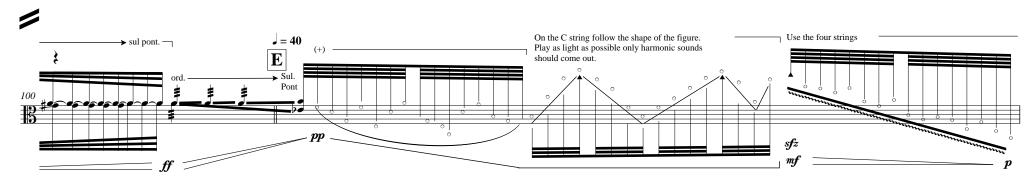


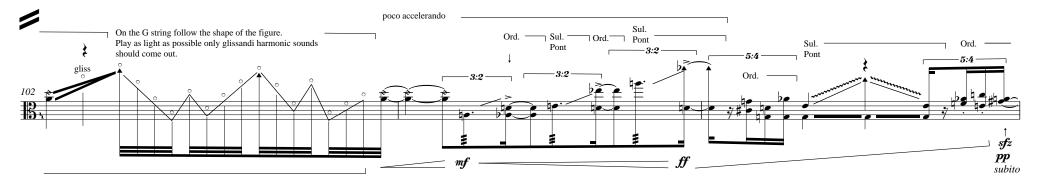


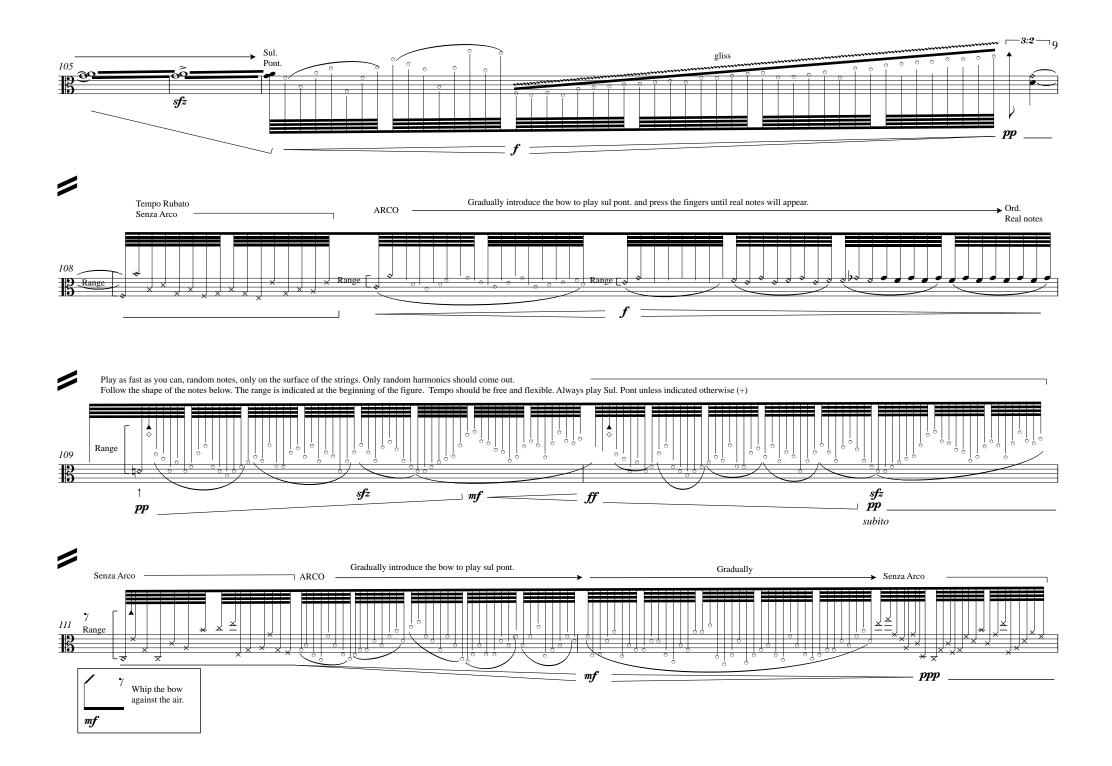


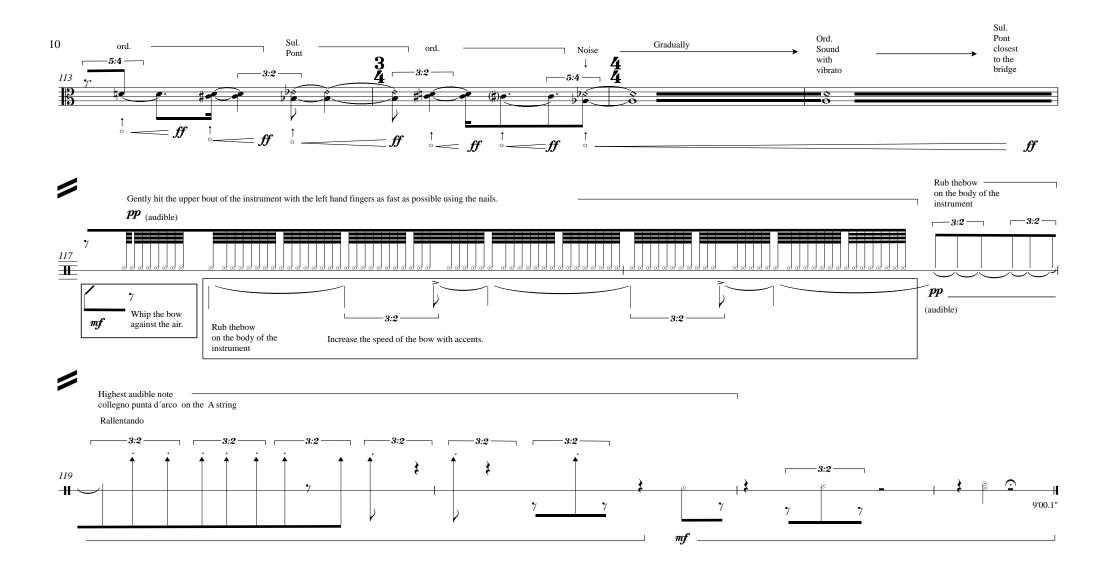












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