



**Study on a Sound Object N°1**

Jorge Zurita

For a guitar without strings and 2 violin bows

(2008 - 2009)

## Performance Notes

### Requirements

This work requires 2 violin bows.  
Also a table of adequate size to lay the guitar.

One bow must have little tension in the crine, and the other one with normal tension (this must have enough rosin to generate a good sound on the surface of the guitar. A recommendation would be to put some rosin on the guitar surface for a better sound quality).  
Previously, all strings must be removed from the guitar and placed face up on a table.

### Bow Position Staff:

The score consists of two staves, one for the left hand (lower staff), and other one for the right hand (upper staff).  
In each line and space on the trigram a letter is written (a, b, c, d, e, f, g).  
Each letter represents a zone of the guitar:

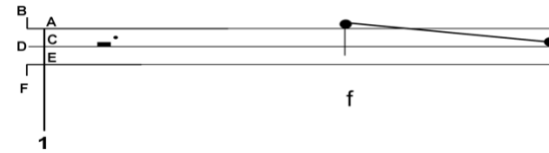
#### Left Hand

#### Right Hand



### Rhythmic Notation

The rhythm is written in relation to the time it takes to get from one area to another, either the bow or the hand.



This means going from zone A to C, in a quarter note duration.

### Bow and Hand Position over the Guitar.

The numbers on the vertical line placed on the staff indicates the way in which the bow and hand should be placed.

1.- In the left hand, the finger, or the fingers will rub continuously the guitar soundboard surface.



The hand will rub the surface in 2 ways:

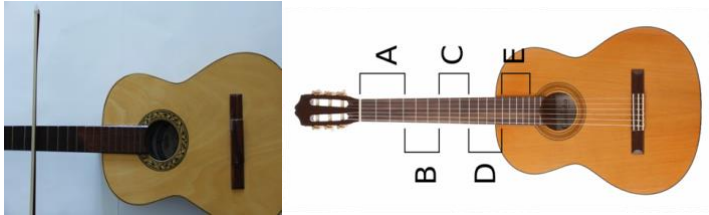
- tearing the soundboard with the nails (the pneuma will be a cross).
- rubbing the soundboard with the fingertips (the pneuma will be normal).

There may also be the case of some percussive attacks on the guitar surface, these can be generated with the palm of the hand. The word Perc will be used to indicate them.

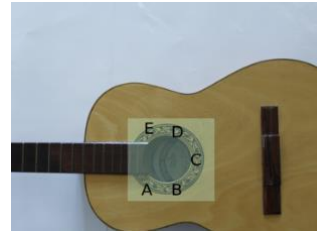
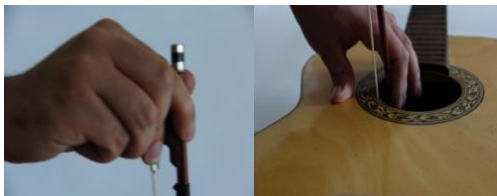
2.- Bow over the top of the guitar played horizontally and vertically as a string instrument.



3.- Bow on the arm of the guitar playing the frets horizontally., each zone is indicated in the right diagram.



4.- Bow around the sound hole, rubbing from side to side, or up and down



The bow can rotate continuously from crine to legno.

The bow will also make attacks like legno batutto on the indicated area.

The bow can be rubbed on the edges of the guitar, this will be indicated in the score with grades.



### **Vibrato**

Moving the bow or hand from side to side in a delicate way. As if the hand was shaking.

### **Amplification**

A Shure sm57 dynamic microphone must be placed on the top of the guitar at a distance of 1.5 meters aprox. This microphone should go to a mixer and then to a pair of speakers.

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**4** ♩ = 58  
**4** *legno battuto*

*legno battuto*      *legno battuto*      *piu vibrato*      *legno* — *crine* — *legno*  
*molto vibrato*

*crine*

*molto vibrato*      *piu vibrato*      *legno* — *crine*      *legno batutto*      *molto vibrato*

2

4  
4

*piu vibrato*

ff mp f p f mf mp f subito pp mp

0° 45° 90° 0°

Perc

*molto vibrato*

pp f mp f ff p

4  
4

*legno* *crine*

*molto vibrato*

pp mp pp ff pp mp mf p f pp fff mp ff

0° 45° 0° 45° 0°

Perc

p fff 5 pp f

**4** *crine* ————— *legno* **13**

**4** *legno batutto* **3**

*molto vibrato*

fff ————— p mf ————— pp f mp mf fff pp ————— ff ————— pp

75° ————— 0°



**4** **4** **Flautato**

sempre pp

White noise texture rubbing the bow in the indicated guitar region with no pressure.  
The position should be from the tip to the middle of the bow.

**mf**

**f**

**3**

4

4 4 6 4 4 7

pp f ppp fff p mp fff p

accel. a tempo

9 4

pp rit. a tempo ff pp fff mp fff

Musical score for the first system, featuring a grand staff with dynamic markings (pp, sfz) and performance instructions (rit., a tempo). The score includes a treble clef and a bass clef. The dynamics range from pianissimo (pp) to sforzando (sfz). The tempo markings are *rit.* (ritardando) and *a tempo*.

**4**  
**4** ♩ = 40

*alla punta sempre*

Musical score for the second system, featuring a grand staff with dynamic markings (p, ff, pp, f, mp, ppp, fff) and a 4/4 time signature. The score includes a treble clef and a bass clef. The dynamics range from piano (p) to fortissimo (fff). The tempo is marked *alla punta sempre*.

Musical score for the third system, featuring a grand staff with dynamic markings (fff, mp, f, mf, ppp, fff) and a 4/4 time signature. The score includes a treble clef and a bass clef. The dynamics range from fortissimo (fff) to pianissimo (ppp). The tempo is marked *alla punta sempre*.



Musical staff with notes and dynamics: pp, ffff, mf, fff, p, f, mp, ff, ppp. Includes fingerings 6 and 5.

Musical staff with notes and dynamics: fff subito, 3, col legno, mp sempre.

Musical staff with notes and dynamics: normal, Perc, jeté, accel., a tempo, Perc.

Musical staff with notes and dynamics: jeté, jeté, fff.