

Scratching Pain

For styrofoam glass

Jorge Zurita

2011

Performance Notes

Left hand position:



- The score use proportional notation.
- The score contain systems with 2 and 1 line.
- Each line of the score represents the point where the bow should be rubbed. The letters on the line indicate the position:



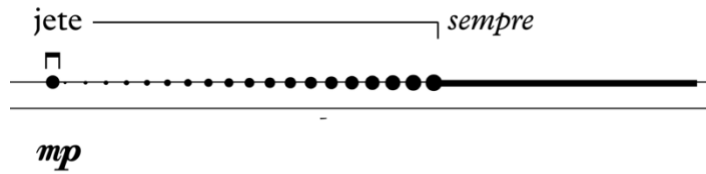
- When point C is reached, bow must touch both extreme sides of the glass. The bow arcade will be free, only care must be taken not to leave the circle of the glass when generating the movement noted in the score.
- At point D, the bow is pressed onto the glass, generating a granular texture. It should turn from side to side, this will be notated with degrees.
- The line joining two neumes represents turning the glass from one point to another while keeping the bow in the same position.
- The dashed lines mean generating microrhythms with the pressure exerted on the glass and slowing down the bow.
- The points mean to generate rhythms by knocking the tip of the bow inside the glass.

In the end of the piece the glass will be broken leaving the performer freedom about time and form.



Symbols

Bow attack with rebound on zone A



Random movement of the bow from side to side.



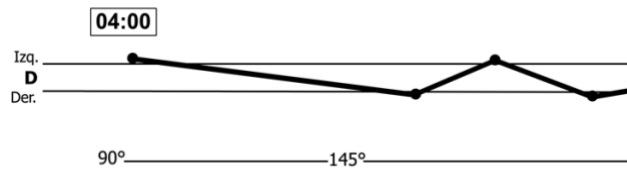
The pressure on the bow will be notated with the thickness of the lines and with text



If line is discontinuous, rhythms will be generated by bowing extreme pressure



In zone D the movement will be from left to right and the twist of the bow will be noted in degrees (see video examples).



YouTube Links:

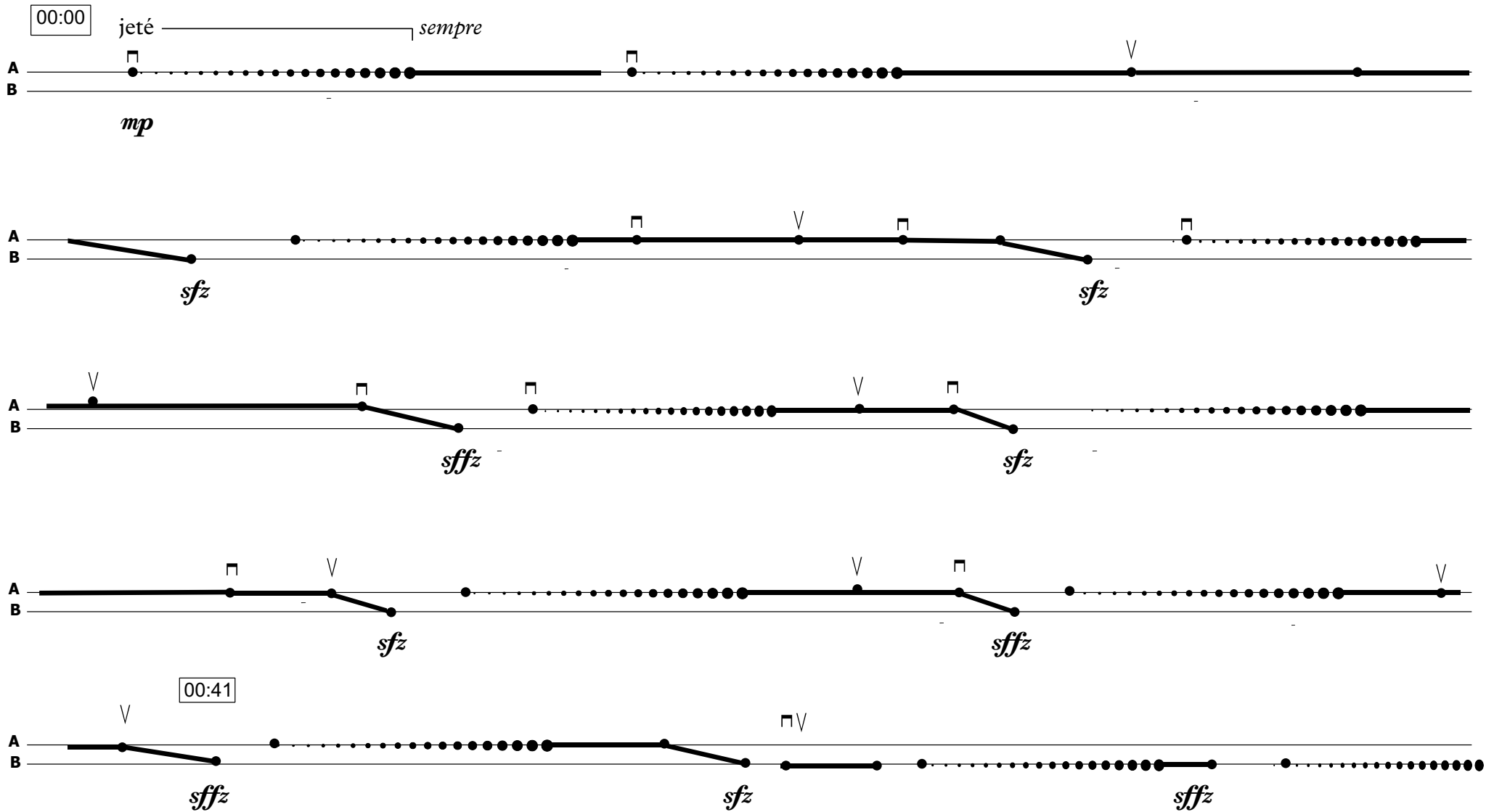
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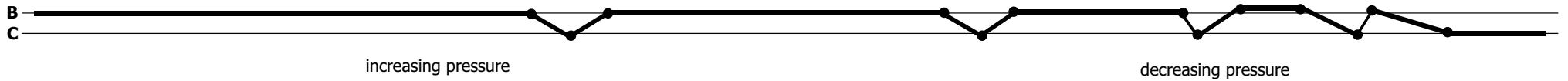
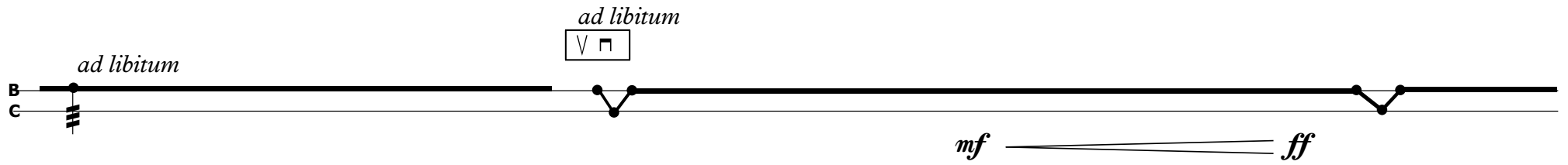
https://youtu.be/_VsY9EoHWvE

<https://youtu.be/47tkdlqC1Y8>

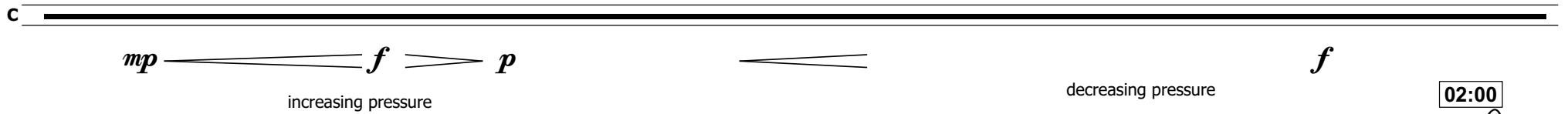
SCRATCHING PAIN

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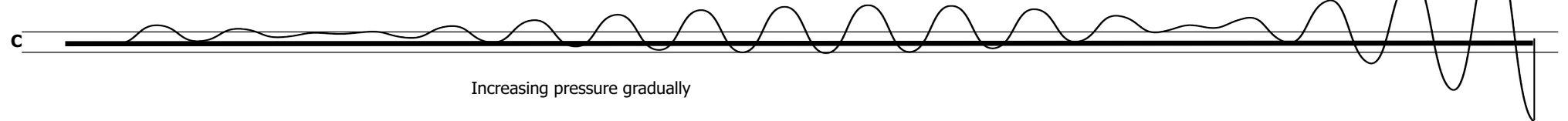






01:25




02:00




C 
 *sffffz*

02:30



C 
fff
extreme pressure

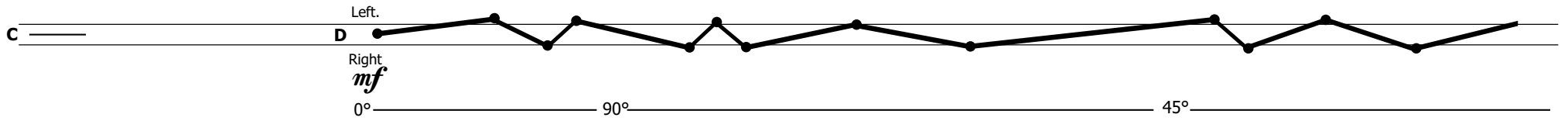
C 

C 
sffffz generating rhythms

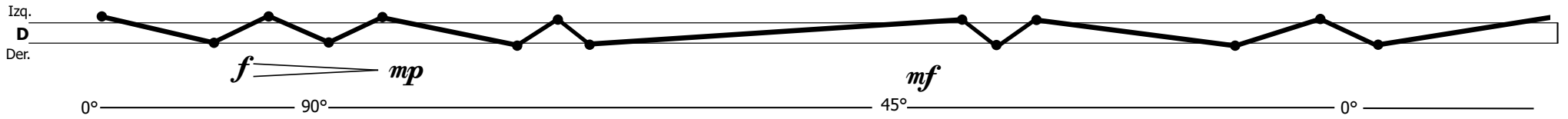


03:30

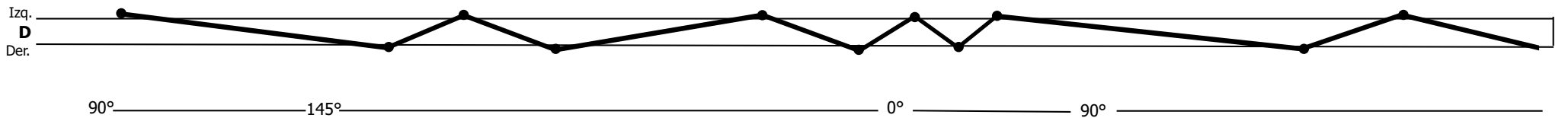
rotating the bow gradually
from crine to legno (not totally) while
rotating itself to generate a granular texture



03:45



04:00



04:22 arco
col legno

col legno

Percutive inside glass

04:29

sffz \rightrightarrows *mf*

Detailed description: A musical staff with a treble clef (C) and a common time signature. It features a series of notes and rests. The first note is at 04:22, marked 'arco'. The next section is marked 'col legno'. A downward bow stroke is indicated at 04:29, marked 'Percutive inside glass'. The dynamic marking *sffz* (sforzando) is shown with a wedge-shaped hairpin that tapers to *mf* (mezzo-forte).

04:38

04:44

04:50

mf \rightrightarrows *sfz*

Detailed description: A musical staff with a treble clef (C) and a common time signature. It shows a continuous line of notes with some rests. A downward bow stroke is marked at 04:44. A dynamic marking *mf* (mezzo-forte) is shown with a wedge-shaped hairpin that tapers to *sfz* (sforzando). There are also some square and downward-pointing symbols above the staff.

Free intensities and lengths

05:14

Detailed description: A musical staff with a treble clef (C) and a common time signature. It consists of several horizontal lines of varying lengths, representing notes or rests. The text 'Free intensities and lengths' is written above the staff. A time marker '05:14' is in a box at the end of the staff.

Percussion on the edge of the glass

05:30

Destroy the glass to generate gradually an ephemeral sculpture.

06:30 aprox.

f

Detailed description: A musical staff with a treble clef (C) and a common time signature. It features a series of notes and rests. A dynamic marking *f* (forte) is shown below the staff. The text 'Percussion on the edge of the glass' is written above the staff. A time marker '05:30' is in a box. To the right, the instruction 'Destroy the glass to generate gradually an ephemeral sculpture.' is written. A final time marker '06:30 aprox.' is in a box at the end of the staff.