a body in a place

Liam Elliot for Alarm Will Sound

INSTRUMENTATION

Alto Flute English Horn Clarinet in Bb **Bass Clarinet** Bassoon Horn in F Trumpet in Bb Trombone Percussion 1 Vibraphone Kick Drum Percussion 2 Snare Bass Drum Piano Violin I Violin II

Viola Cello Double Bass

Duration: 7:20

This music consists of two elements: a body, and a place. The body consists of simple shifting harmonies and was created in Banff, Canada in January 2023. The place is a loose transcription of field recordings that I made in Banff, Canada in January 2017.

In my music I often create landscapes for the musicians and audience to be in together for the duration of the piece. In the past, these landscapes have usually been empty places. In this piece there is an observer present, and an environment that is itself full of life. The two begin distinct, but the boundary between them becomes increasingly blurred.

PERFORMANCE NOTES

The body is not the foreground Neither is the place There is no hierarchy, only sounds that emerge from the collective sound and dissipate

Dynamics are generally quiet

Noise and pitched sounds should be equally loud on average. Because many of the noises are inherently quiet, the pitched sounds should reduce volume to match them

Dynamics should continuously vary. The hand-drawn appearance of the dynamic lines suggests continuous, independent variation These constantly shifting dynamics create an unstable, undulating, organic, tenuous texture

Do not match the exact dynamic shape or rhythm of another player unless indicated

In general, notes or gestures begin and end as quietly as possible

INTERPRETING THE SCORE

Each page/line lasts very approximately 20 seconds The start of each page should be indicated by the conductor

Each line of each part is numbered and matches the page number

Entries that should be synchronized/cued are indicated by circled numbers. These entries should be simultaneous, but the players should only continue synchronizing if indicated

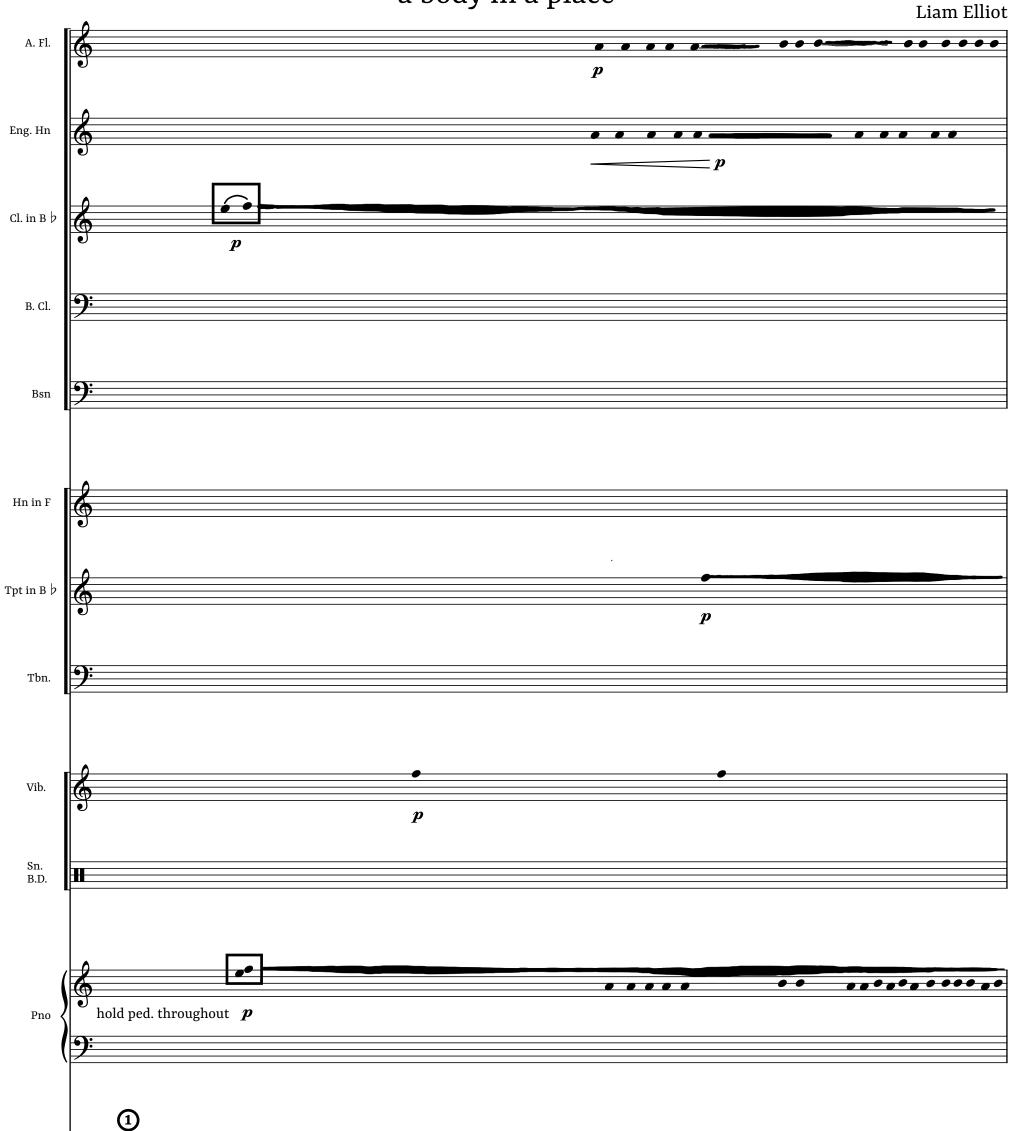
All other entries are proportional to the duration of the page (e.g. an entry halfway through a page should occur about 10 seconds after the page starts) but are not synchronized between players

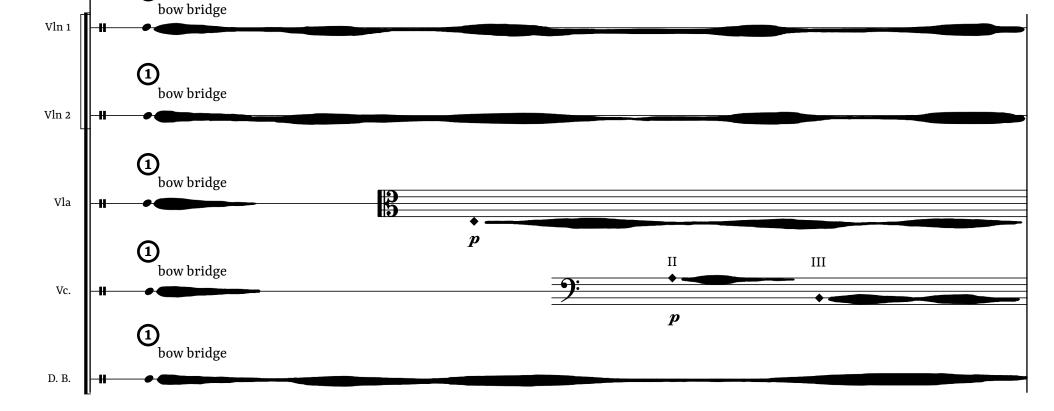
Line thickness indicates dynamic. A very thin line is a barely heard resonance while a thick line is among the loudest sounds in that moment

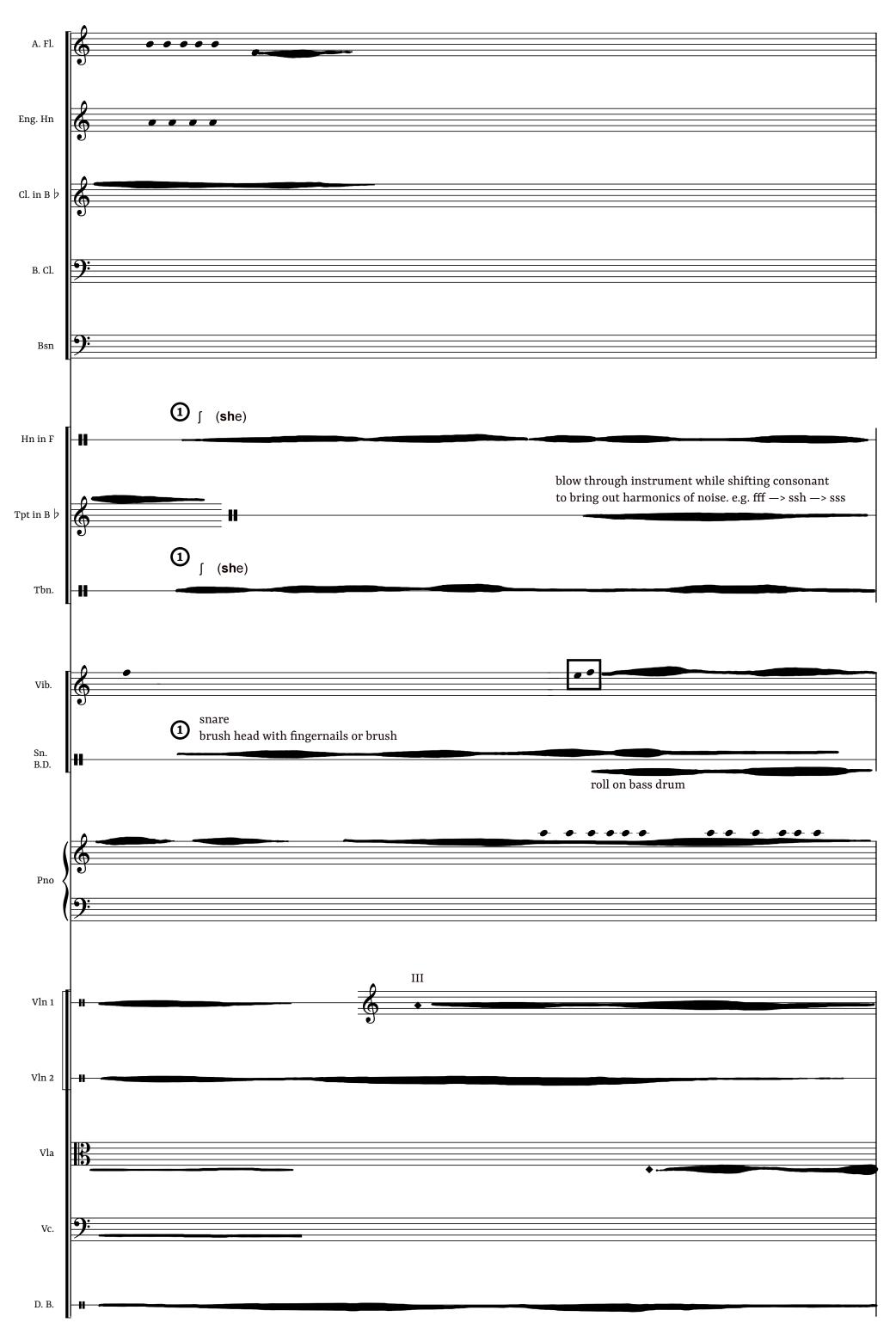
Accidentals and playing techniques (e.g. bow bridge, sul tasto) apply to repeating notes or gestures immediately following

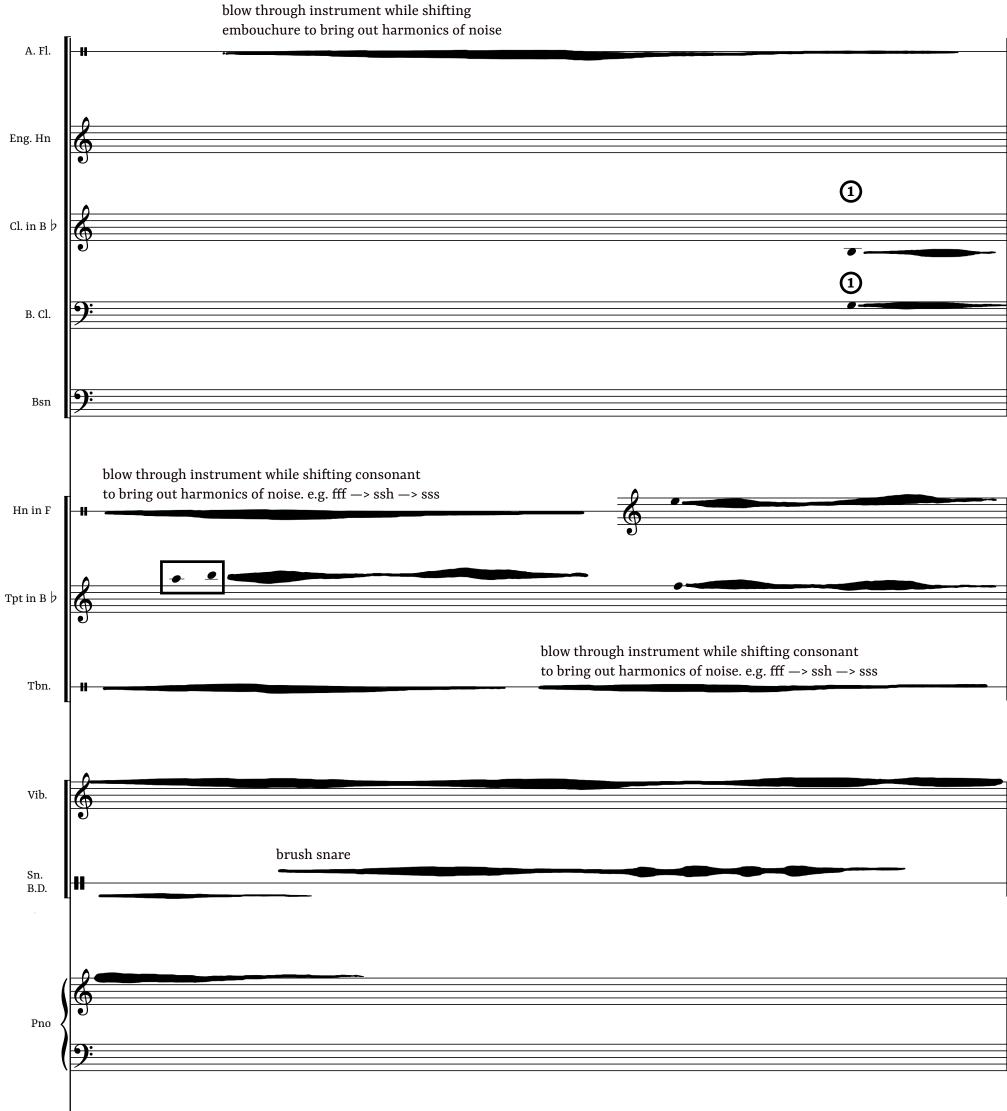
Boxed events repeat legato Repeat speed is at the player's discretion Non-boxed events are continuously held The spacing of notes in boxed events is proportional – closer noteheads are faster Bow and breathe as needed

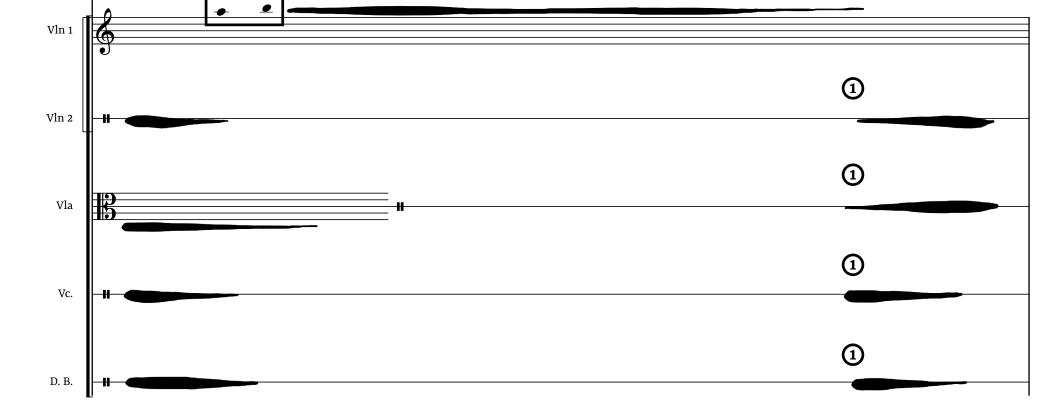
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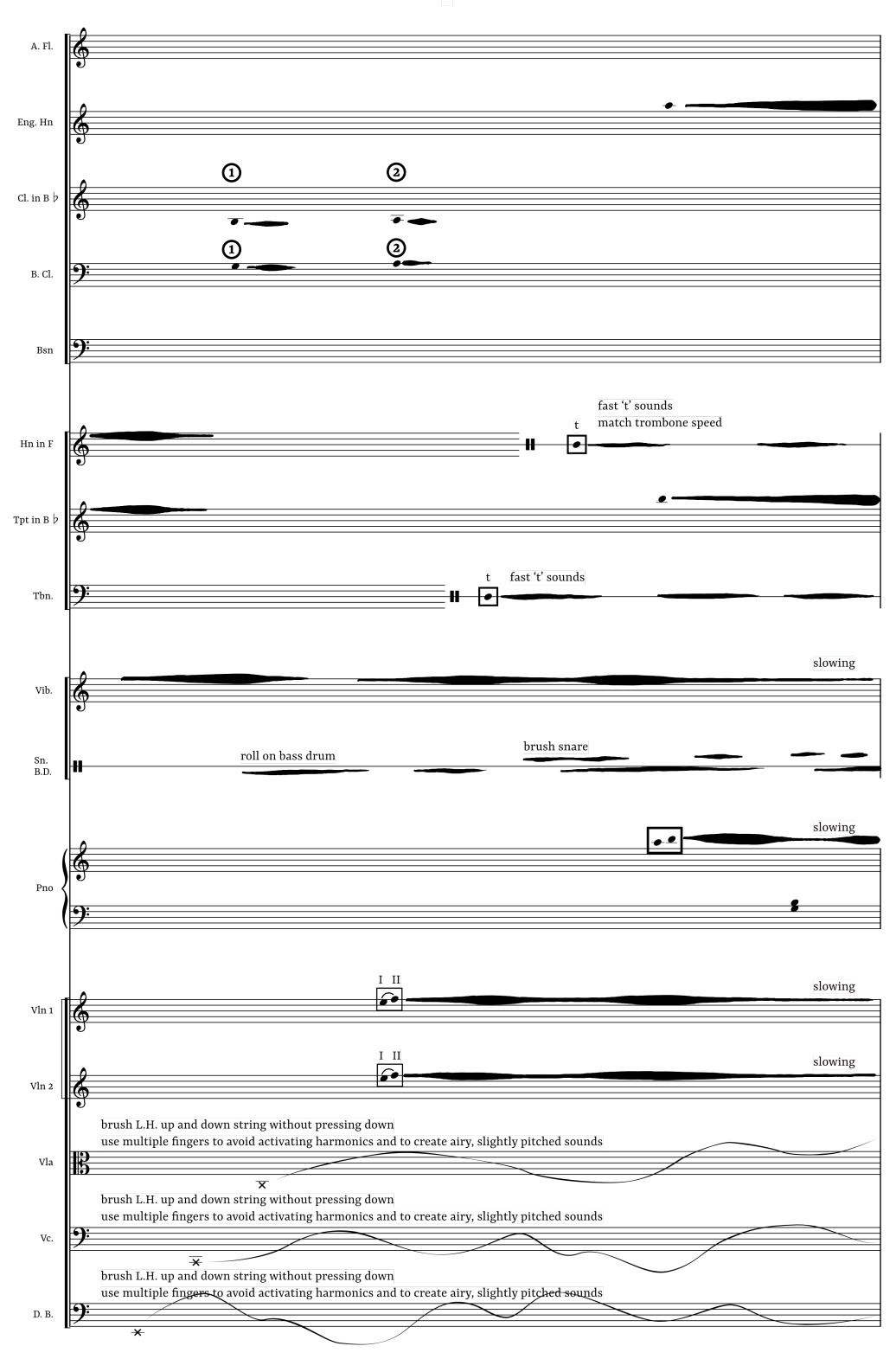


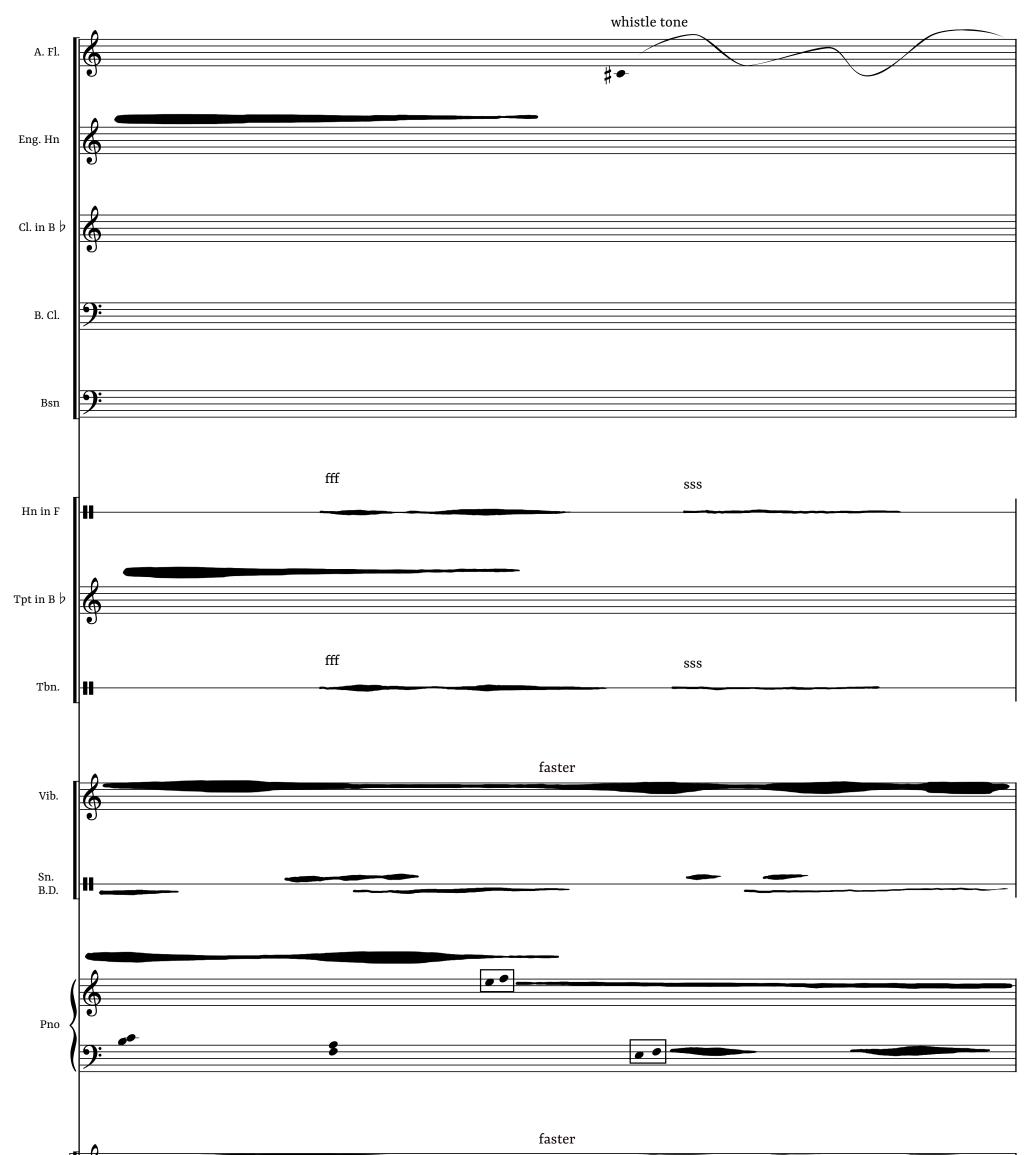


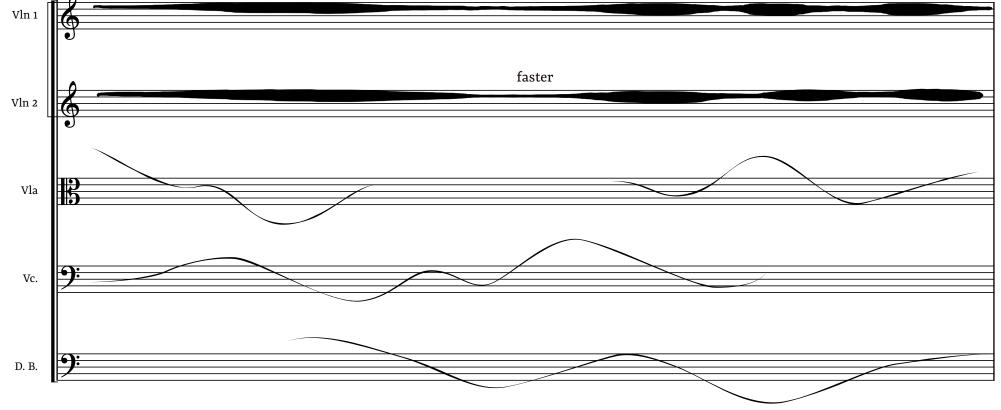


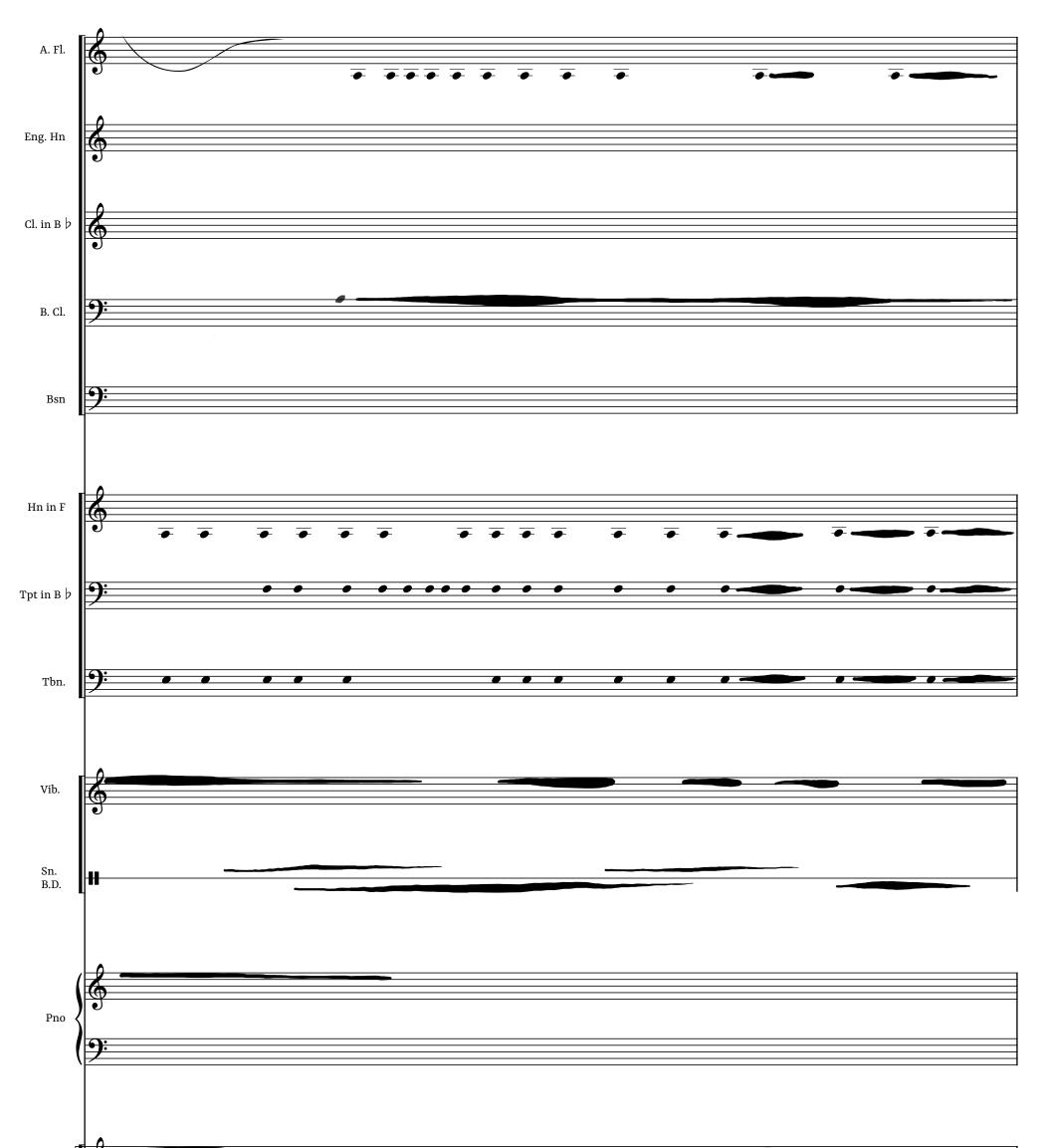


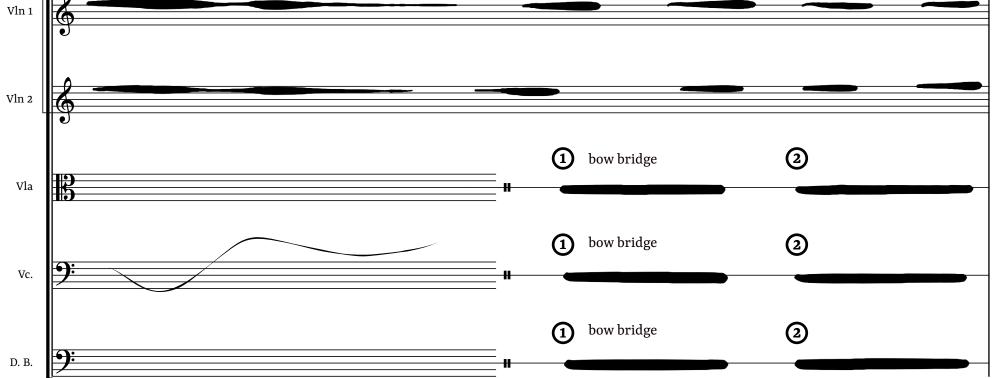


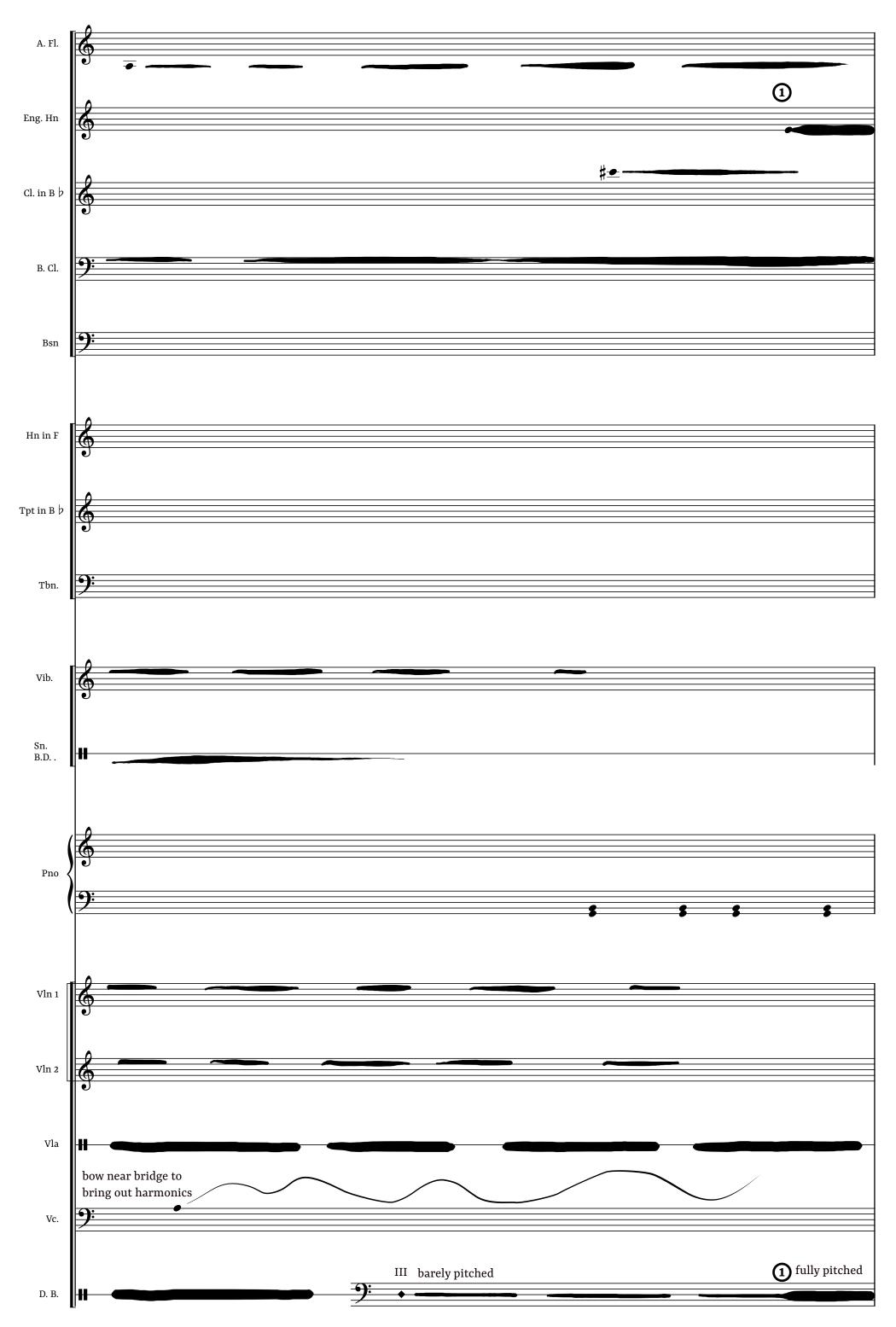


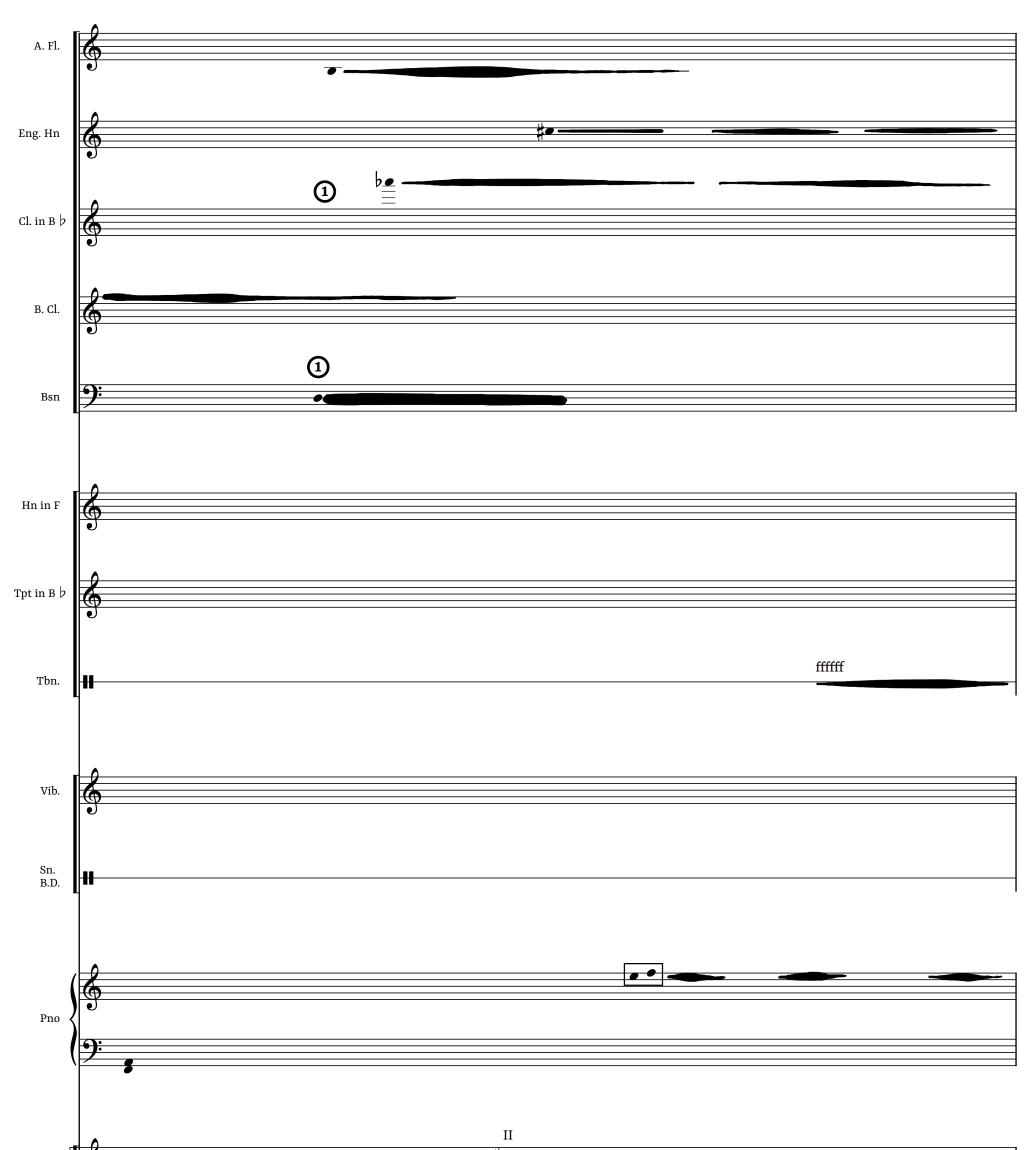


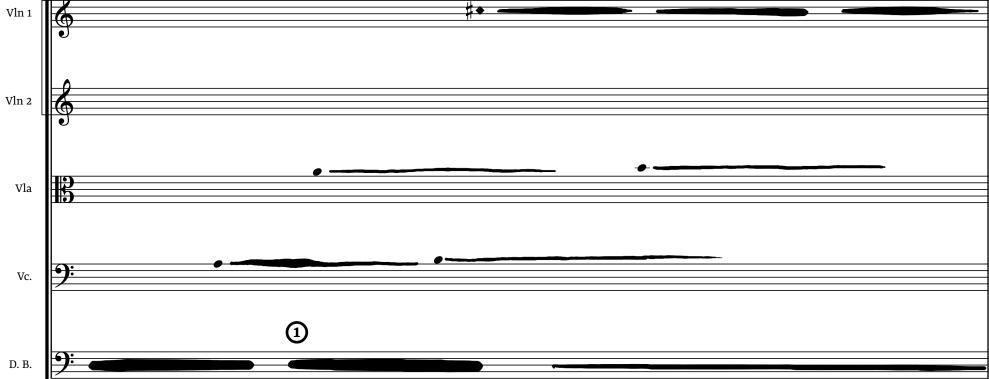


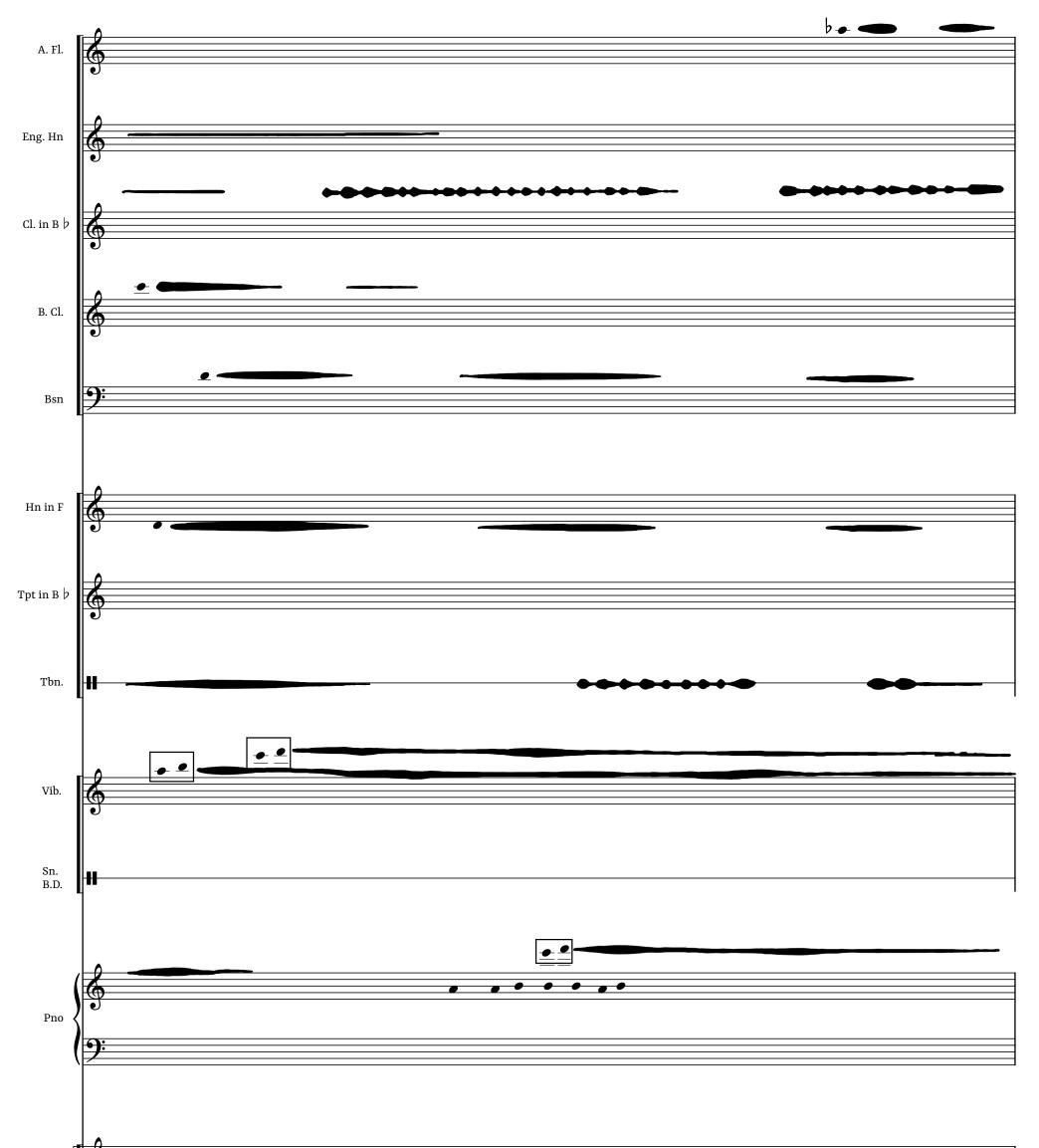


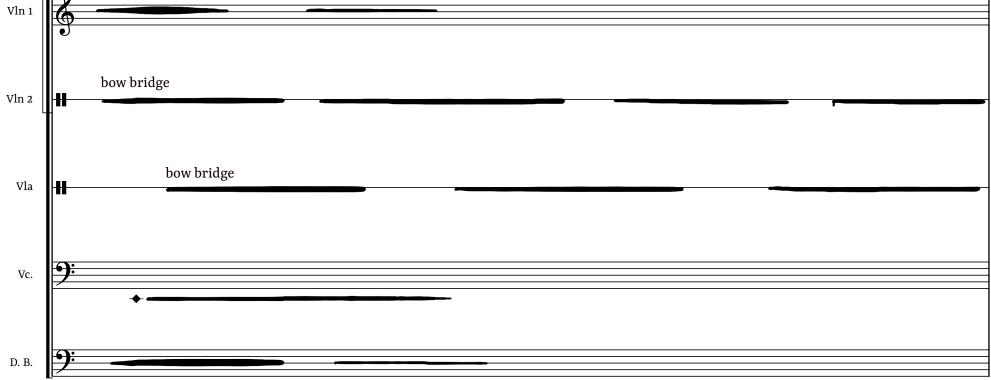


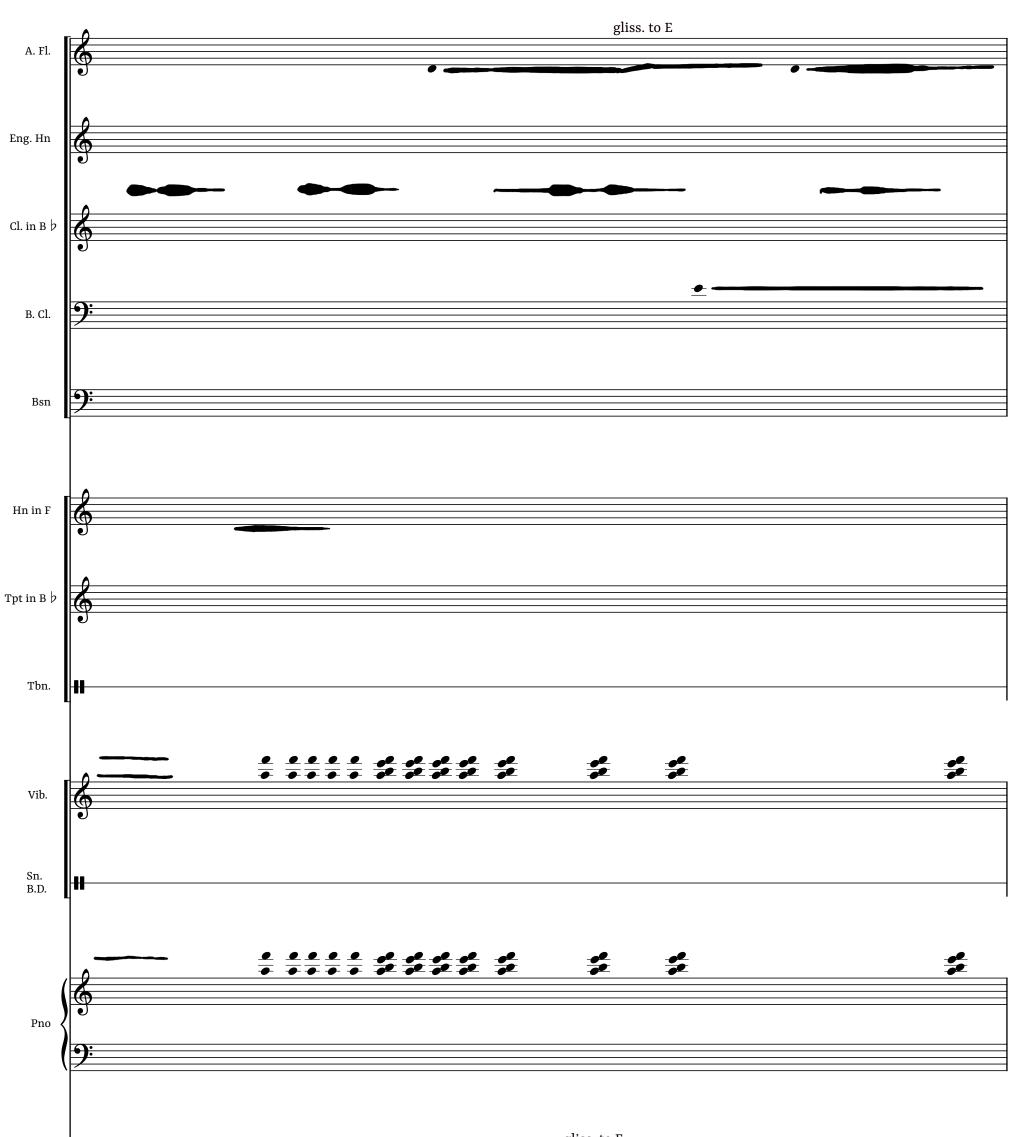


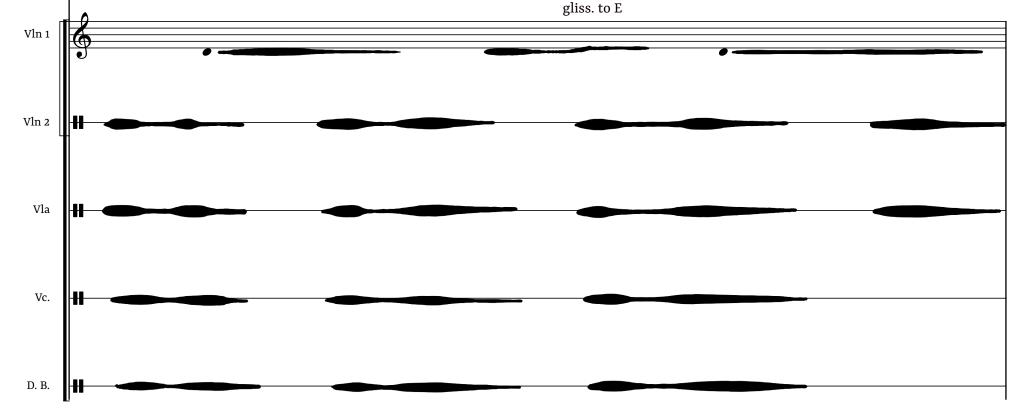


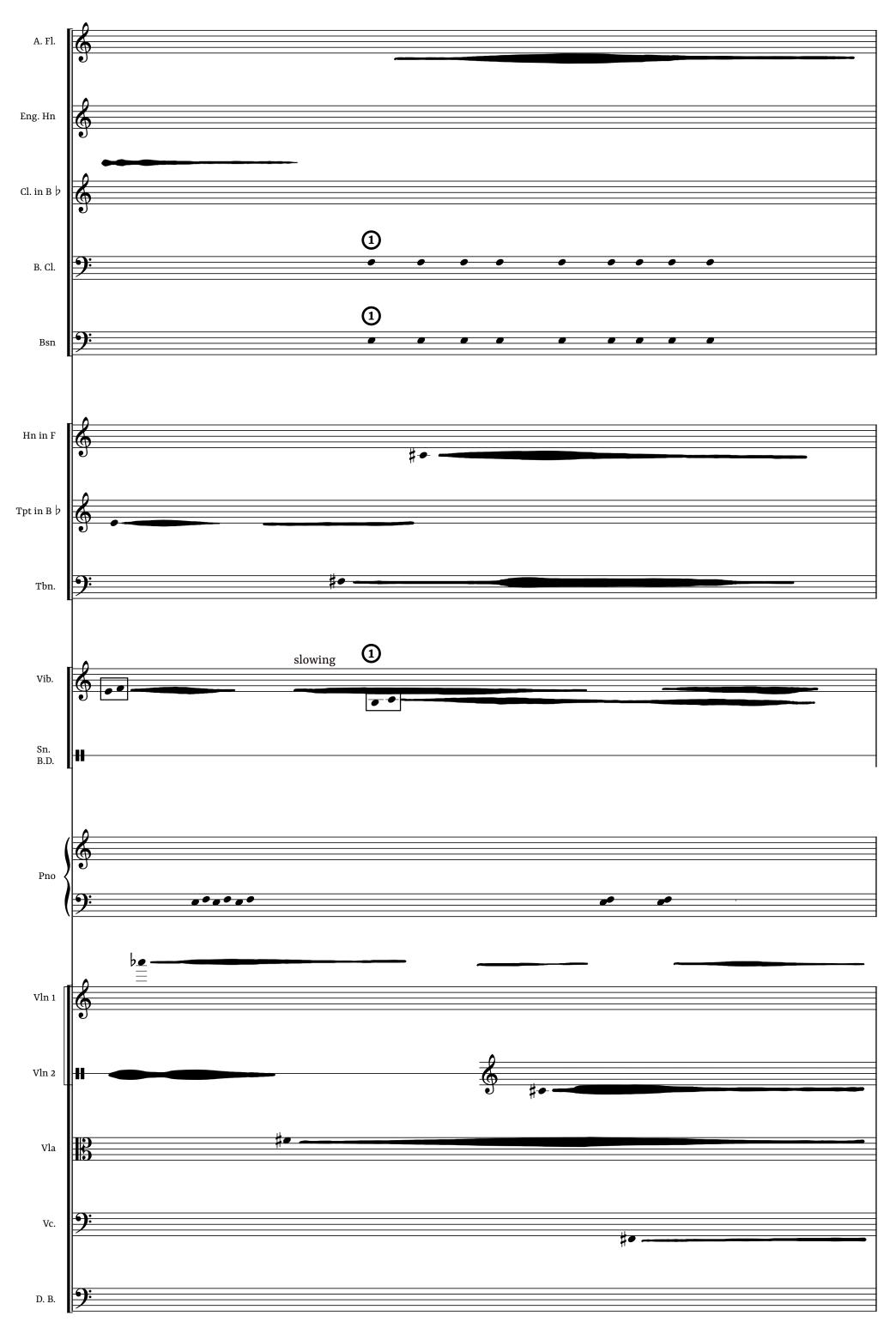


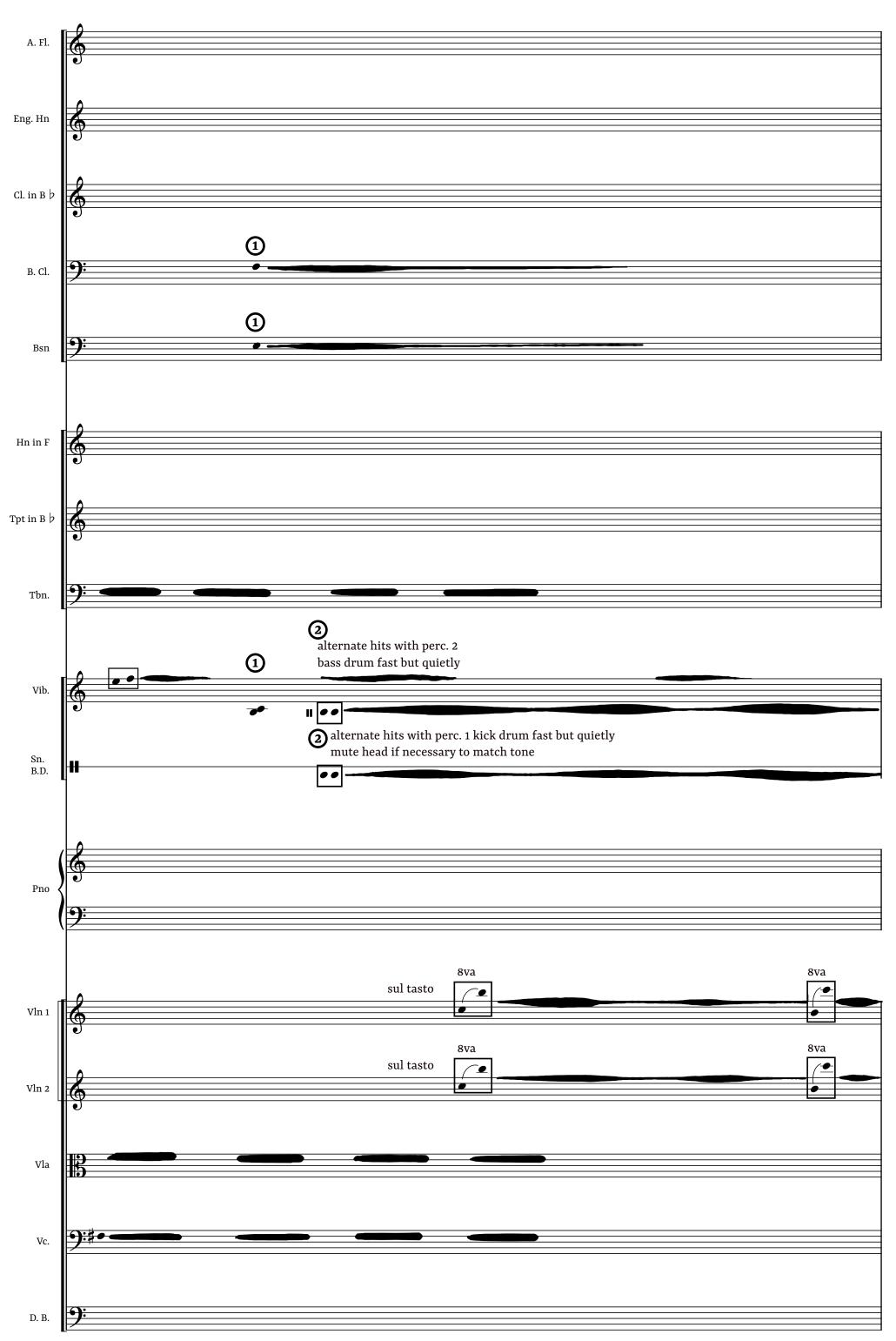


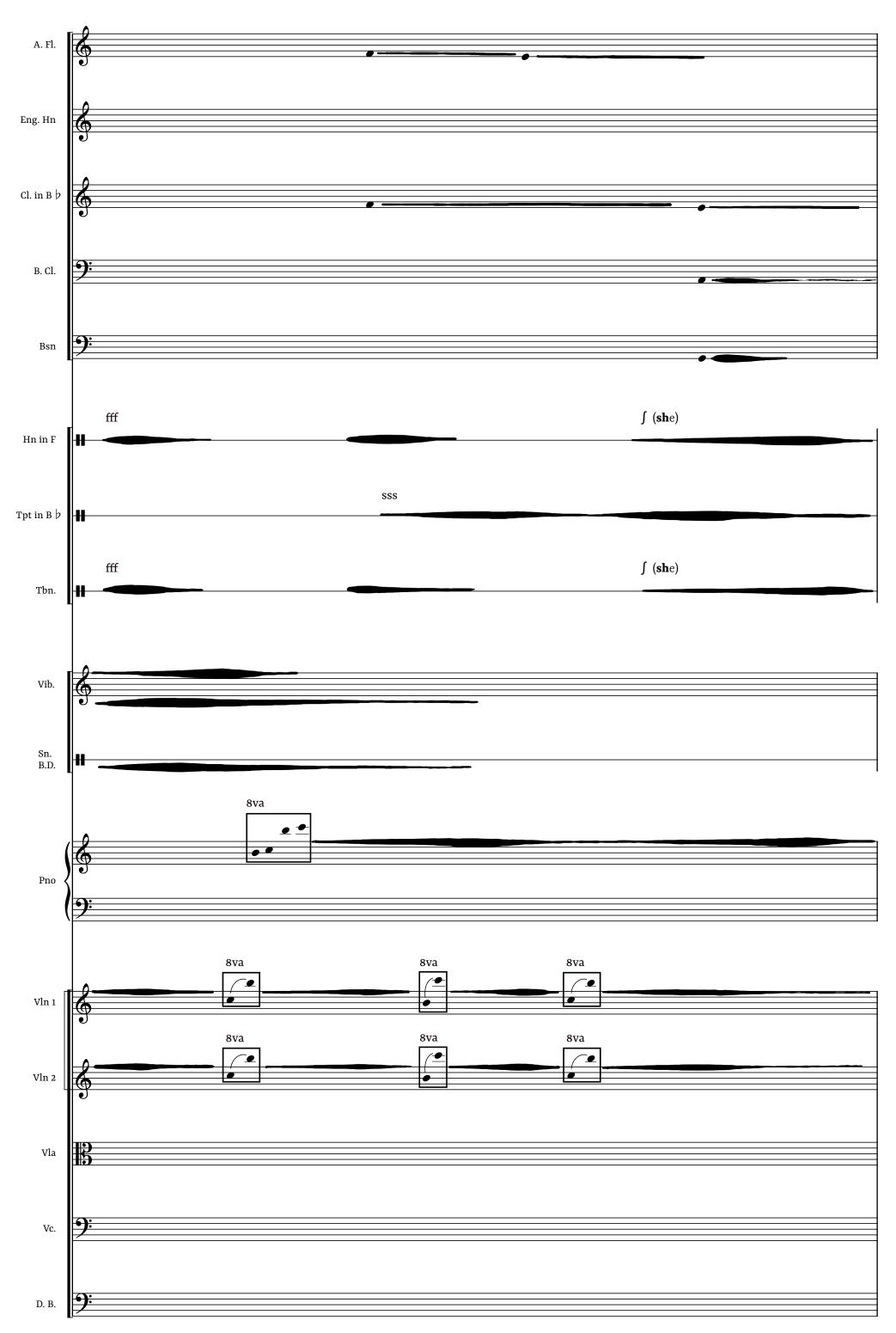


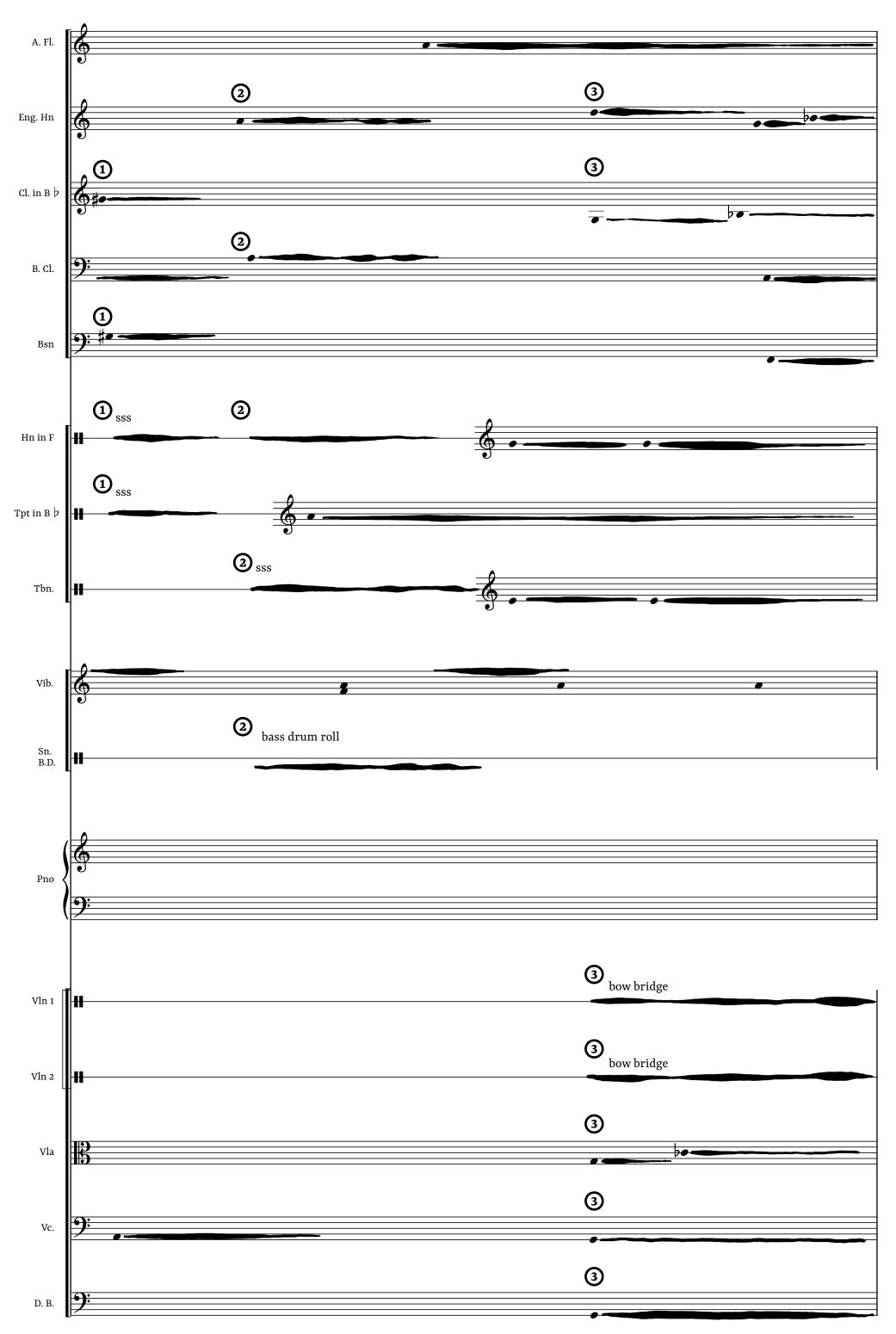


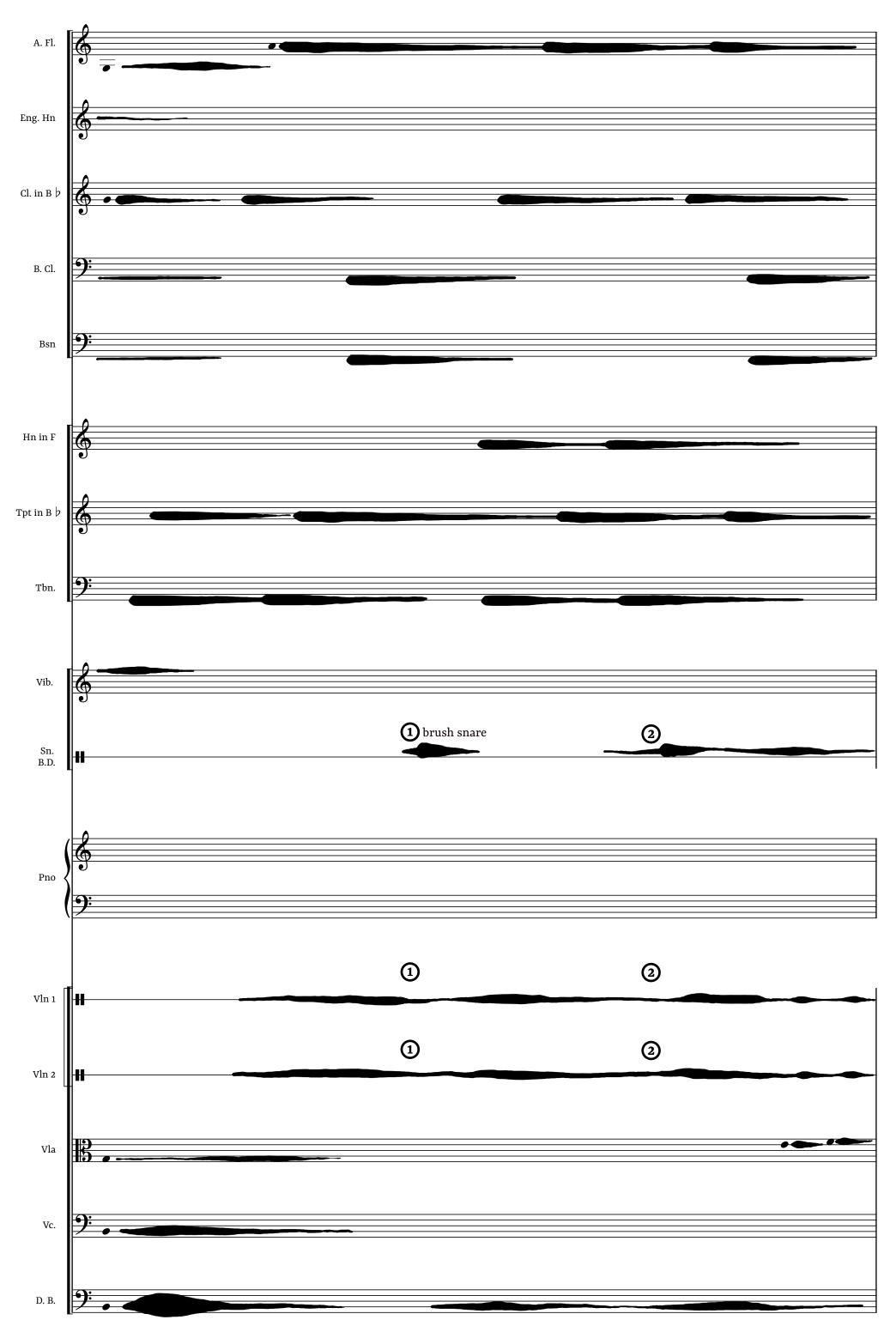


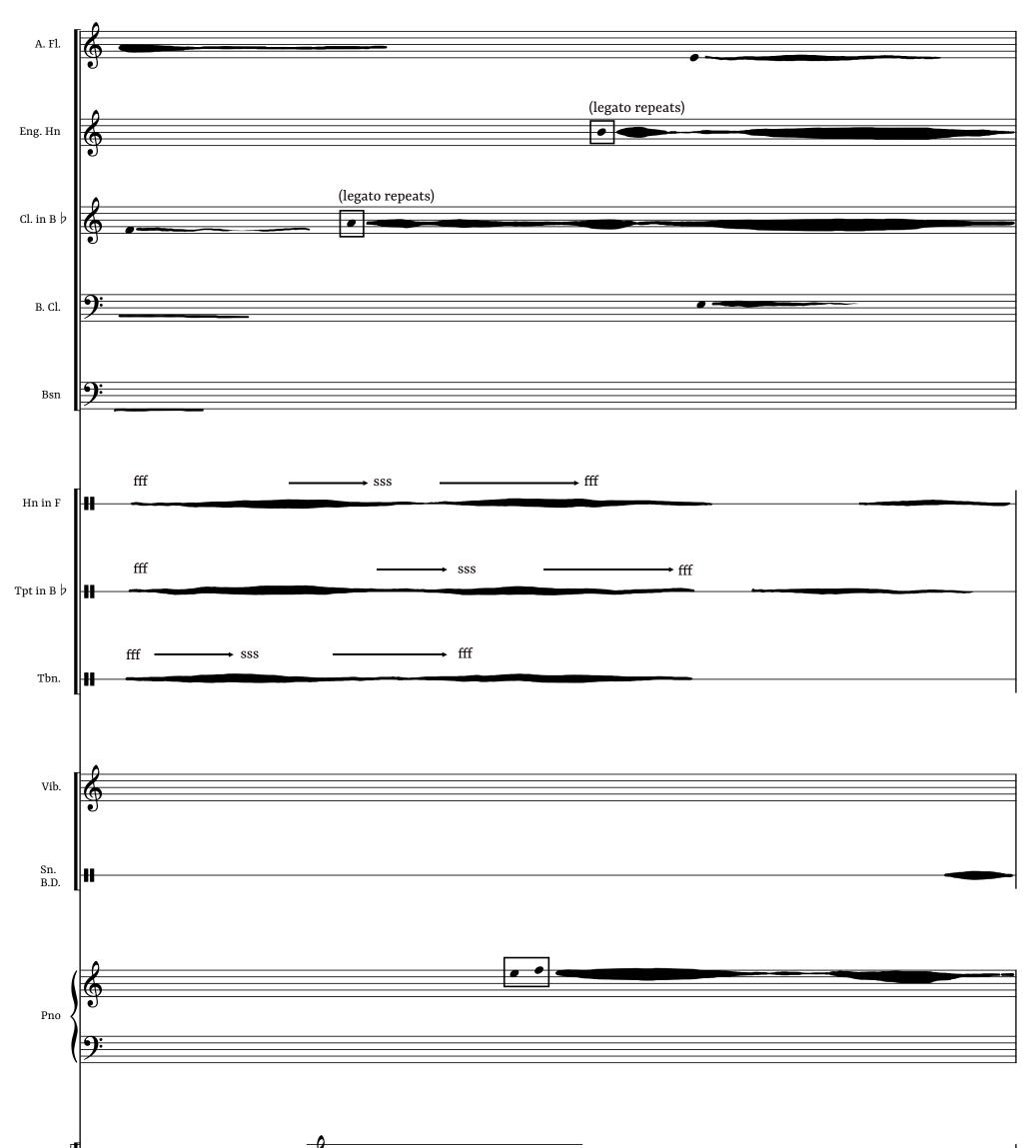


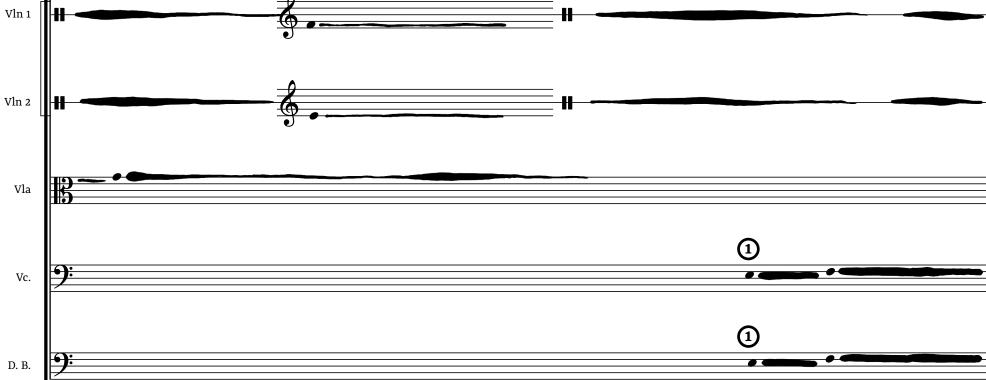


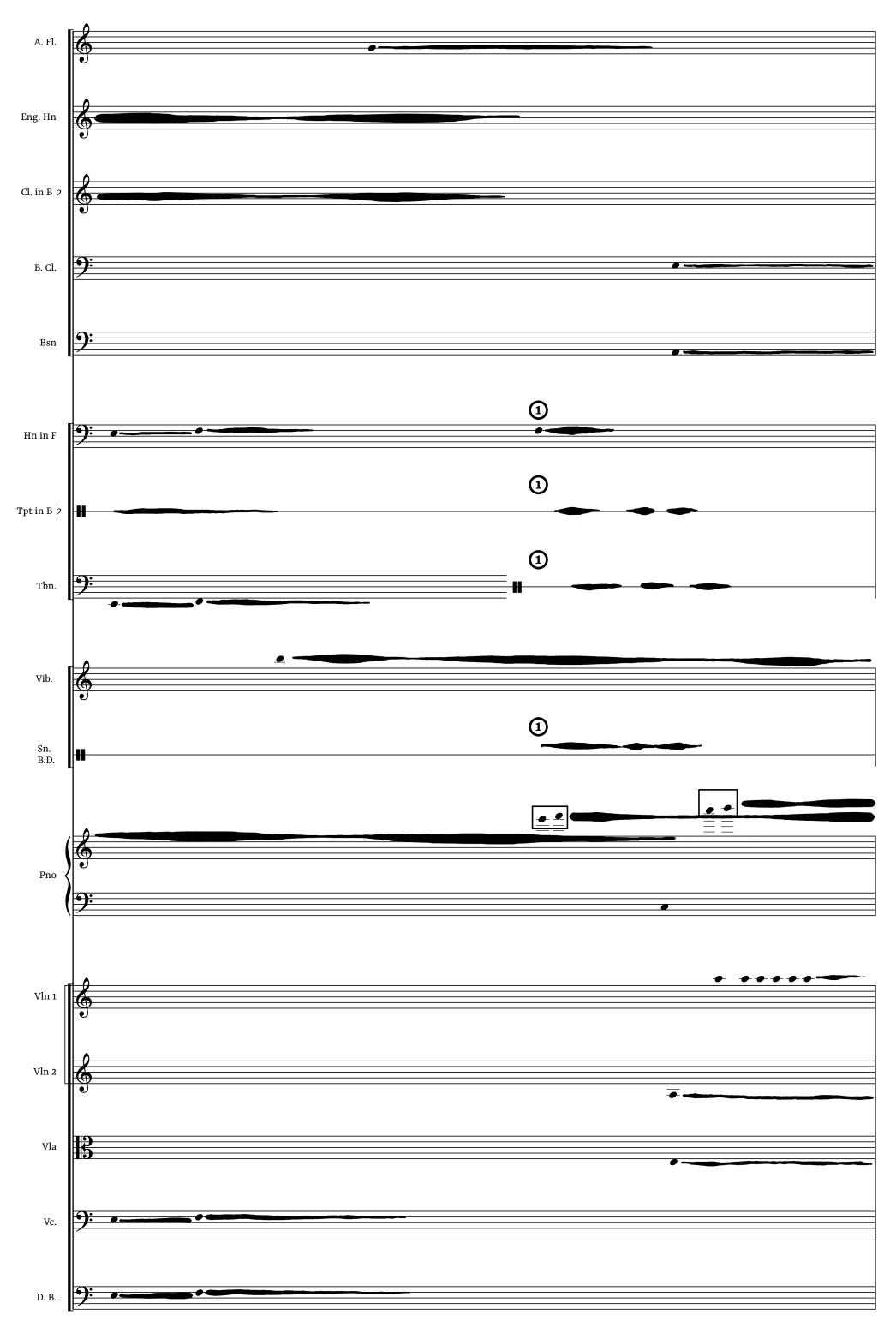


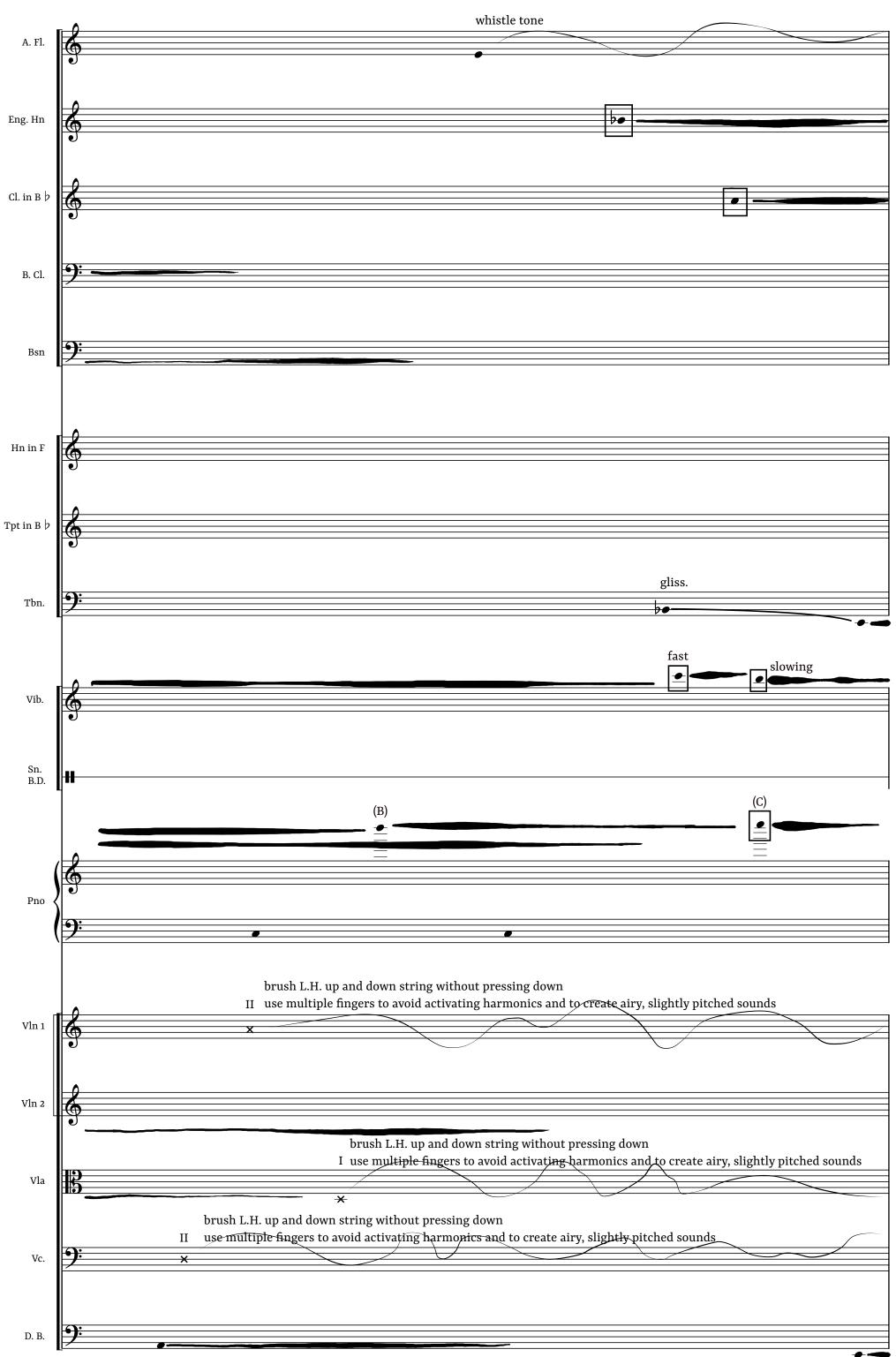


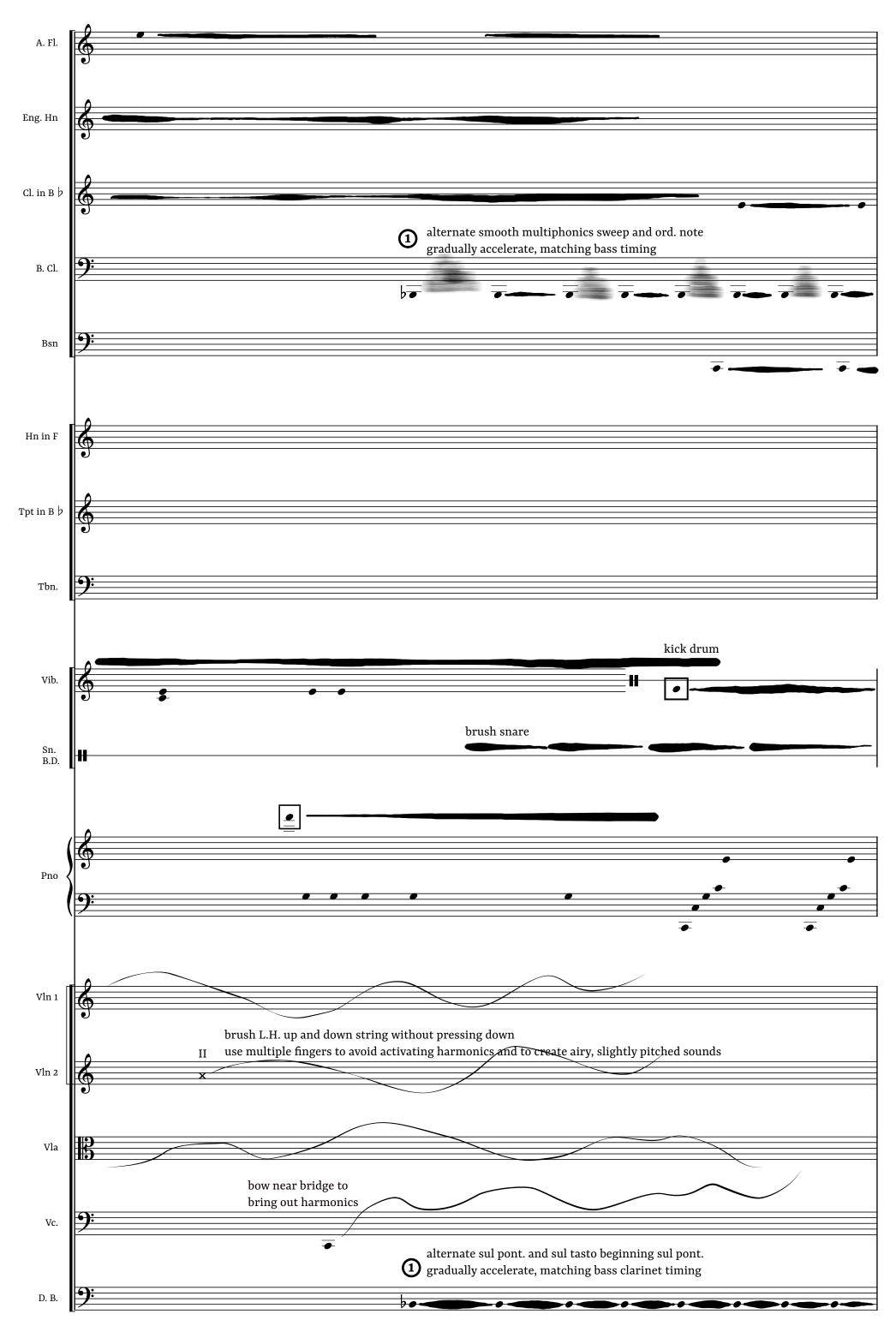


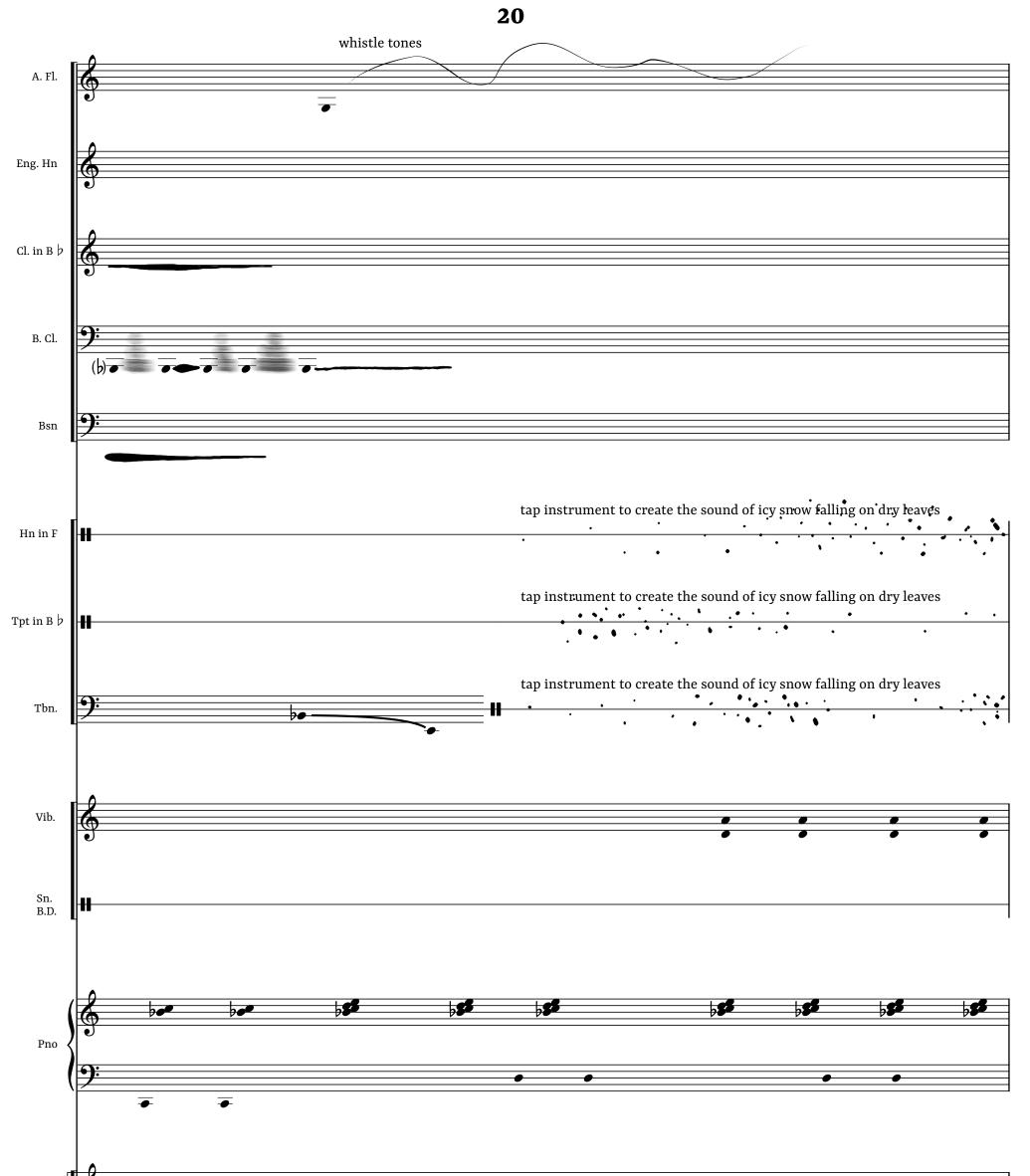












Vln 1 Vln 2		
Vla	bow sul pont. so no fundamental is heard tap random points near bow with quick gestures to bring out random harmonics	
Vc.	avoid creating patterns or sliding left hand bow sul pont. so no fundamental is heard tap random points near bow with quick gestures to bring out random harmonics	
D. B.	avoid creating patterns or sliding left hand bow sul pont. so no fundamental is heard tap random points near bow with quick gestures to bring out random harmonics avoid creating patterns or sliding left hand	

