

Francisco Meirino *Nabla (for string quartet and bass clarinet) 2017*

Performers notes

Bass clarinet

- 0'00 > 1'00 : Short percussive sounds and sharp tones in various notes (full range) and of various lengths (but keep it pretty short and dynamic).
- 1'00 > 2'00 : Long crescendo from the lowest to the highest note, add harmonic modulations.
- 2'00 > 3'00 : Keep a tone at the highest note possible with as many harmonic modulations as possible.
- 3'00 > 4'00 : Short percussive sounds (more than in the first part) and sharp tones in various notes (full range) but this time keep them super short and very dynamic, also start a long crescendo from the lowest to the highest note possible, until the end.
- 4'00 > 5'00 : Continue the long crescendo and add high frequencies harmonics.

Violin #01

- 0'00 > 1'00 : Short percussive sounds and sharp tones & pizzicatos in various notes (in the higher range) and of various lengths (but keep it pretty short and dynamic).
- 1'00 > 2'00 : Long crescendo (in volume) from mid range 550hz to the highest note, add harmonic modulations.
- 2'00 > 3'00 : 4 arco falls with an strong attack at then end of the fall. from 300hz to 220hz, each new fall must be twice longer than the previous one.
- 3'00 > 4'00 : Short percussive sounds (more than in the first part) and sharp tones & pizzicatos in various notes (full range) but this time keep them a bit longer and always very dynamic with strong attacks.
- 4'00 > 5'00 : 4 arco crescendos with an strong attack at the end of the fall, from 220hz to the highest note, each new new crescendo must end on an higher note than the previous one.

Violin #02

- 0'00 > 1'00 : Short percussive sounds and sharp tones & pizzicatos in various notes (in the higher range) and of various lengths (but keep it pretty short and dynamic).
- 1'00 > 2'00 : Keep a tone at the highest note possible with as many harmonic modulations as possible.
- 2'00 > 3'00 : Keep a tone at the highest note possible with many harmonic modulations, make it as loud and modulated as possible.
- 3'00 > 4'00 : 4 arco crescendos with an strong attack at the end of the fall, from 1100hz to the highest notes, each new new crescendo must end on an higher note than the previous one.
ATTENTION : keep last crescendo until 4'10
- 4'00 > 5'00 : Full crescendo in the higher range as loud and intense as possible. End with a strong attack.

Double Bass

- 0'00 > 1'00 : Various single notes with strong attacks on the very lower range, at 0'30 sec. continue with the single notes but keep them steady in a range from 80hz to the lowest note).
- 1'00 > 1'30 : 2 notes « crescendos » with an strong attack at the end of the fall, from the lowest note to 100hz, each new new crescendo must end on an higher note than the previous one.
- 1'30 > 3'00 : Play single notes but keep them steady in a range from the lowest to 70hz.
At 2'00 : add various random single notes with strong attacks, on a very low range.
- 3'00 > 4'00 : 3 modulated tones from 60hz to 45hz to 60hz to 45hz).
- 4'00 > 5'00 : Long crescendo with modulations from 45hz to the highest note possible.
At 4'30 : add various random single notes with strong attacks, on a very low range.

Cello

- 0'00 > 1'00 : Various single notes with strong attacks on a very low range,
at 0'30 sec. continue with the single notes but keep them sustained from 60hz to 80hz.
- 1'00 > 1'30 : Falling tone with heavy modulations, from mid-range to the lowest note possible.
- 1'30 > 2'00 : Keep playing the lowest not possible with heavy modulations and some pitch variatons.
- 2'00 > 2'30 : 3 short crescendos from the lowest not to 140 hz, each new crescendo must end on an higher note than the previous one.
- 2'30 > 3'00 : One long fall from 140hz to the lowest note, fade in to louder. INTENSE !
- 3'00 > 4'00 : Various single notes with strong attacks, on the mid range
at 3'30 sec. continue with the single notes but keep them sustained from 120hz to 140hz.
- 4'00 > 5'00 : Long crescendo with modulations, from the lowest note to 100hz, add harmonic modulations.