

80 ca.20"

ppp *p* *pp* *pp*

Sintone: 4862Hz

92

p *pp* *p* *pp* *pp*

106

mp *poco sul pont* *ord.* *mf* *dim.*

mp *poco sul pont* *ord.* *mf* *dim.*

mf *dim.*

117

mp *p* *pp* *gliss.*

mp *p* *pp* *discrete gliss.*

mf

127 20"

II 20" II II III 4 15" -3 -2

Sara: Turn on heaters [3,3]

p

Poco espressivo, vibrato. Allow portamenti between notes.

mf

4 **Chorale II**

Cantabile

140

p *mp* *p* *mp* *mf*

156

Piu mosso [Turn on heaters [3,3]]

mf *mp* *gliss.* *mp*

170

crescendo *mf* *Use vibrato* *gliss.* *Use vibrato* *mf* *Use vibrato* *Use vibrato* *crescendo* *mf*

185

VIOLIN II LEADS

mf *sempre crescendo* *sempre crescendo* *sempre crescendo*

198

poco accelerando *poco accelerando* *poco accelerando*

204

ff *ff* *ff* *ff*

Intermittent, irregular glissnado. If the painting is melting still substantially, then keep glissando speed very slow - it could last for a good 10 mins. When painting seems to have reached a very slow melting rate, hold the note steadily for approx 1'. If painting has already stopped melting, then this section should take about 6' in total, which means that the glissando could last for about 4 minutes for example. Other distributions of time are also acceptable, if the painting has stopped melting.

212 Sinetone: 1571.5Hz *gliss.* Sinetone (up to ca.6000Hz) 1'

pp pp pp pp

Chorale III

Calm, measured ca. 45bpm

215 con sord. *mp* *mf*

con sord. *mp* *mf*

con sord. *mp* *mf*

con sord. *mp* *mf*

221 *mp* *p* *ppp*

mp *mf* *(mf)* *ppp*

229 *mp* *f* *sff!*

mp *f* *sff!*

237 *dim.* *mp* *p* *mf*

dim. *mp* *p* *mf*

dim. *mp* *p* *mf*

dim. *p* *mf*

6

244

Repeat pitches randomly for one full slow bow length during 1' 30".

Repeat pitches in the previous box plus the new ones, randomly for one full bow length during 1'. Decrescendo throughout.

246

Move towards sul pont.
Repeat pitches randomly until pitch disappears and only white noise is left.

When you can't get quieter, drop out.

When you can't get quieter, drop out.

When you can't get quieter, drop out.

When you can't get quieter, drop out.

sneak in quietly to help make the decresc. al niente smooth and long.

Sinetone remains in the room until the audience leaves.

Sinetone: 4862Hz

this should be a comfortable length.