

Full Score

GaldrAnima

Galdr ~ incantaion Anima ~ spirit

Commissioned by So Percussion

To be performed surrounding Henry Moore's Oval with Points at Princeton University

by Anne Hege

Cymbal Players: start with an upbow and continue to bow at the necessary speed to get a consistent pitch (try for a unison with both cymbal players - bow for 4 beats and see if this will allow for a sustain for 8 beats, change length of bowing as necessary to sound until the end of the 4th measure.

Non-cymbal players: record opening cymbal bow and sustain on smartphones and on smartphones for Cymbal 1 and 2 players - see directions in MobMuPlat folder

♩ = 56

Musical score for the first system, measures 1-4. The score includes staves for Cymbal 1, Cymbal 2, Crotales, Musical Saw, and Bass Drum. Cymbal 1 and 2 are in 3/4 time and play a bowed note followed by a sustain. Crotales, Musical Saw, and Bass Drum are silent.

12

Musical score for the second system, measures 5-8. The score includes staves for Cym 1, Cym 2, Saw, and B. Dr. Cym 1 and 2 continue with bowed notes and sustains. The Saw part has a dynamic marking from *ppp* to *p*. The B. Dr. part has dynamic markings *mf*, *p*, *ff*, and *mf*. A note above the Saw staff reads: "Saw pitch determined by Cymbal sustain - try to match bowed cymbal pitch (or one of them)".

try for a sense of 3-D swirling with spatialization of roll between Bass Drum and Cymbals 1 and 2

22

Cym 1

Cym 2

Saw

B. Dr.

p *ff* *p* *ff* *p* *ff* *pp*

Move to crotales

31

Cym 1

Crt.

Saw

B. Dr.

ff subito *p*

mf Crotales to sound two octaves higher than scored

mp Saw subtle and part of the background sound m. 31-46

ff subito *p*

33

Cym 1

Crt.

Saw

B. Dr.

mf

f

mf

36

Cym 1 *p* < *mf* *p* < *mf* *p* < *mf*

Crt.

Saw *Vibrato gradually widens*

B. Dr. *p* < *mf* *p* < *mf* *p* < *mf*

41

Cym 1 *pp*

Crt. *p*

Saw *No vibrato, gradually add vibrato with the cresc.*

B. Dr. *pp*

45

Cym 1 *f*

Crt. *f*

Saw *f Soloistic, cantabile*

B. Dr. *f*

47

Musical score for measures 47-48. The score is for four instruments: Cym 1, Crt., Saw, and B. Dr. The key signature is B-flat major (two flats). The time signature is 4/4. Measure 47 shows a complex rhythmic pattern with eighth and sixteenth notes. Measure 48 continues the pattern with some notes beamed together. The Cym 1 part has a steady eighth-note pulse. The Crt. part has a similar pulse but with more complex rhythmic groupings. The Saw part has a simple, slow-moving line. The B. Dr. part has a steady eighth-note pulse.

49

Musical score for measures 49-50. The score is for four instruments: Cym 1, Crt., Saw, and B. Dr. The key signature is B-flat major (two flats). The time signature is 4/4. Measure 49 continues the rhythmic patterns from the previous measures. Measure 50 shows some changes in the Cym 1 and Crt. parts, with some notes beamed together. The Saw part has a simple, slow-moving line. The B. Dr. part has a steady eighth-note pulse.

51

Musical score for measures 51-53. The score is for four instruments: Cym 1, Crt., Saw, and B. Dr. The key signature is B-flat major (two flats). The time signature is 4/4. Measure 51 continues the rhythmic patterns. Measure 52 has a tempo marking of $\text{♩} = 56$ and a dynamic marking of $(\text{♩} = \text{♩})$. Measure 53 continues the patterns. The Cym 1 part has a steady eighth-note pulse. The Crt. part has a similar pulse but with more complex rhythmic groupings. The Saw part has a simple, slow-moving line. The B. Dr. part has a steady eighth-note pulse.

54

Cym 1

Crt.

Saw

B. Dr.

mp

fp

mf

mp

mp

57

Cym 1

Crt.

Saw

B. Dr.

gradually slow roll

slowly rub cymbal continues through smartphone section

slowly turn crotales so that it will ring

sustain

slow vibrato

very slow vibrato

no vibrato

gradually slow roll

patter with one hand/fingers - this continues through smartphone section

61

Cym 1

Crt.

Saw

B. Dr.

Smartphone Gliss

Smartphone Gliss

Smartphone high drone

Smartphone high drone

go to cymbal 2

matching smartphone drone

SmartPhone Gliss

Smartphone Gliss

Smartphone high drone

bass drum fade out

Gradually, all players who are able - playback original cymbal bow recording through MobMuPlat p. 1 at pitch or octave below and with increasing reverb, this can continue while walking to next sculpture becoming more sparse

67

Cym 1 *f* bowed

Cym 2 *f* bowed

Saw *mf* musical saw plays with the cymbal bowing to make a more complex sound

B. Dr. *mp* sleigh bell shake: Bass Drum player walks around sculpture clockwise shaking sleighbells, continues to walk when resting

sleigh bell shake

approx. 5 min.

Piece ends with reverb of cymbal playback from MobMuPlat

79

Cym 1 *f*

Cym 2 *f*

Saw *mf*

B. Dr. sleigh bell shake