

Invisible Sound

For chamber ensemble

Melissa Rankin

Full Score

Invisible Sound

For chamber ensemble

The structure and temporal unfolding of this piece is directed by the length of resonance afforded by the piano and acoustic environment.

Each gesture begins with a piano motif and is shadowed by the remaining voices to create a sonorous blend of tone and texture.

The piano acts as an indication to the other instrumentalists that the subsequent gesture has begun. Pianist should allow for the resonance to decay to almost silence before continuing to the next gesture.

Instrumentalists should make informed decisions in relation to the piano resonance when lingering on each motif. The score is a guide only and natural acoustics should take priority.

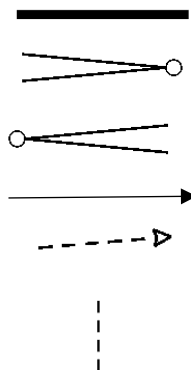
As well as being self-aware, players should be conscious of others and the sound that is being produced at all times.

The use of beams to depict time and undefined rhythm means this piece does not require an external conductor to follow the metre.

Gaps in the score mean no instrumentalists should be playing.

Written for Red Note Ensemble

Performance Instructions



sustain method of playing

diminuendo al niente

crescendo al niente

gradually change from one method of playing to another

cue line

coordinated entry or exit

Flute:






breath tone

change from normal method of playing to breath tone







Multiphonic fingering - E ♭ 5 / C6

Clarinet:

-  breath tone without pitch
-  gradually change from one method of playing to another
-  normal to breath tone

Violin and Violoncello:

- ST sul tasto
- N normal
- SP sul ponticello
-  circular bowing, alternate bowing position freely between ST, N, SP in a circular motion
- + left hand pizzicato
- natural harmonic at sounding pitch
-  natural harmonic at fingered pitch
-  artificial harmonic / sounding two octaves above
-  overpressure

For Red Note Ensemble

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Full Score

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delicate

Flute

pp *mp*

Clarinet in B \flat

pp *pitch bend, freely whimsical* *f* *mp*

Piano

ff *Ped.* *fff*

$\text{♩} = 80$

Violin

tr. *pp*

Violoncello

$\text{♩} = 60$ *flautando, airy* *mp* *f*

Sustain pedal should remain down for entire duration of the piece. It should not be lifted at all.

8

Fl.

very still

pp

abrupt ending

pp

p *fff*

Cl.

abrupt ending

pp

p *fff*

Pno.

fff

mp *f*

touch keys as lightly as possible

pppp

pppp

f

Vln.

sempre vib. *pp* *f* *p* *pp* abrupt ending

SP *p* *fff* ST

Vc.

molto vib. continue vibrato through resonance *f* *pp* abrupt ending

pizz. *fff*

Detailed description: This is a musical score for five instruments: Flute (Fl.), Clarinet (Cl.), Piano (Pno.), Violin (Vln.), and Viola (Vc.). The score is divided into three measures. The Flute and Clarinet parts consist of sustained notes with dynamic markings of *pp* and *fff*, and performance instructions like 'very still' and 'abrupt ending'. The Piano part features complex textures with multiple dynamics including *fff*, *mp*, *f*, and *pppp*, along with specific playing techniques like 'touch keys as lightly as possible'. The Violin and Viola parts also show sustained notes with dynamics ranging from *pp* to *fff*, including vibrato markings ('sempre vib.', 'molto vib.') and a pizzicato instruction for the Viola. The score uses various musical notations such as slurs, hairpins, and specific articulation marks to convey the intended performance.

18

Fl.

Cl.

Pno.

Vln.

Vc.

pitch bend

ppp

p

pp

fff

f

fp

ppp

mf

fff

f

pp

p

ST

gliss. freely between notes, slow bow

sim.

rall.

arco

f

pp

f

ST

flaut.

p

f

3

70

40

Fleeting
♩ = 80

28

Fl.

f *fff* *p* *pp* *fff*

Cl.

f *f* *pp* *fff*

Pno.

agitated *softly* *delicately*

f *fff* *fp* *ppp* *ppp*

Fleeting
♩ = 80

Vln.

f *fff* *pp* *fff*

gradually speed up tremolo

Vc.

arco *molto vib.* *pp* *f* *fff*

SP aggressive

min. 7" space

unsteady

34

Fl.

Cl.

Pno.

Vln.

Vc.

ppp

p

ppp

pp

f

p

f

ppp

p

ppp

mf

pp

ppp

pp

ppp

p

pp

ppp

p sub ppp

pp

ppp

ghostly, sombre

rall.

ST
no vib., single bow

flaut. sul G
dampen strings with l.h., undefined pitch and rhythm

J = 40
pulsing

whoosh

ST

6

43 *whoosh*

Fl. *ppp* *<f*

Cl. *pp* *motionless, static*

Pno. *p*

Vln. *p* *N*
♩ = 70
flaut., mystical

Vc. *p* *very still, peaceful*

whistle tone



pp

8^{va} 7

pp

8^{bb}

poco rall.

0

p

let ring

pizz.

pp

f

48

Fl.

Cl.

Pno.

Vln.

Vc.

53

Fl.

Cl.

Pno.

Vln.

Vc.

static, extremely still in all voices

ppp

ppp

pp

(8)

f

atempo
molto vib

fragile, unsteady
allow scratches to come through

SP

arco
single bow, extremely slow
SP

ppp

ppp