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UNIVERSITY OF CALIFORNIA, SAN DIEGO

Three Pieces

A Thesis submitted in partial satisfaction of the
Requirements for the degree Master of Arts

in

Music

by

Ian Power

Committee in charge:

Professor Lei Liang, Chair
Professor Anthony Burr
Professor Katharina Rosenberger

2009

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Chair

University of California, San Diego

2009

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ABSTRACT OF THE THESIS

Three Pieces

by

Ian Power

Master of Arts in Music

University of California, San Diego, 2009

Professor Lei Liang, Chair

The following Master's Thesis represents the culmination of two years' work in the UCSD department of music. The three pieces, "*We have not been...picked out...simply to be abandoned*", *My Lips Grow Dry*,....., and *Ave Maria: Variations on a Theme of Giacinto Scelsi*, appear in order of completion, the first two having been composed for juries, the last as an individual project.

My time in the program has seen great changes to my musical thinking, as evidenced in these works. From a formalist examination of one idea (a glissando) in the first work, to agitating music culminating in a moment of true release and silliness in the second, the abject simplicity and narrativity of the third, I have attempted to use quite different materials to decorate what I believe to be a rather uniform creative energy in my work. What results is, hopefully, music that provides an easy way in without sacrificing any depth of idea.

"We have not been...picked out...simply to be abandoned..."

for any two string instruments and two optional assistants

Ian H. Power

Program Note

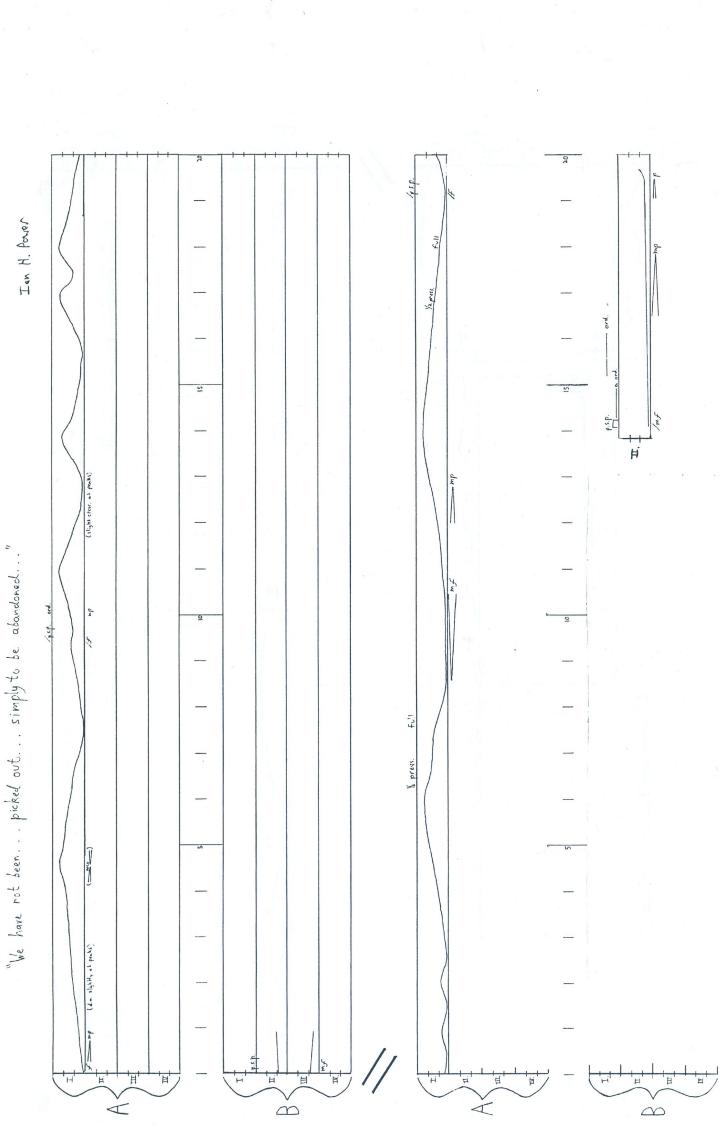
The title of this piece is taken from Tom Stoppard's 1966 play *Rosencrantz & Guildenstern Are Dead*. The piece, like the play, focuses on characters whose peripheral qualities are inessential. They are merely vehicles for a necessary plot, and their thoughts, feelings, and deeper levels of characterization are arbitrary and at some points interchangeable. Rosencrantz & Guildenstern struggle with this lack of identity in the play, as do the players during this piece. The piece was not inspired directly by *Rosencrantz & Guildenstern Are Dead*, but many parallels may be drawn between the two narratives.

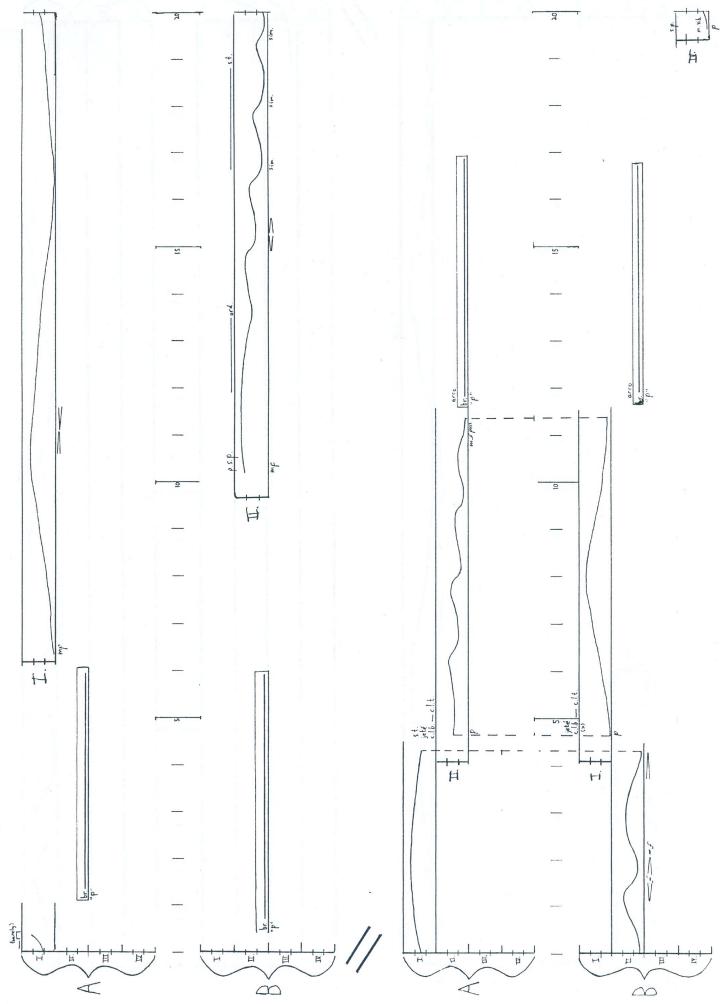
"We have not been...picked out...simply to be abandoned..." was written between September and December of 2007 in La Jolla, Calif. It is dedicated to my dear friend Joshua Modney.

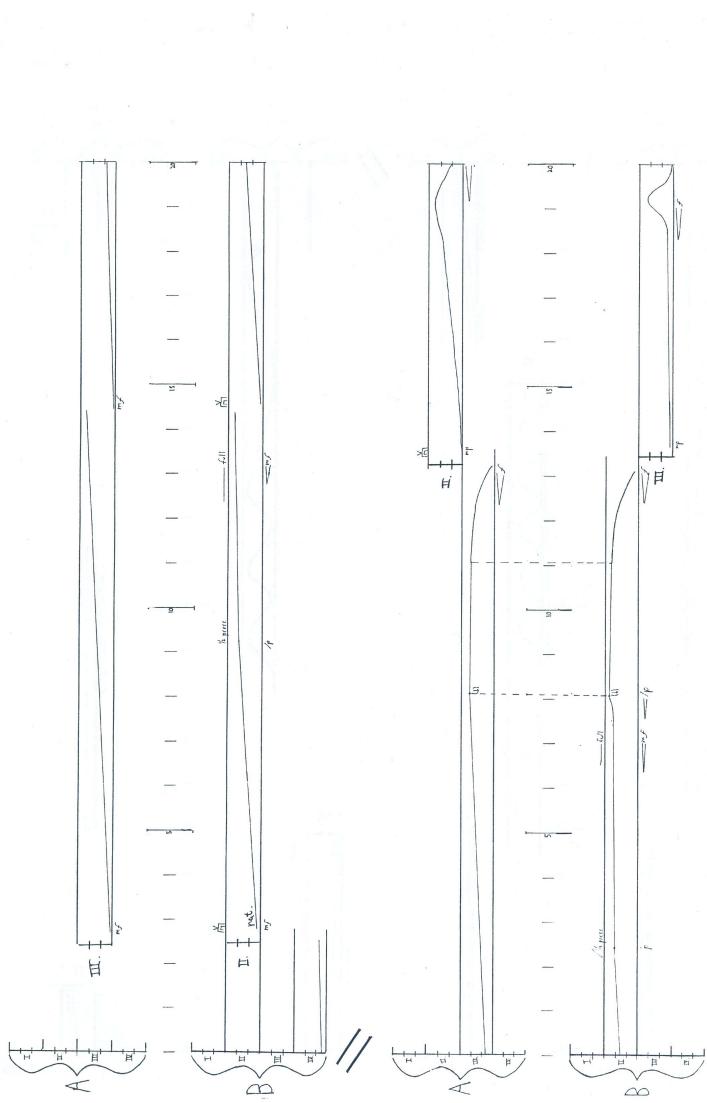


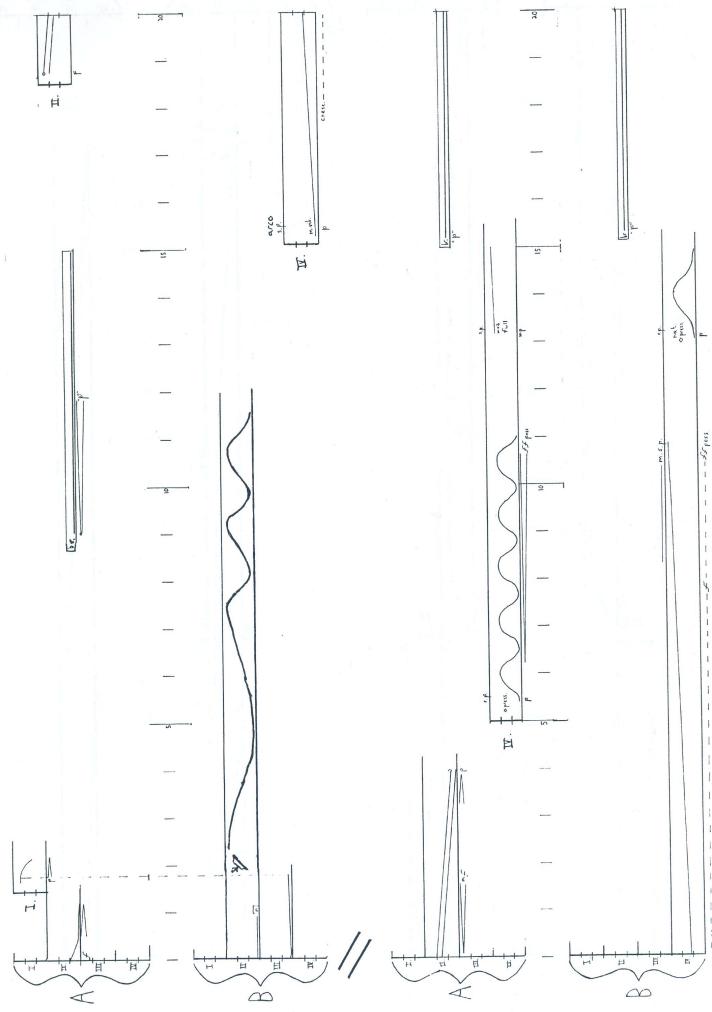
Ian H. Power
La Jolla
December 16, 2007

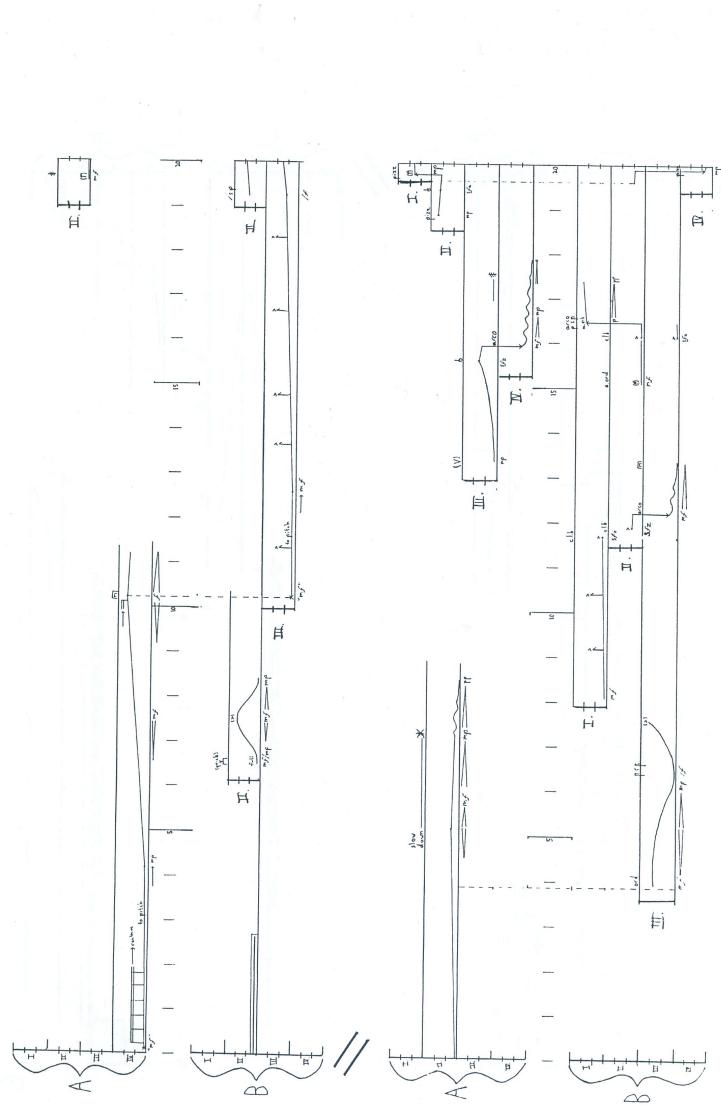
for Josh Macney (+1)

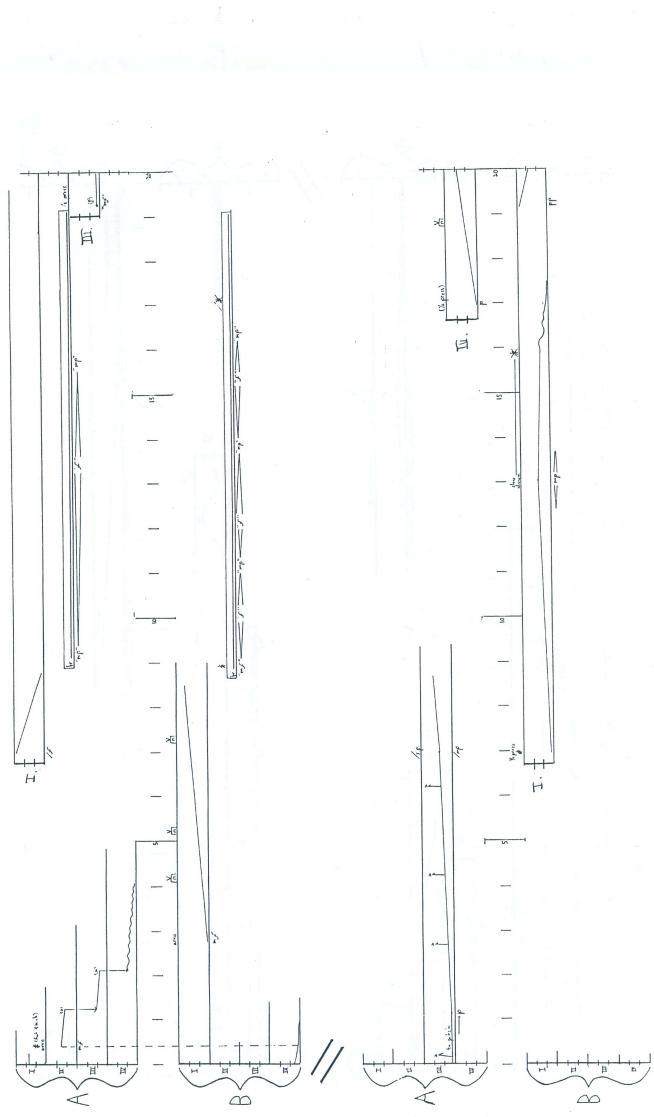


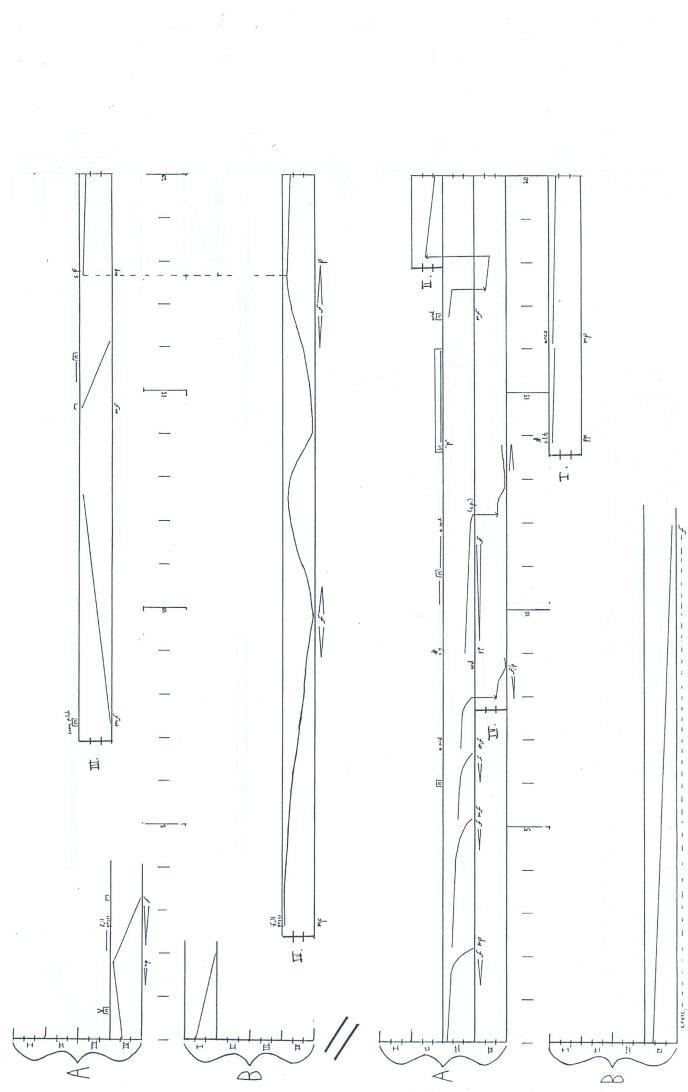


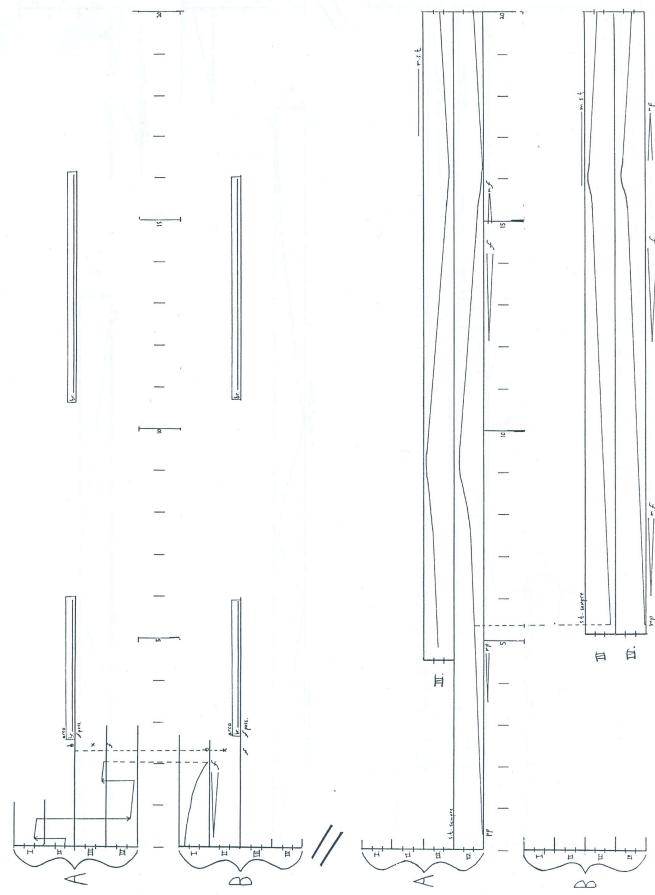


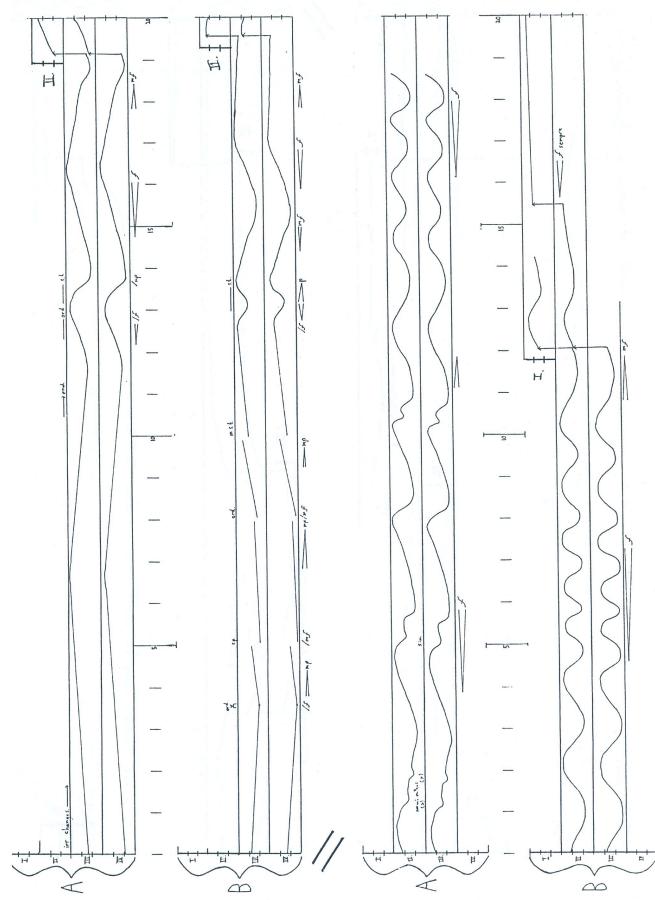


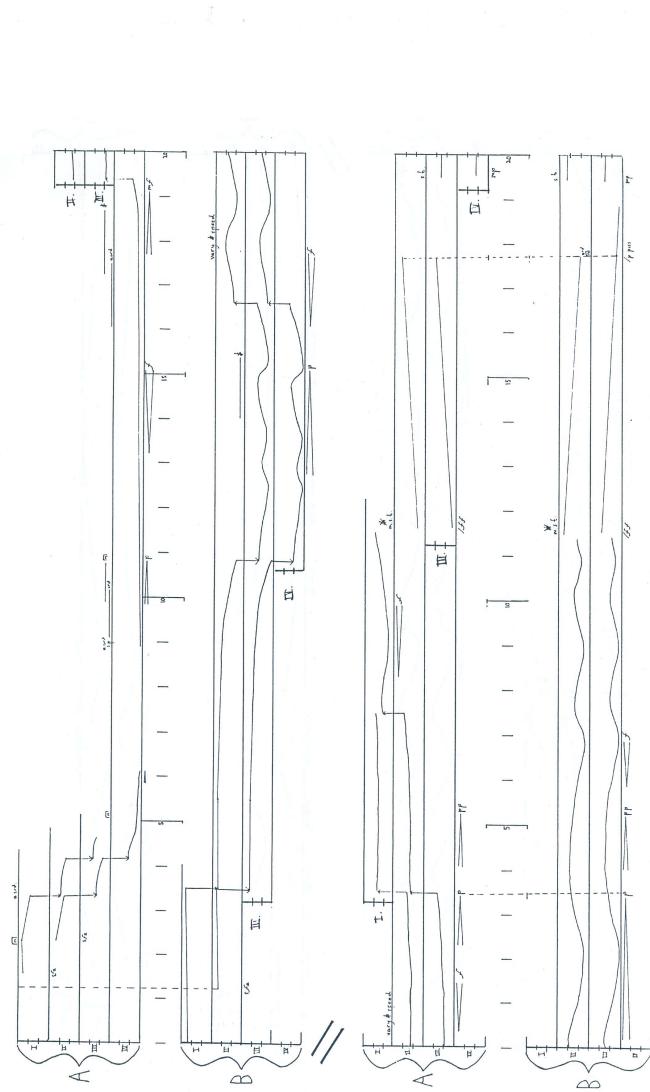


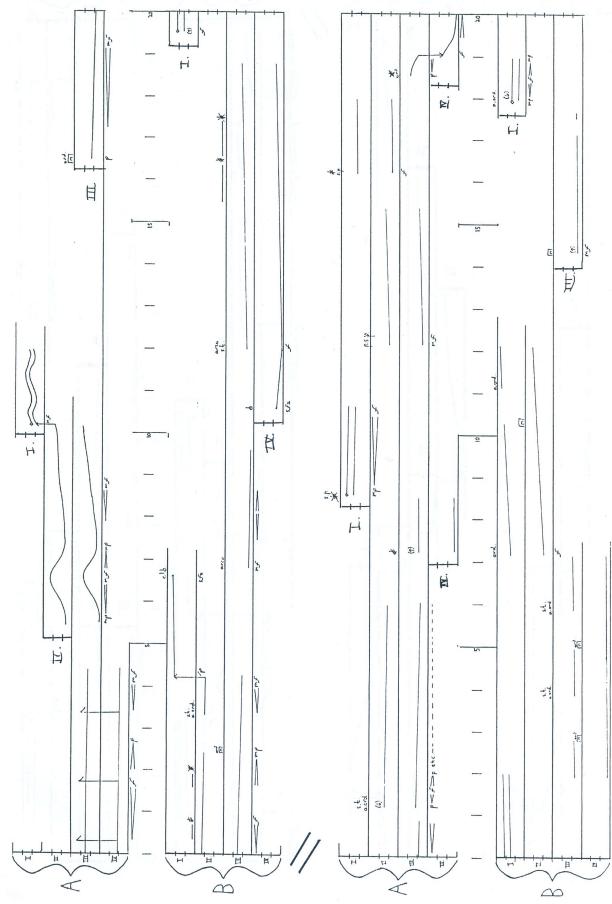


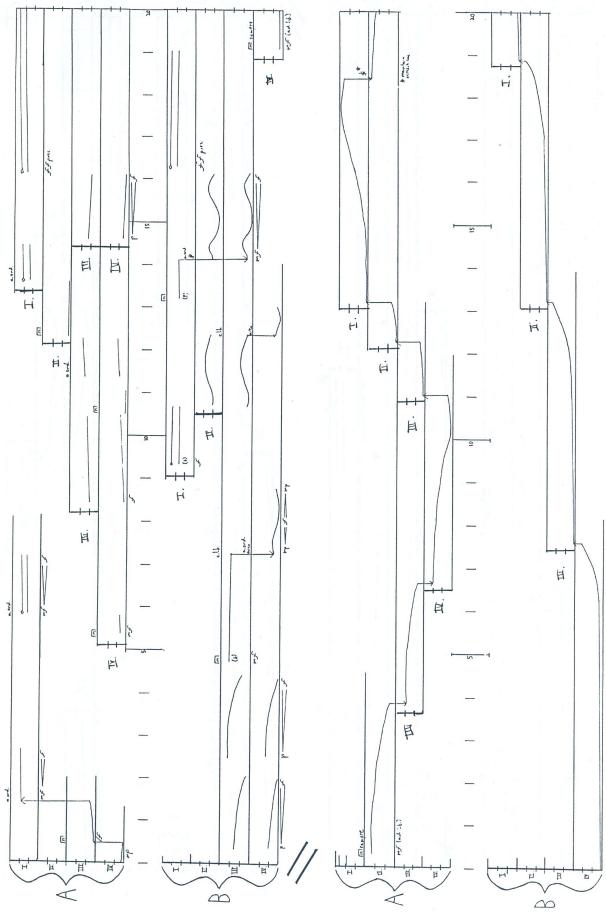


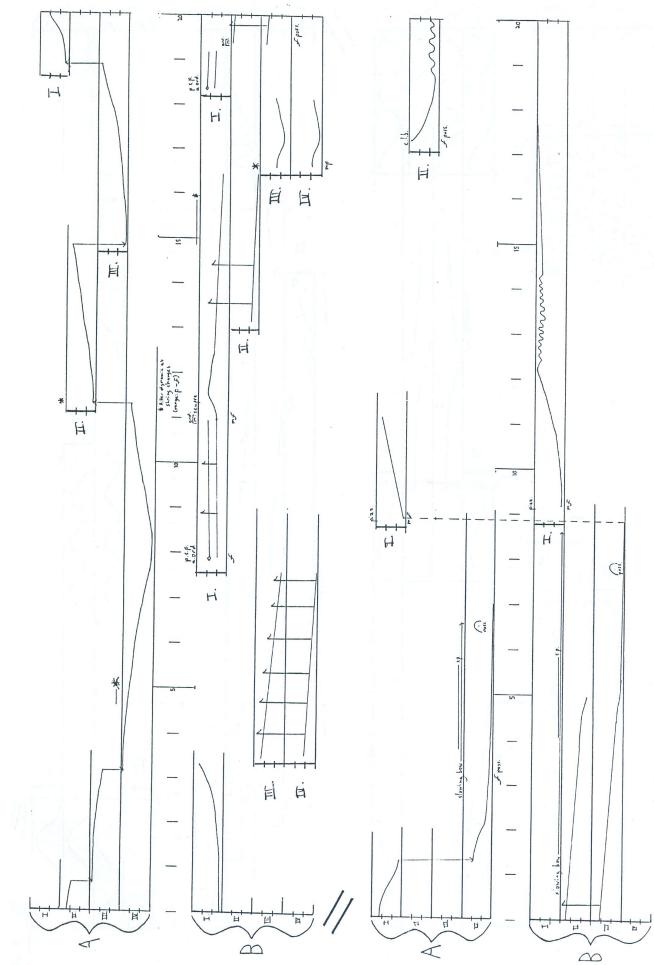


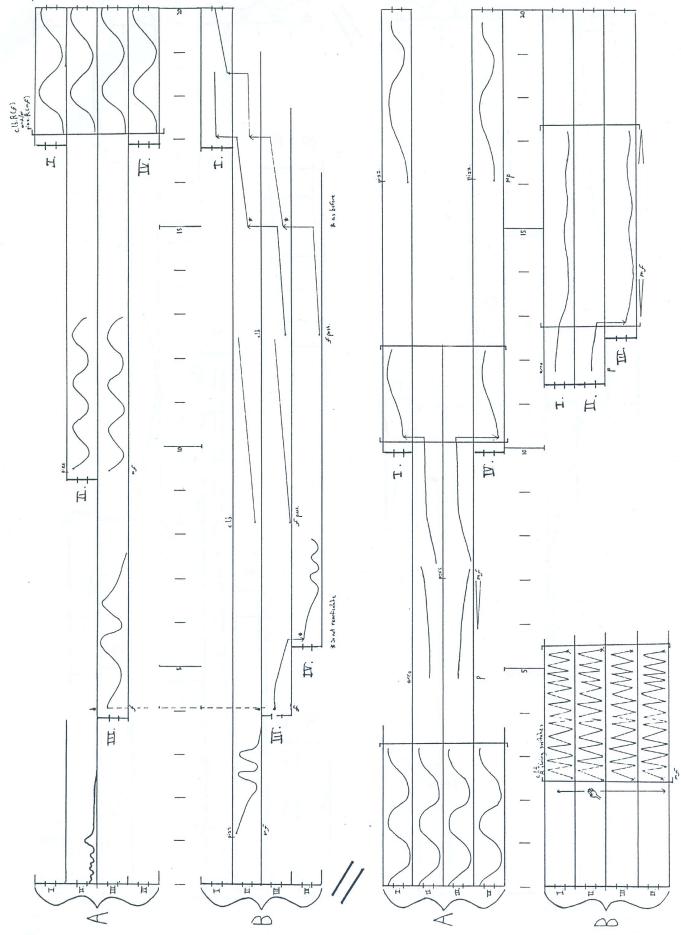


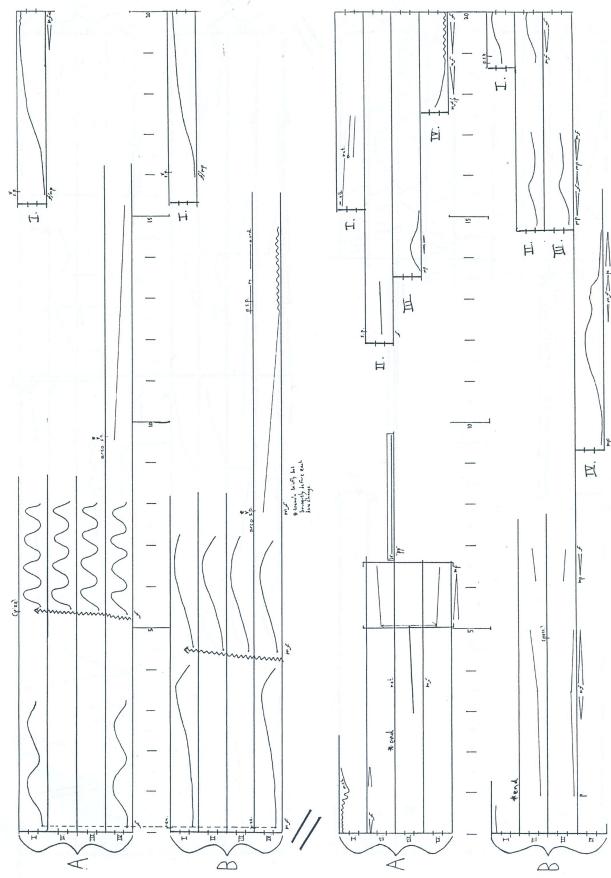


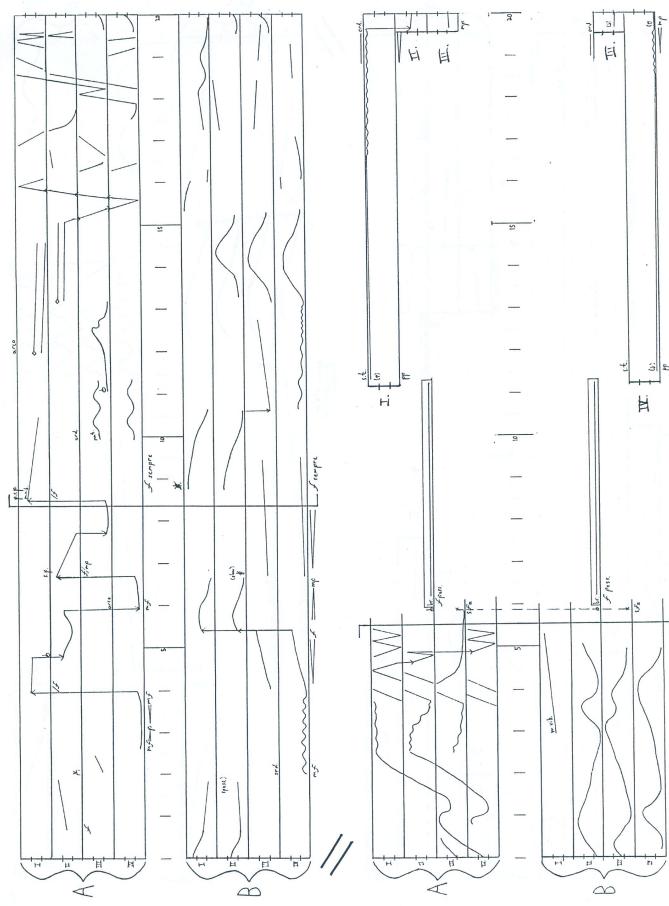


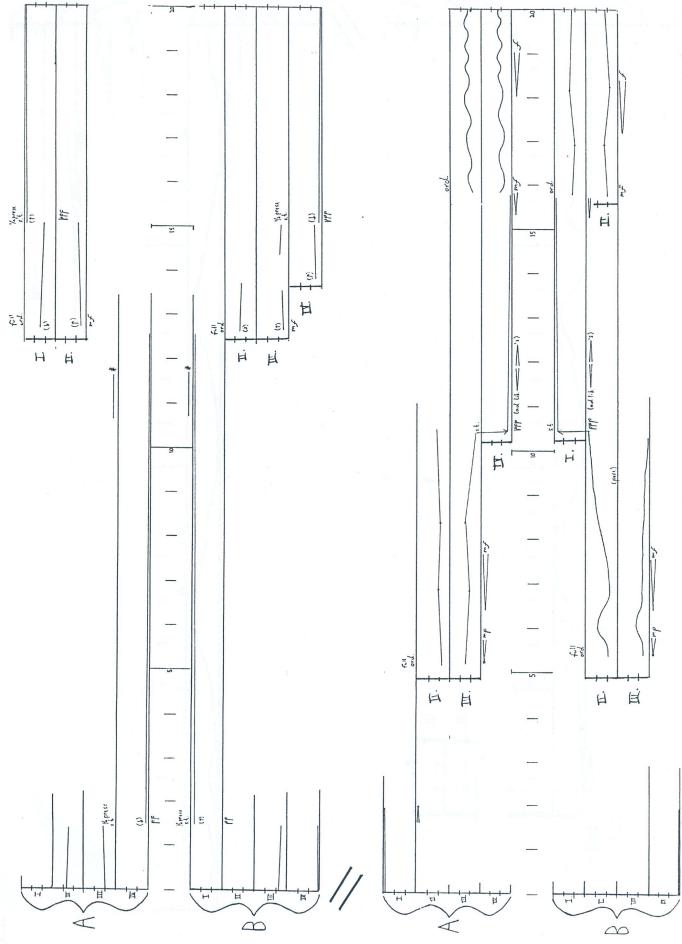


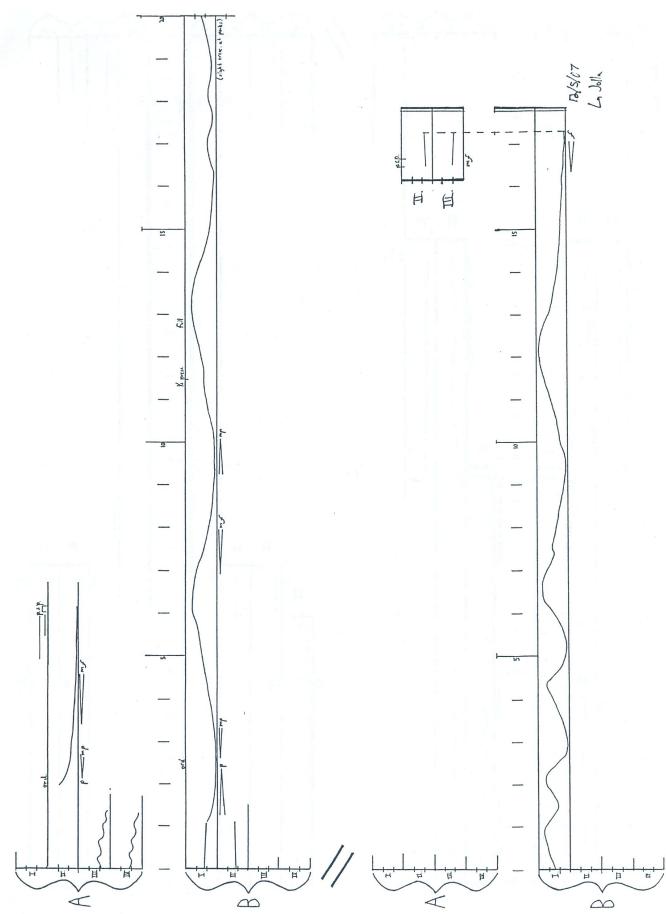












Performance Notes

This piece can be played on any combination of violin, viola, cello or double bass. Two of the instruments in a higher instrument on a lower part are perfectly acceptable. Each string of both instruments should be tuned to play microtonal; the strings may be approximately a fifth apart so that the spacing is still familiar to the player. No two of all eight strings should be tuned to the same pitch.

The score is graphically notated with each of the four strings represented by a rectangular field. The bottom line of the field indicates the nut, the top line indicates the bridge. Contours on the field represent the placement of the fingers on the left hand. Dynamic markings occur below the lowest occupied field, bowing/articulation instructions occur above the highest occupied field (except where bow changes are indicated with beams and stems).

Time is marked between the staves in seconds, although the piece may be played anywhere within a range of 50 markings/second to 80 markings/second. Approximate coordination between the parts is desired. If the time does not line up to absolutely necessary are marked with a vertical dotted line. If the time does not line up to a distinguishable event, what it is marking should happen before or after the nearest distinguishable event.

All indications in this piece refer to a moving pitch, except for bridge bowing and pitchless pizzicato. Where a contour is ready flat, cautionary up or down arrow is provided to indicate the direction. Eight changes in contour without rearticulation are marked with a dot at the direction change.

A dot at the beginning of a contour marked with either "c,lb" or "c,rb" indicates that the articulation will be performed followed by the finger moving along the finger in the indicated pattern regardless of when the string stops sounding. A dot at the end of a contour marked with "c,lb" indicates that the batuto should be performed at the end of the contour.

Double stops may be performed at whatever interval is comfortable for the performer. Double stops in parallel motion, however, should NOT be adjusted to keep the interval constant; the finger positions should remain the same so that the interval varies as it moves up and down the strings.

There are certain passages in this piece—marked with brackets—that are intentionally unplayable as they appear on the page. There are three unorthodox relationships between symbol and performance: the performer should realize these passages by either a) performing the gesture with the necessary level of imperfection or b) inventing a creative/direct execution that represents what appears to be the desired effect. Because the narrative of the piece at this point focuses on themes of frustration (i.e., the frustration that certain contours cannot be presented due to the limitations of the instrument), it is important that the solution evoke this tension through imperfection and/or abstraction, rather than merely simplifying the gesture to a point of playability.

Symbols and Abbreviations

s.p. - sul ponticello (cancelled by "ord.")

p.s.p. - poco sul pont.

m.s.p. - molto sul pont.

—s.p. - gradually move to the indicated placement or pressure.

c.l.t. - col legno tratto (cancelled by "poco")

c.l.b. - col legno batuto

— - tremolo (cancelled by ✕)

m.v.b. - molto vibrato (cancelled by "flat")

 - perform the indicated contour on the string with the wood of the bow rather than the finger, but not with the pressure of a stopped pitch.
(cancelled by "poco")

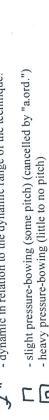
 - artificial harmonic. Any may be used, provided it speaks well.

br. — pitchless bowing on the bridge.

 - dynamic in relation to the dynamic range of the technique.

 - slight pressure-bowing (some pitch) (cancelled by "a.crd.")

 - heavy pressure-bowing (little to no pitch)

 - bow pressure accent. Immediately return to "a. ord." Also used for other bowing instructions.

 - half pressure. Indicated above the field for bow pressure, within the field for finger pressure. (cancelled by "full")

 - harmonic pressure.

/ - subito

 - indicates bow changes. The stems/bars do not indicate rhythmic value; they are merely used to facilitate the marking to the performer.

 - indicates switching strings as smoothly as possible.

 - used at both ends of contours that are to be muted with the hand so as to produce no pitch. This is sometimes also marked with a hand symbol. When a contour goes from muting to pitched bowing, a dot indicates the change. The "x" symbol is also used to indicate pitchless snap pizzicato. It is important that these have no dots next to them to indicate pitchless snap pizzicato.

R - random attacks/switches.

OPTIONAL ASSISTANTS:

A possible realization of this piece includes parts for two people that can also act as page-turners. It is the job of these assistants to manipulate the tuning pegs of their assigned instrument over the course of the piece, following the instructions given below. These specific manipulations should not be worked out or discussed with the string players ahead of time. However, it is very important that the assistants work with the string players in advance, in order to gain familiarity with the instrument and the tuning pegs (and the proper ways to use them) to avoid damaging the instrument. The instructions are in chronological order. It is acceptable that a certain combination of decisions may lead to one string being too loose to be playable, but never more than one. A string should not be tuned so tight that it becomes in danger of snapping or damaging the setup.

Assistant A:

- 1) At some point during the silence/bridge playing on **page eight**, tune strings III and IV either very slightly up or very slightly down.
- 2) At two to four other points on **pages nine and ten**, tune my string slightly up or down.
- 3) During the fermata on **page 13**, tune one or more of the strings not being placed (I, II, III) down a quarter-turn and then back to its position before this instruction.
- 4) At several points during **pages 14, 15, and the top half of 16**, tune any string(s) up or down any distance, within my limits imposed by the above paragraph. It is preferable, but not necessary, that the strings are sounding when they are being tuned. Two strings may be tuned at once if desired.
- 5) At some point during the bracketed section on **page 16**, tune any one string down so far that it hangs loosely. (Again, more than one string at a time should never be tuned this loosely; if one is already markedly looser than the others, make that the one that is tuned all the way down.)
- 6) During seconds 25-31 on **page 17**, tune strings II and III in opposite directions as they are being sounded.
- 7) During seconds 36-61 on **pages 7-18**, tune strings III and IV in opposite directions as they are being sounded.
- 8) If string II or III is the one that has been rendered unplayable, tune it back up to near its starting point immediately after performing instruction 7.

Assistant B:

- 1) At some point in the first three seconds of player B's first gesture on the **bottom** of **page eight**, tune string III or IV very slightly up or down.
- 2) At two to four other points on **pages nine and ten**, tune any string slightly up or down.
- 3) During the fermata on **page 13**, tune one or more of the strings not being played (I, II, IV) down a quarter-turn and then back to its position before this instruction.
- 4) At several points during **pages 14, 15, and the top half of 16**, tune any string(s) up or down any distance, within my limits imposed by the above paragraph. It is preferable, but not necessary, that the strings are sounding when they are being tuned. Two strings may be tuned at once if desired.
- 5) At some point during the bracketed section on **page 16**, tune any one string down so far that it hangs loosely. (Again, more than one string at a time should never be tuned this loosely; if one is already markedly looser than the others, make that the one that is tuned all the way down.)
- 6) During seconds 25-31 on **page 17**, tune strings II and III in opposite directions as they are being sounded.
- 7) During seconds 36-61 on **pages 7-18**, tune strings I and II in opposite directions as they are being sounded.
- 8) If string I or II is the one that has been rendered unplayable, tune it back up to near its starting point immediately after performing instruction 7.

My Lips Grow Dry, . . . / / / / /

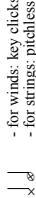
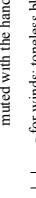
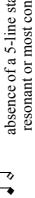
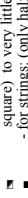
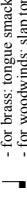
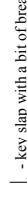
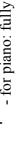
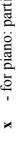
(2008)

for 13-player ensemble

by Ian Power

Performance Notes

SYMBOLS

-  - for winds: key clicks (or slide slides).
 - for strings: pitchless bowing on bridge, tailpiece, or strings muted with the hand.
 - for winds: toneless blowing through the instrument. In the absence of a 5-line staff, use the fingering that is the most resonant or most convenient.
 - for winds: breathy tone, ranging from almost no pitch (empty square) to very little breath (full).
 - for strings: only half-square used! bow almost totally on the bridge with very light finger pressure.
 - for brass: tongue smack.
 - for woodwinds: slap tongue.
 - key slap with a bit of breath that creates some pitch.
 - overpressure/scratch bowing.
 - quick overpressure accent, then back to normal.
 - highest/lowest possible pitch
 - highest/lowest possible pitch
 - highest/lowest possible pitch
 - sing
 - play
- "ch" - breathe loud gurgling sound through instrument from the back of the throat, as in Hebrew.
 p.s.p. - poco sul pont
 m.s.t. - molto sul tasto
 c.l.t. b. - col legno tratto/battuto
 q.c.l. - quasi col legno (half wood/half hair)
 m/s. vib. - molto/slight vibrato
 br. - play on bridge
 b.br. - play behind bridge on indicated string
 irr. - irregular
 bow → - move bow up or down along strings.
 - for percussion muted.
 + - for piano: fully mute string with hand.
 X - for piano: partially mute string with hand.
 Piano clusters with a natural sign are all white keys,
 piano clusters with a sharp or flat sign are all black keys.
 A plus sign indicates adding to an already depressed cluster.
 No sign indicates a chromatic cluster.

(CONT'D)

Performance Notes (cont'd.)

Trombones will need straight, harmon, hat, and plunger mutes.
 Singing glissandi on a one line staff should cover the interval indicated on any pitches, except in mm. 121-125, where no interval is indicated and any may be used.

Woodwind multiphonics, indicated with an "M" notehead, are numbered 1-3, with one being easy to produce and producing little interference, and 3 being more difficult to produce and producing more interference.

All non-wind instruments will need a cup or mug to sing into in mm. 121-125.

Glissandi begin immediately after the attack of the note. Stems in glissandi are merely used to indicate rhythm; when a re-attack is desired, it is indicated with an accent.

A slash in dynamic or articulation markings indicates *subito*.

All dynamic markings are relative to the dynamic range of the sound.

To "emulate" another instrument means to attempt to create the same sound it is making at the exact same time, using only visual guesswork. This will necessarily result in a slight delay that varies between parts. This "emulation" should not be planned ahead of time.

PERCUSSION LIST

<u>PERCUSSION LIST</u>	
A Linglock (A-flat)	Drumsticks
Rice and paper	Yarn Mallets
Suspended Cymbal w/ removable sizzles	-Soft
Practice Pad	-Medium
Quica	-Medium-Hard
Bow	Bow
Rock Box (Big wooden box filled with rocks that you stir around.)	Big stick for the rock box (!)
Bass Drum	Bass Drum Mallets
Vibes	Brushes (Preferably Nylon)
Crotale (B)	
Bell Plate*	
Hi Gong*	Hi Gong* (*different tones on the same gong may be used)
Low Gong*	Low Gong* (*different tones on the same gong may be used)
Cello (Loose strings, heavily resined bow, played always at extreme overpressure. Amplified.)	Cello (Loose strings, heavily resined bow, played always at extreme overpressure. Amplified.)
Tam-tam	

Possible Setup

Tba.	Pho.	A. Tbn.	Perc.
Cl.	T. Sx.	Vla.	
Fl.		Vln. (soli)	V.c. Cb.
			Conductor

Transposed Score

My lips grow dry,.....,

Largo ($\text{♩} \approx 50$) Ian Power

Flute
Alto Trombone
Clarinet in B♭
Tenor Trombone
Tuba
Percussion
Piano
Solf Violin

measures 1-2: Flute (mf), Alto Trombone (mp), Clarinet in B♭ (mf), Tenor Trombone (mp), Tuba (mp), Percussion (mf), Piano (f), Solf Violin (b). Measures 3-4: Flute (pp), Alto Trombone (pp), Clarinet in B♭ (pp), Tenor Trombone (pp), Tuba (pp), Percussion (f), Piano (f), Solf Violin (b).

measures 5-6: Flute (pp), Alto Trombone (pp), Clarinet in B♭ (pp), Tenor Trombone (pp), Tuba (pp), Percussion (pp), Piano (pp), Solf Violin (b).

measures 7-8: Flute (pp), Alto Trombone (pp), Clarinet in B♭ (pp), Tenor Trombone (pp), Tuba (pp), Percussion (pp), Piano (pp), Solf Violin (b).

measures 1-2: Flute (pp), Alto Trombone (pp), Clarinet in B♭ (pp), Tenor Trombone (pp), Tuba (pp), Percussion (pp), Piano (pp), Solf Violin (b). Measures 3-4: Flute (pp), Alto Trombone (pp), Clarinet in B♭ (pp), Tenor Trombone (pp), Tuba (pp), Percussion (pp), Piano (pp), Solf Violin (b).

measures 5-6: Flute (pp), Alto Trombone (pp), Clarinet in B♭ (pp), Tenor Trombone (pp), Tuba (pp), Percussion (pp), Piano (pp), Solf Violin (b).

measures 7-8: Flute (pp), Alto Trombone (pp), Clarinet in B♭ (pp), Tenor Trombone (pp), Tuba (pp), Percussion (pp), Piano (pp), Solf Violin (b).

measures 1-2: Flute (pp), Alto Trombone (pp), Clarinet in B♭ (pp), Tenor Trombone (pp), Tuba (pp), Percussion (pp), Piano (pp), Solf Violin (b). Measures 3-4: Flute (pp), Alto Trombone (pp), Clarinet in B♭ (pp), Tenor Trombone (pp), Tuba (pp), Percussion (pp), Piano (pp), Solf Violin (b).

measures 5-6: Flute (pp), Alto Trombone (pp), Clarinet in B♭ (pp), Tenor Trombone (pp), Tuba (pp), Percussion (pp), Piano (pp), Solf Violin (b).

measures 7-8: Flute (pp), Alto Trombone (pp), Clarinet in B♭ (pp), Tenor Trombone (pp), Tuba (pp), Percussion (pp), Piano (pp), Solf Violin (b).

54

Fl. *mf* T. Sns.

78

Fl. *mf* T. Sns.

158

Fl. *mp* Tbn. *mf* Tba. *mf*

A. Tbn. *mf* Tbn. *mf* Tba. *mf*

Perc. Vln. Vla. Vc. Ch.

jet whine

* into pitch and back 2-4c

ram

flck (open 2nd hand)

turn squares on

turn squares off

ord.

mf

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1000

j = 60

4

Fl.
Cl.
T. Sax.

A. Tbn.
Bass Tbn.
Tba.

Perc.
Pno.

Vln.
Vla.
Vcl.
Vc.
Ch.

Play 3x
(continue conducting)
Play 10x

Bass Drum: *ppp*

c.l., fast bow: *mf*

s

A detailed musical score page showing five staves. The top staff is for Percussion, featuring various mallet and stick patterns. The second staff is for Piano, with complex fingerings and dynamics. The third staff is for Violin, the fourth for Viola, and the fifth for Cello. Measure numbers 74 through 80 are marked. The score includes dynamic markings such as *p*, *pp*, *f*, *ff*, *sforzando*, *rit.*, and *tempo*. Performance instructions like "gradually express paid" and "riten." are also present. The music is set in 4/4 time at a tempo of $c=60$.

5 *j=65*

6 *j=104*

3 *j=138*

7 *j=112*

8 *j=104*

rht. *bassoon* *trumpet* *snare drum* *timpani* *cello* *double bass*

Fl. *Ct.* *T. Sax.* *A. Tbn.* *Bassoon* *Tbn.* *Perc.* *(Perc.)* *Pno.* *Mn.* *Vln.* *Vcl.* *D.S.P.* *Ch.*

7/8 *66* *7/2+2+3*

5/4 *72* *small mouthhole reed block usually*

4/4

4

3

6

4

Fl.

Cl.

T. Sns.

A. A. Thn.

Ibm.

Ibm.

Perc.

Vln.

Vla.

Vcl.

Cb.

24

L = 60

Fl.

Cl.

T. Sicc.

A. Tbn.

B. Tbn.

Tbn.

Tba.

Perc.

Pno.

Vln.

Vla.

Vcl.

Vc.

Ch.

ff

mf

f

pp

p

low pitch (3)

hat mute

sonza

ord.

very short, loud bursts

p.s.t.

m.vib.

improvisi gliss.

swells, pressure, almost constant

swells, pressure, almost constant

mm. 126-138 may be repeated as many times as desired, or not.

15:20"

F. G. G. G.

C. G. G.

T. Sax. G.

A. Tbn. B: Tbn. Tba.

Perc. G. G.

Pno. G. G.

Vln. G. G.

Vla. G. G.

Vc. G. G.

Vcl. G. G.

Ch. G. G.

leisurely breaths (eager)

mp

mp

mp

mp

mp sempre

mp sempre

breath in ten octaves having nose of full volume for ten octaves

stic. changes as inaudible as possible

sust.

fff sempre

ff

swipe strings towards self, as before (no pitch)

Very light bowing fluctuation between notes allowing for slurs above/below if desired. Any upper partials that sound are desired.

Play 4x

15-20"

Fl.

Cl.

T. Sax.

A. Thn.

Tbn.

Tha.

Perc.

Pno.

Vln.

Vlh.

Vcl.

Vc.

Ch.

Ave Maria: Variations on a Theme by Giacinto Scelsi

for piano

by Ian Power

*Ave Maria
Gratia plena
Benedicta tu in muleribus
Et benedictus fructus ventris tui
Jesus
Sancta Maria, mater Dei
Ora pro nobis peccatoribus
Nunc et in hora mortis nostrae
Amen*

Hail Mary
Full of grace
Blessed art thou among women
And blessed is the fruit of thy
womb Jesus
Holy Mary, Mother of God
Pray for us sinners
Now, and at the hour of our death
Amen

Dedicated to my dear friend Bob Pierzak, for showing me what it means to be a passionate musician,

and to my mother, Eileen Hayes-Power, for her selfless dedication, and for going through it all so that I wouldn't have to.

Ian Power
La Jolla, Calif.
May 6, 2009

Special thanks to: Steve Lewis, Pavlos Antoniadis, Nick Deyoe, Clint McCallum, Trevor Baça, and Philippe Manoury.

Theme

Appropriately slow ♩ = 45-50
Play as written, sing along in any comfortable octave

P sempre

Ave Maria from Three Latin Prayers
Giacinto Scelsi

A - ve Ma - ri - a
ri - a

Gra - ti - a ple - na A - ve
A - ve

A - ve A - ve et Be - ne - dic - tus
Sanc - ta Ma - ri - a Ma - no - bis

ri - a
ve

Be - ne - dic - tus fruc - tus Ven - tris tu - i - le - sus
pec - ca - tor - ri - bus Nunc - et - in - ho - ra mor - - -

ri - a
bus

ter - de

Nunc - et - in - ho - ra mor - - -

trai - A - - -

immediate attacka

Nos

Variation I

continue brief breaks after fermatas; longer breaks after double fermatas
bring out outer voices

p *pianissimo*

(sing on b) men

con ped.

p

pp

Musical score page 10, measures 11-16. The score consists of five staves, each with a treble clef and a key signature of four sharps. Measure 11 starts with a dynamic *p*. Measure 12 begins with a dynamic *pp*, followed by *pp sempre*. Measure 13 starts with a dynamic *p*. Measure 14 starts with a dynamic *pp*. Measure 15 starts with a dynamic *p*. Measure 16 starts with a dynamic *pp*. Various slurs and grace notes are present throughout the measures.

Variation II

Purposful $\downarrow = 56-62$
RH rhythm need not be exact, nor exactly regular

mf sempre

connect with pedal

simile

repeat as desired

no dim!

rit.

A tempo

slight rit.

A tempo

rit.

Very slightly slower

mp

coda

Play

pp *mp* *mf* *p*

Play 3x

as desired

Variation III

J = 20-30

Music score for Variation III, featuring two staves of music. The left staff begins with a dynamic of ***f***. Various performance instructions are scattered throughout the music, including:

- "play chord immediately after pedal change"
- "slightly crescendo by opening pads of flutes"
- "simile"
- "*p* (accents *f*)"
- "Dy piano, other notes forte"
- "at above end of page"
- "slide pedal as soon as possible to the next note, when the bass stops, when going from one section to another."

The right staff concludes with a dynamic of ***p***.

Variation IV

♩ = 45

mp sempre

pp

Attack points for stems LI notes
are relative to RH rhythms. Hold each
LI note & stemmed or tied until the next
LI attack.

pp

p

still pp

mp

p

p

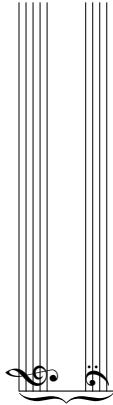
Slower

pp

a half longer pause

attacca

Interlude



Play Variation IV again, at a quicker tempo. This time do not press the keys all the way down.

Still press them a little bit, so that the sound of the mechanism of the piano is audible, but so that no sound arises from the hammers hitting the strings. Attempt to play every note in the variation just as you did when you played it the first time, but without pressing the keys all the way down. Fermatas and pauses may be shortened or omitted.

If you should slip and accidentally cause a note to sound, stop playing. Hold down the sustain and mute pedals, and play that note over and over, at any constant speed (not too fast) and at any constant volume (not too loud), until you believe that you and/or whoever is listening have been sufficiently *punished* for your mistake. If you accidentally sound more than one string simultaneously, you may either choose only one of the notes to focus on, or fulfil the *punishment* with one, and then with the other. After the *punishment* is sufficient, stop and resume playing the variation in the previous manner, repeating this process every time a hammer accidentally hits a string. It is desirable that this happen at least once.

If you deem it necessary, you may play it through twice.

After this interlude is finished, allow for an ample amount of silence before the continuation of the variation begins. The length and "manner" of this silence should be connected to the previous feeling of *punishment* for wrongdoing, but should have a more reflective quality (as though the *punishment* is over, but still hurts).

attacca

Variation IV (Cont'd.)

Epilogue

♪ = slightly slower than the quintuplets in var. II

mp sempre

200 ————— *u.c. sempre* —————

160

mf *mp* *mf* *mp*

(2)

