

CANTICUM

(1968)

Duración 4' - 4' 30"

I ECLOSION

fff (↑↓↑) *segue* 6"
G.P. *dejar vibrar* 4"
simile 6"
G.P. *sim.* 3"
G.P. 6"
G.P. 4"

tempo libero
mf (*metàlico*) *mp* *dolce* *mf* *pp sub.* *gliss. lento*

sfz *a* *m i p* *a* *o m i p* *p* *f* (*i*) (*a*) *mp cresc.*

sfz *p cresc.* (*f*) *dim.* *pp*

mf (*tambora*) *pp* *mf* *p i p m segue* *simile* *sul pont.*

son. nat! *f* *sul pont.*

p i p m

(pont.)
cresc.

f *mf cresc.* *sf* *p* dejar vibrar todo

sfz *f* *mf* *mp* *p* *pp* *sfz* *sfz*

ff *f* *mp* *p* *pp* *mp legatissimo*

mf più stacc. *f(→)p*
dolce ma molto vibr.

metàlico cresc. *f* (junto al puente) *p* son-nat.

pp *ff* *mp* pizz. o nat. (ad lib.)

mf *pp* pauza muy corta para afinar 6ta en Mi *attacca*

II DITIRAMBO

Pesante

Musical score for II DITIRAMBO, featuring six systems of music. The first system includes dynamics *mf* and *mp*, and a fingering instruction *VI = mi^b*. The second system includes a triplet of sixteenth notes. The third system includes a triplet of eighth notes and a 7:6 ratio. The fourth system includes 9:8 and 11:8 ratios. The fifth system includes a 10:8 ratio and a 13:8 ratio. The sixth system includes a tremolo instruction: *tr m p. a. m. i. → p. m. i. → p. i. → non tr* and a *breve* note. Dynamics include *mp*, *p*, *mf*, and *ffz*. A dynamic change is indicated: *ffz - mp* with a wedge and *poco a poco rall. e dim. (dolce vibr.)*.

Musical score for the final section, featuring a single system of music. It includes dynamics *mp* and *pp*, and performance instructions: *(gliss. lento)*, *(simile)*, and *d.v.* (double bar line). The system concludes with a *pp* dynamic.

- INDICACIONES -



= grupo tranquilo o lento

d.v. = dejar vibrar



= grupo algo movido (con leggerezza)

s.p. = sul ponticello



= grupo movido / rápido

s.t. = sul tasto



= grupo rapidísimo

s.o. = sonido ordinario

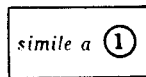


= gliss. perpendicular a la cuerda
(con las uñas, mano derecha)

t.



= tambora



= la música dentro de un rectángulo es repetible



= duración en segundos de pausa/caesura vibración



etc. = números circulados indican fases de un periodo



= pausa /caesura corta (1/3 - 1/2 seg.)



= pausa / caesura menos corta (1 seg.)



= continuidad de una estructura sonora



= pausa / caesura media (1 - 3 seg.)



= pausa / caesura larga (3 - 5 seg.)

Los 4 segmentos pueden repetirse o intercambiarse.