BRADLEY SCOTT ROSEN

ANTIGONE

VOLUME I

SCORE

April 2014 September 2014

Germany California "Often enough I tried language, often enough I tried song, but they didn't hear you." - Hölderlin

> For Alice Teyssier and the Talea Ensemble

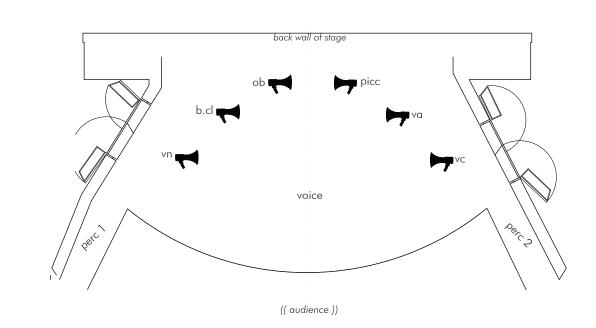


A NOTE ON THE PIECE

In the summer of 2013, I was arrested and spent a night in jail; this brief, yet all-too-real brush with power and disciplinary structures proved to be the first solidification of a theme. This experience colored my reading around that time, which consisted of theories surrounding the symbolic and biological death, power and marginalization (Zizek, Hegel, Foucault...). The recurring and unforgettable character of Antigone, introduced to me by Hegel, led me not only to the Greek tragedies but also to the Brecht play devoted entirely to her (The Antigone of Sophocles), which seemed to connect these lofty thoughts to my disconcerting imprisonment; I devoured the book in a single afternoon and Antigone became my muse for this project.

If there's anything to be learned about power from Antigone - and from our daily dose of reality in the news and in our communities - it is that power is stealthy. Public opinion is formed by institutional ideologies and control mechanisms but in turn maintains them. Our main form of self-preservation comes by way of actively engaging with our experiences, connecting them to our intellectual pursuits and possibly sharing them in an active, personalized way: in my case, through a mixed medium of music, gesture and thought. This project has been an experiment in contemplating a political point of view in the least prescriptive of ways. Rather than set the play to music, or attempt to translate the play into a musical form, I have decided to create a type of sonic object that - much like modern daily life - invites us to allow a smorgasbord of ideas, manifestations, images and signifiers to wash over us. We engage our individual experience, our intellect, our creativity.





ANTIGONE is scored for 9 musicians:

Soprano [also: braided cloth] Piccolo [also: iPod (or similar playback device), megaphone] Oboe [also: megaphone] Bass clarinet [also: megaphone] Violin [also:: megaphone] Viola [also: microphone, canvas board, megaphone] Cello [also: megaphone] 2 Percussion [each: 1 bell, 1 China cymbal, 1 snare drum, 1 bass drum]

The megaphones should be set up facing the singer, creating a type of "panaudicon", or sonic gaze around her. The megaphone microphones are meant to filter the sounds created by the six inner instrumentalists, and should be placed wherever feels comfortable for each player.

Speaking and gestures are also an integral part of the piece.

for nine musicians/speakers

PERFORMANCE INSTRUCTIONS

TIME/SPACE

The score is written proportionally. Each page should last about 30 seconds and is divided into three sub sections of roughly 10 seconds. Performers should strive to place their sonic interventions not only at the logical place on the page, but also according to orders of events between the various instruments.

BEAMS, STEMS AND NOTEHEADS

Durations are indicated by the length of the beam, with the appearance of a new notehead and stem demarcating any new articulation.

The degree of tone desired is shown by the shading present within the notehead; white noteheads indicate breathy noise with minimal tone while black noteheads suggest a full-bodied tone. Performers should find nuances between these two extremes based on the kinds of noteheads used in their part:

SPOKEN TEXT

Most of the instrumentalists are asked to speak texts. Texts are placed within boxes, which in their graphic placement show the desired duration of the intervention (this will sometimes mean that the rate of speech must increase in order to fit the full segment into the allotted duration).

Various distinctions in sound and affect are given through expressive adjectives, shades of tone and intensity, which can be reflected also in the typeface chosen. Although they remain temporally proportional, these affective nuances are not meant to become overly theatrical and can remain within colloquial conventions. (Unless otherwise indicated, read the phrases at a normal pace.)

Abbreviations:

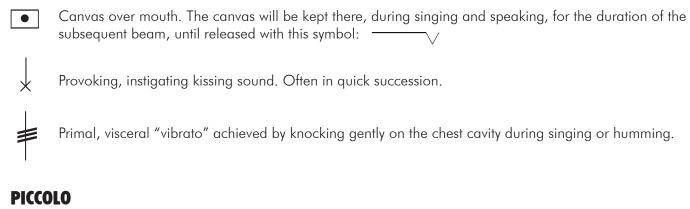
wh: whisper sp: normal speaking voice afap: as fast as possible

CANVAS CLOTH

Most of the instrumentalists are also given a piece of canvas which will be torn as a musical gesture; it is indicated by a square notehead with a "tear" in it and followed by a beam showing the duration of the gesture, the speed of the tear, and the resulting dynamic. This can, of course, be interpreted rather loosely.



VOICE



 \bigcirc Using media playback device (iPod, etc...), play designated tracks for the duration indicated until the symbol 🕕

OBOE

All multiphonics and color fingerings were taken from 'The Techniques of Oboe Playing' by Peter Veale and Claus-Steffen Mahnkopf.

Vocal fry, oscillating between vowels [0] and [a], creating a contour. (see p. 6).

CLARINET

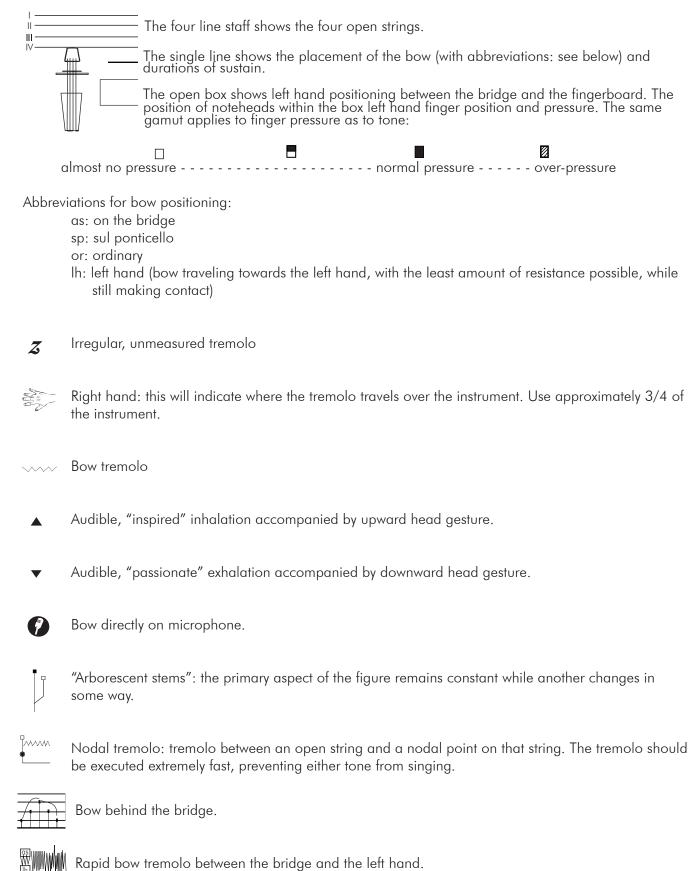
Throughout the piece, cover the bell entirely with laminated paper.

- Air sounds, created by blowing through the body of the clarinet after having removed the mouthpiece.
- Key clicks, which may happen in combination with air sounds as notated above.

Maximum pressure/impedance of air flow with all holes closed. The white diamond indicates a release of the keys, resulting in an abrupt air sound. No pitches should emerge.

STRINGS

The score uses two types of notation for the strings. Traditional staves are used (ie: p. 2) to indicate specific pitches. For more gestural motives, the notation is deconstructed into performance parameters as follows:

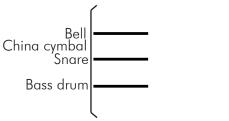


Gestural indication to freeze in playing position.

Trill between different finger pressures.

PERCUSSION

The percussionists play identical set-ups, with the three-line staff being reduced to one line when possible (snare):



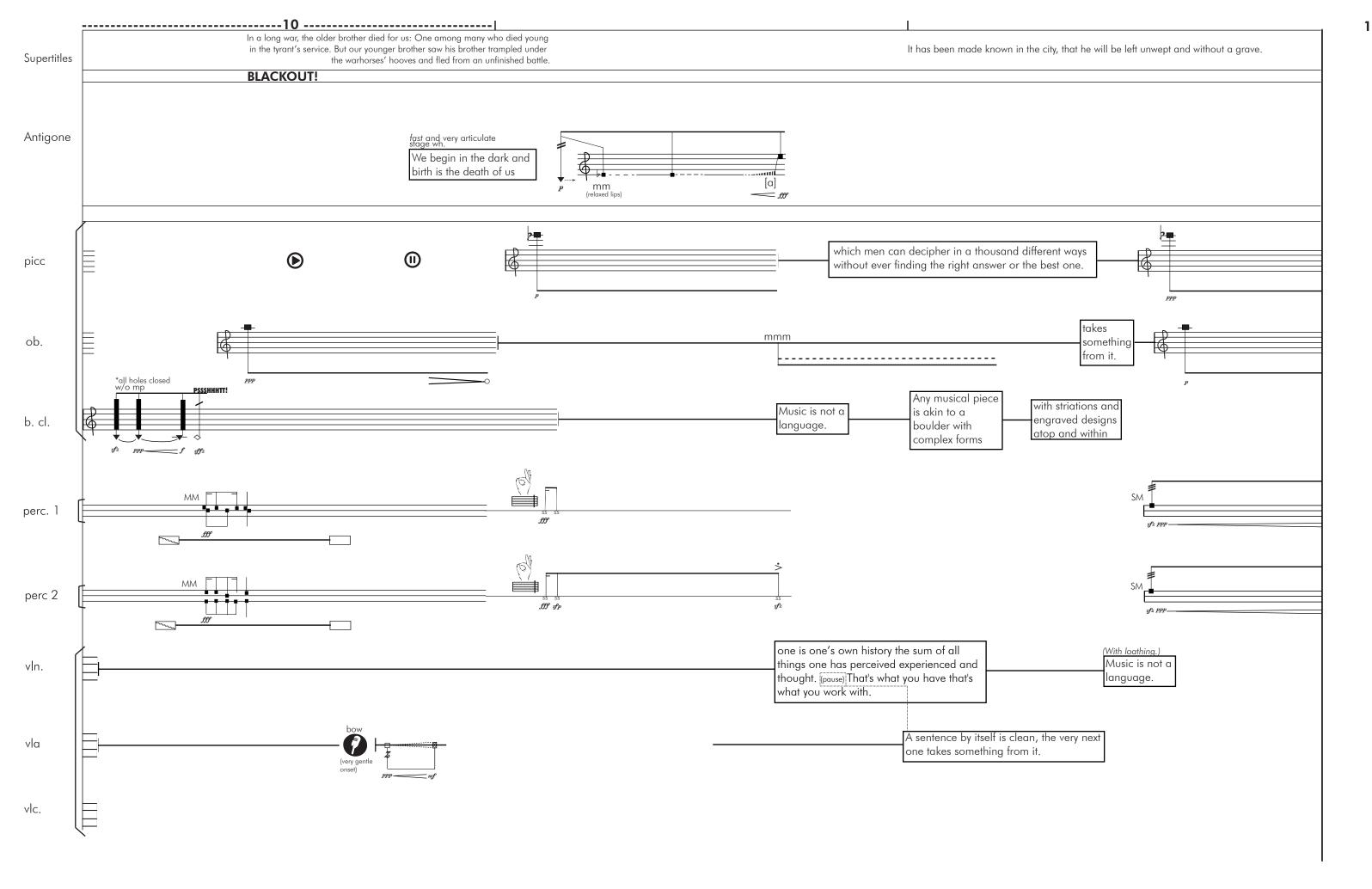
Throughout the piece, the snare drum should be mounted so the snares face up. Ensure that the snares are completely suspended over the drum head, allowing the strum to resonate.

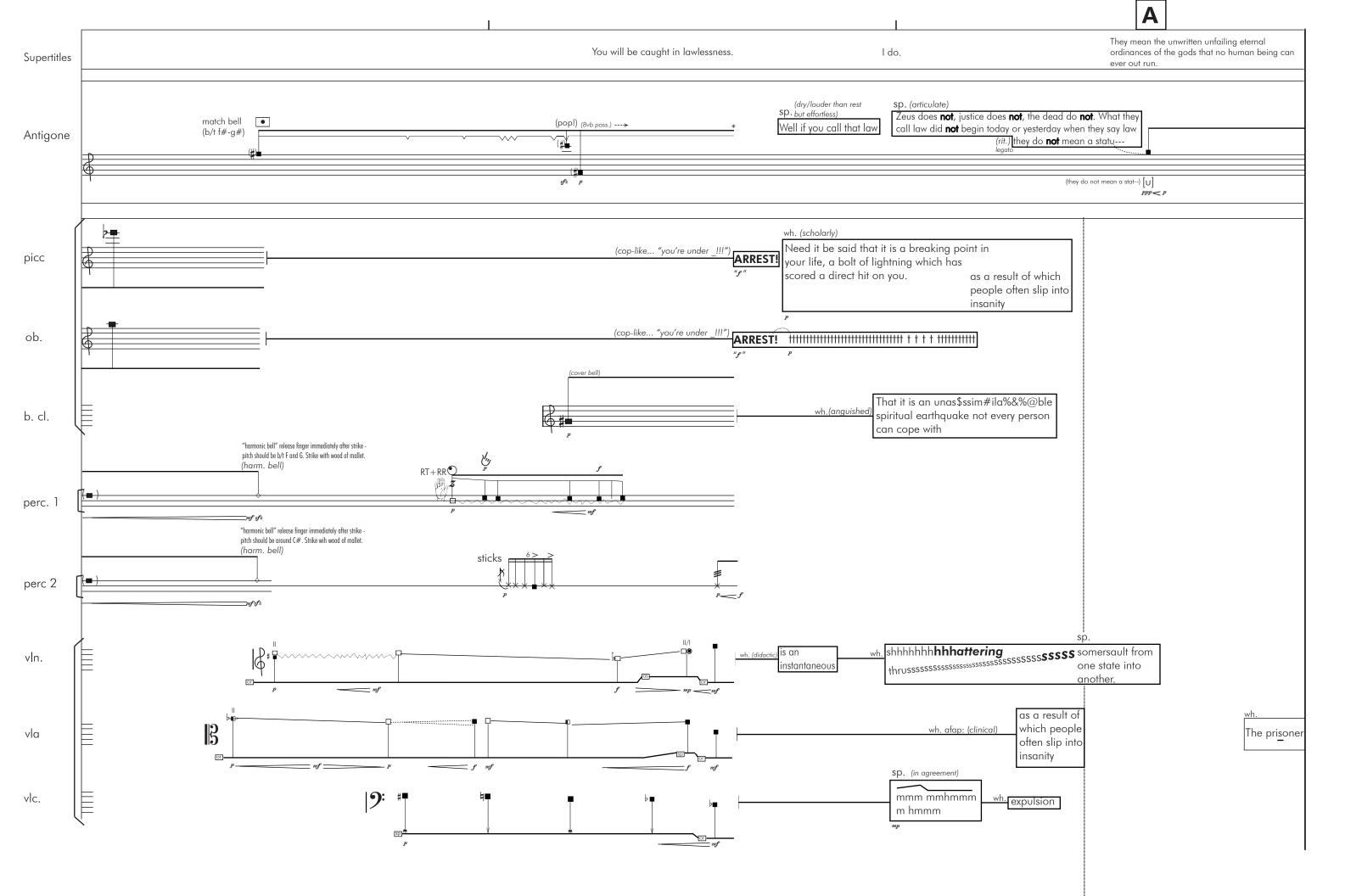
Some suggestions for mallets and sticks are given (soft, medium, hard, wood...); please use your discretion.

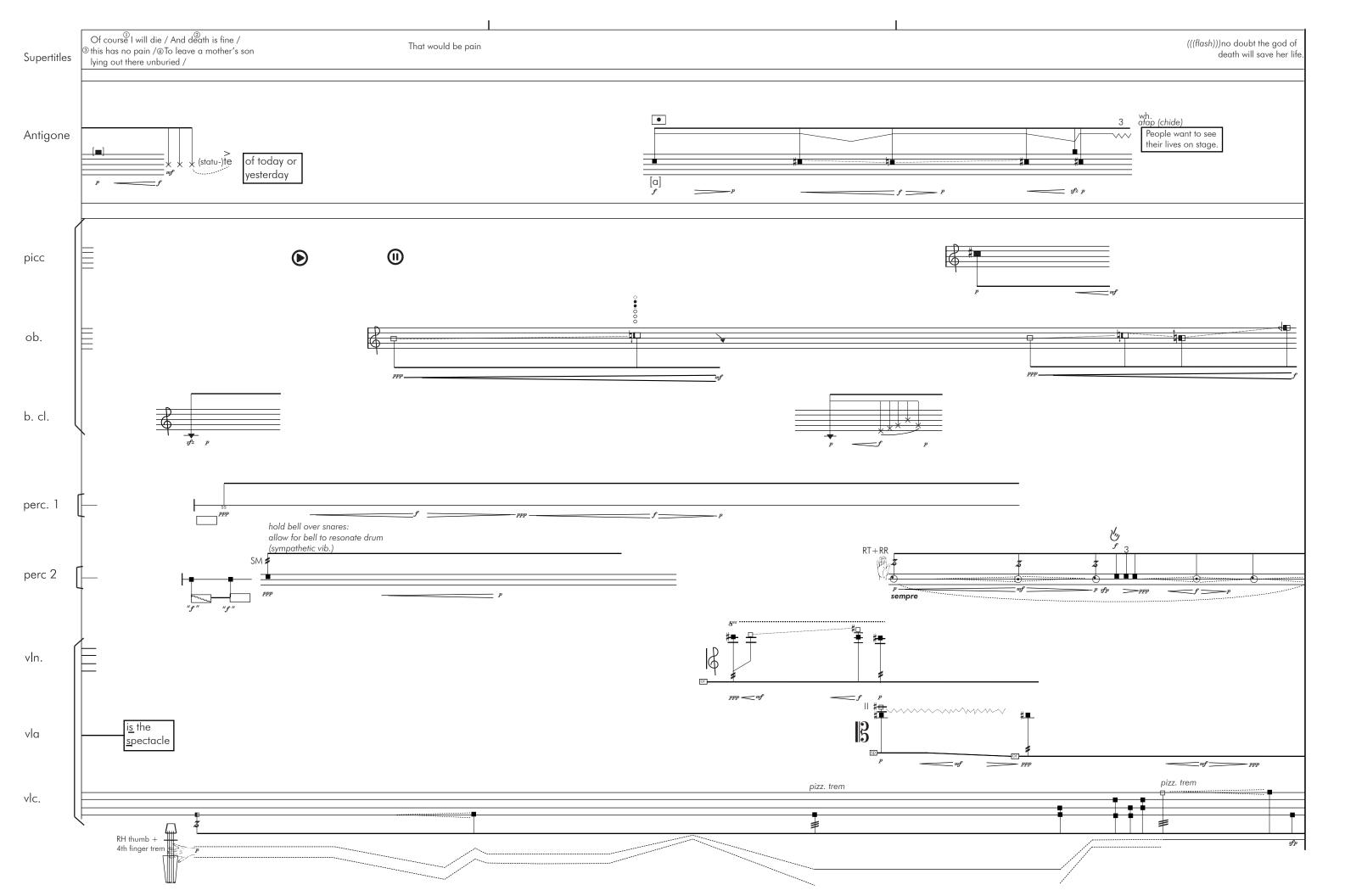
- Irregular, unmeasured tremolo. \boldsymbol{z}
- \odot Position on the head, in this case on the rim, at the tightest part of the head. The dot will shift within the circle, (ie: •) on page 3 indicates in the center of the head)
 - Index finger strike
- Knife on bell
- Snare strum: strummed with the thumb and index finger or thin metal beater. At times, the snares may SS lightly touch the head, creating a crackling sound: this indeterminacy is desirable.

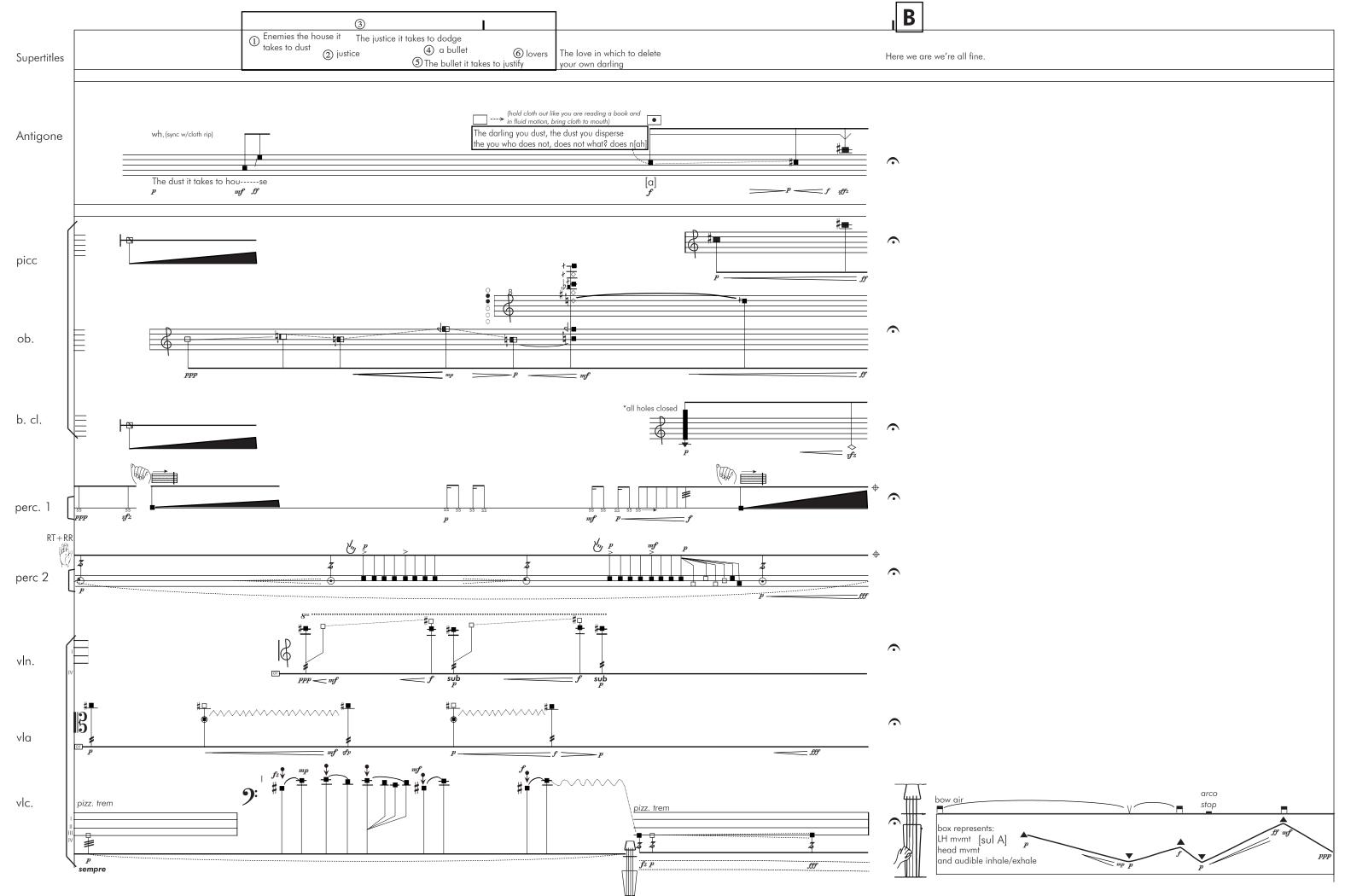


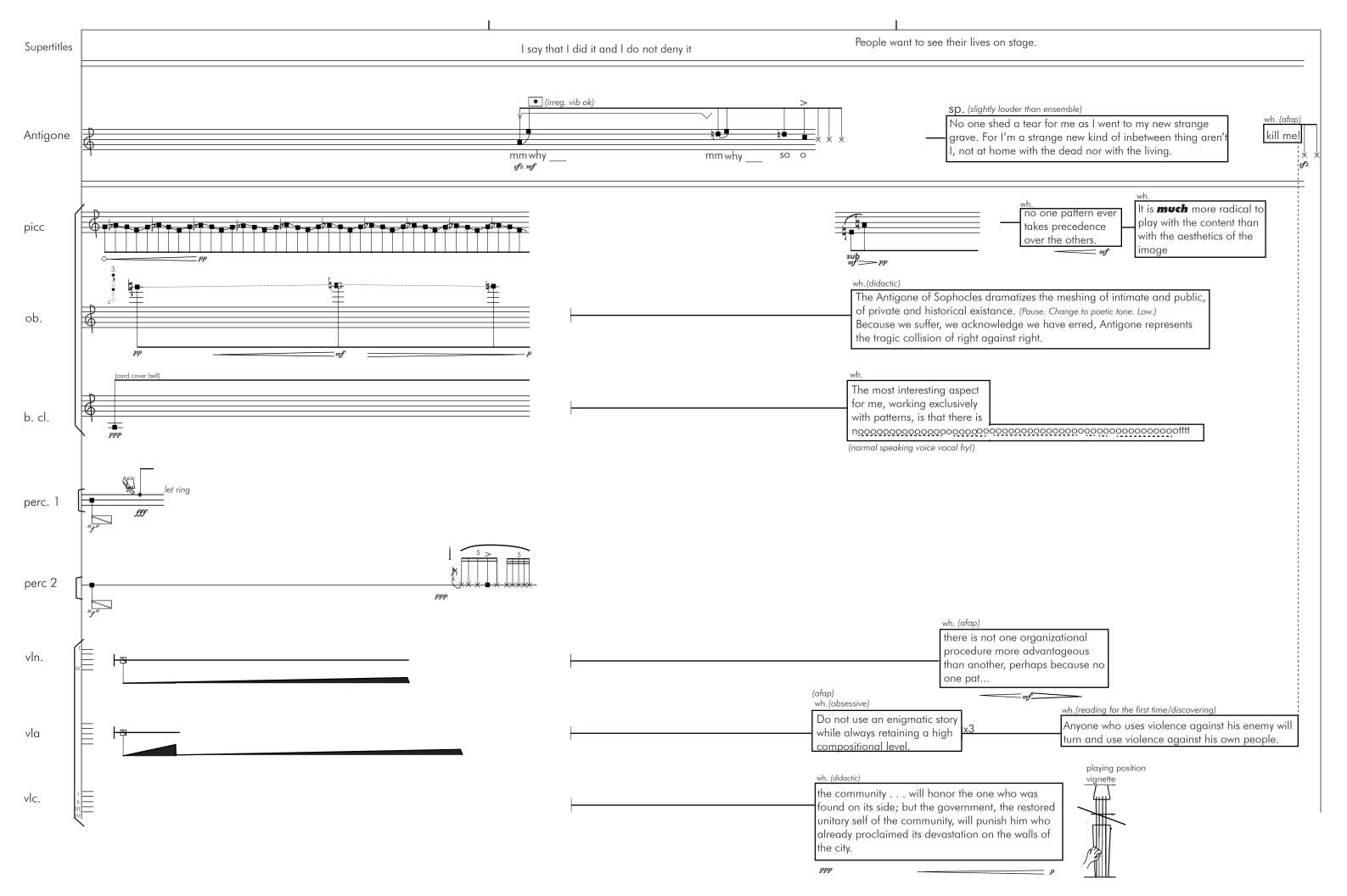
- m
- Snares on. A white box without the zig-zag indicates snares are off. When this symbol connects to a notehead on the staff, the desired result is loud.
 - Harmonic on the bell: let ring after the strike. Both bells should yield complex harmonics around F#-G#.
 - Hit snare drum rim

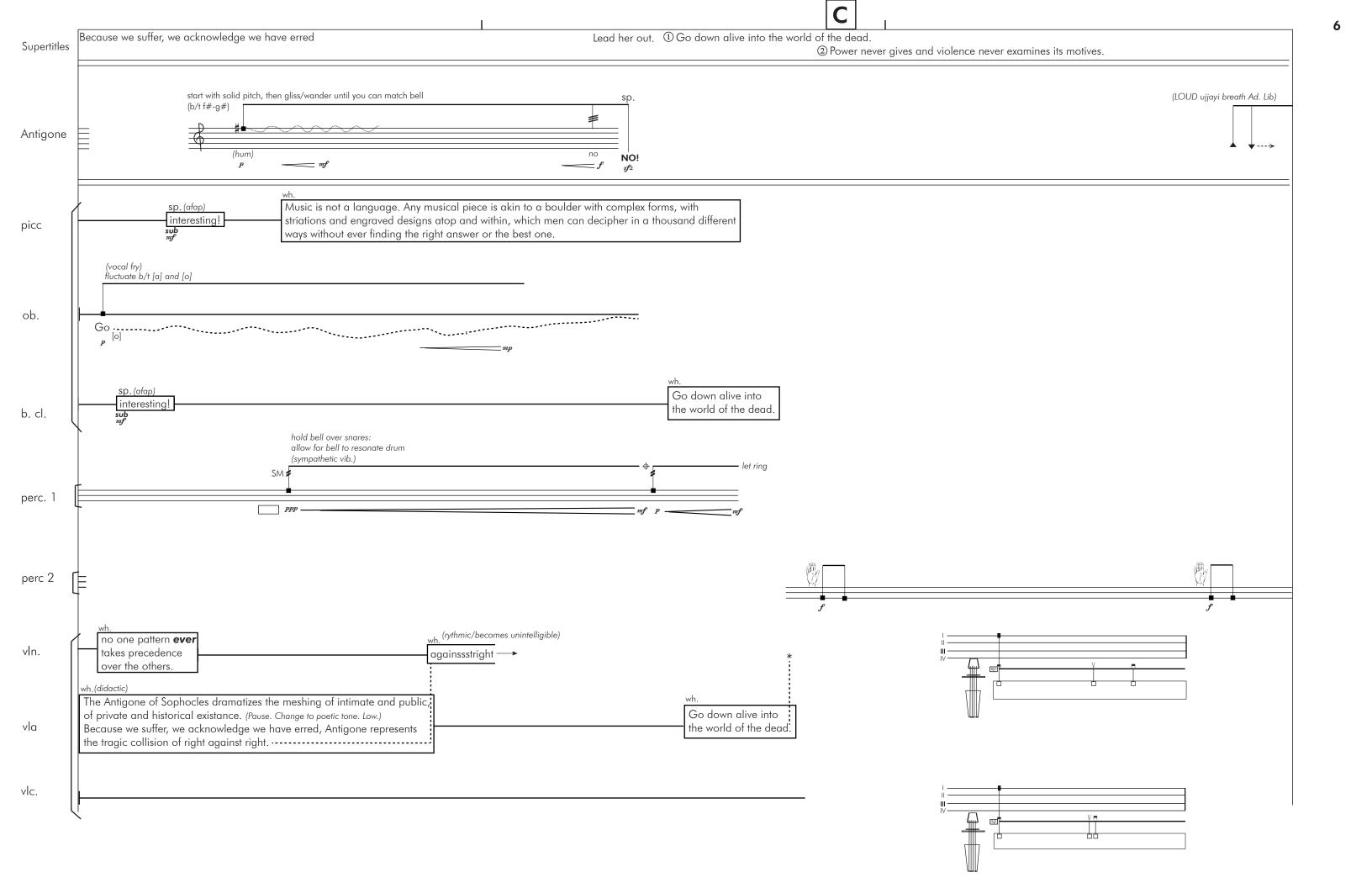


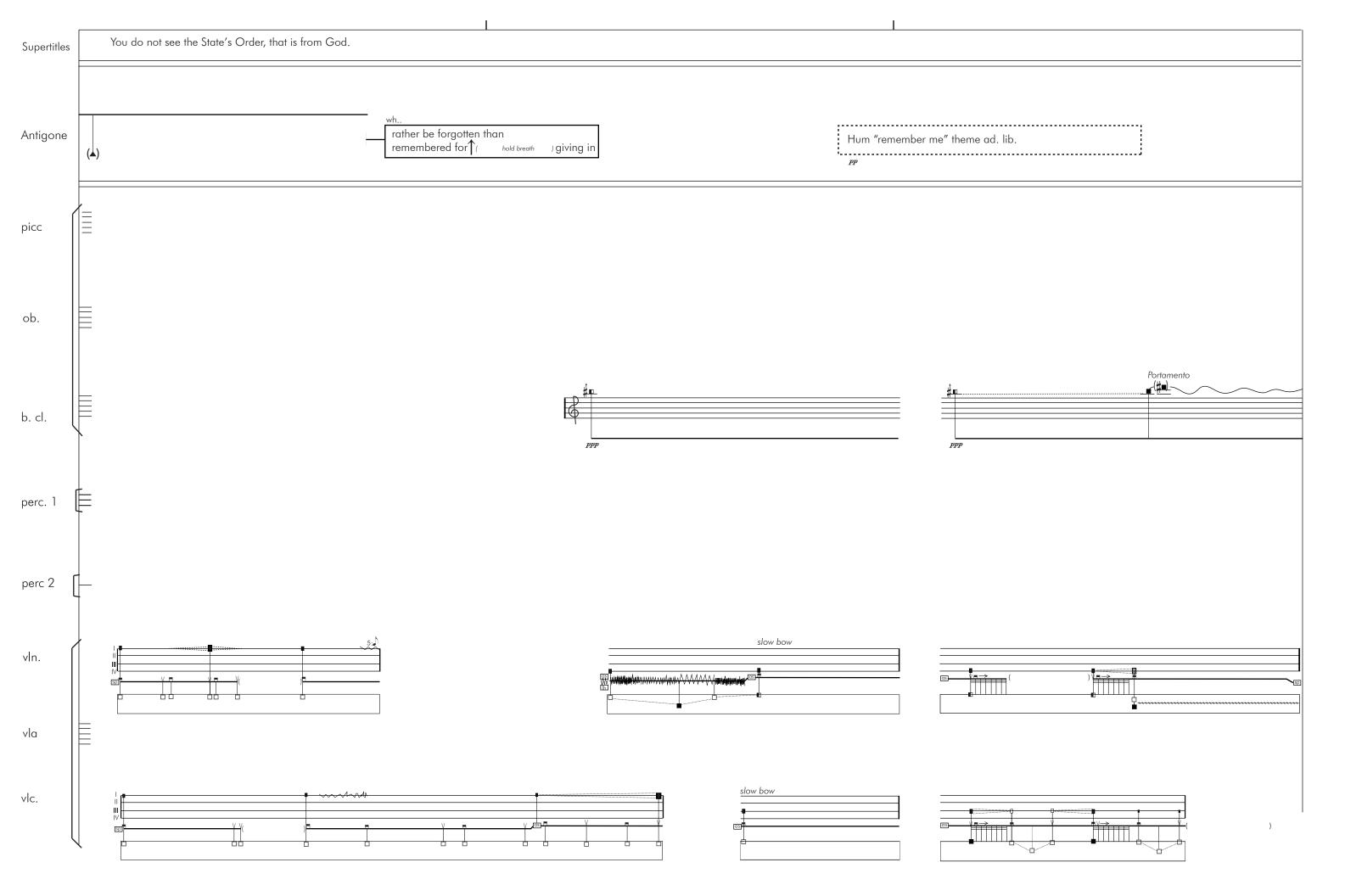


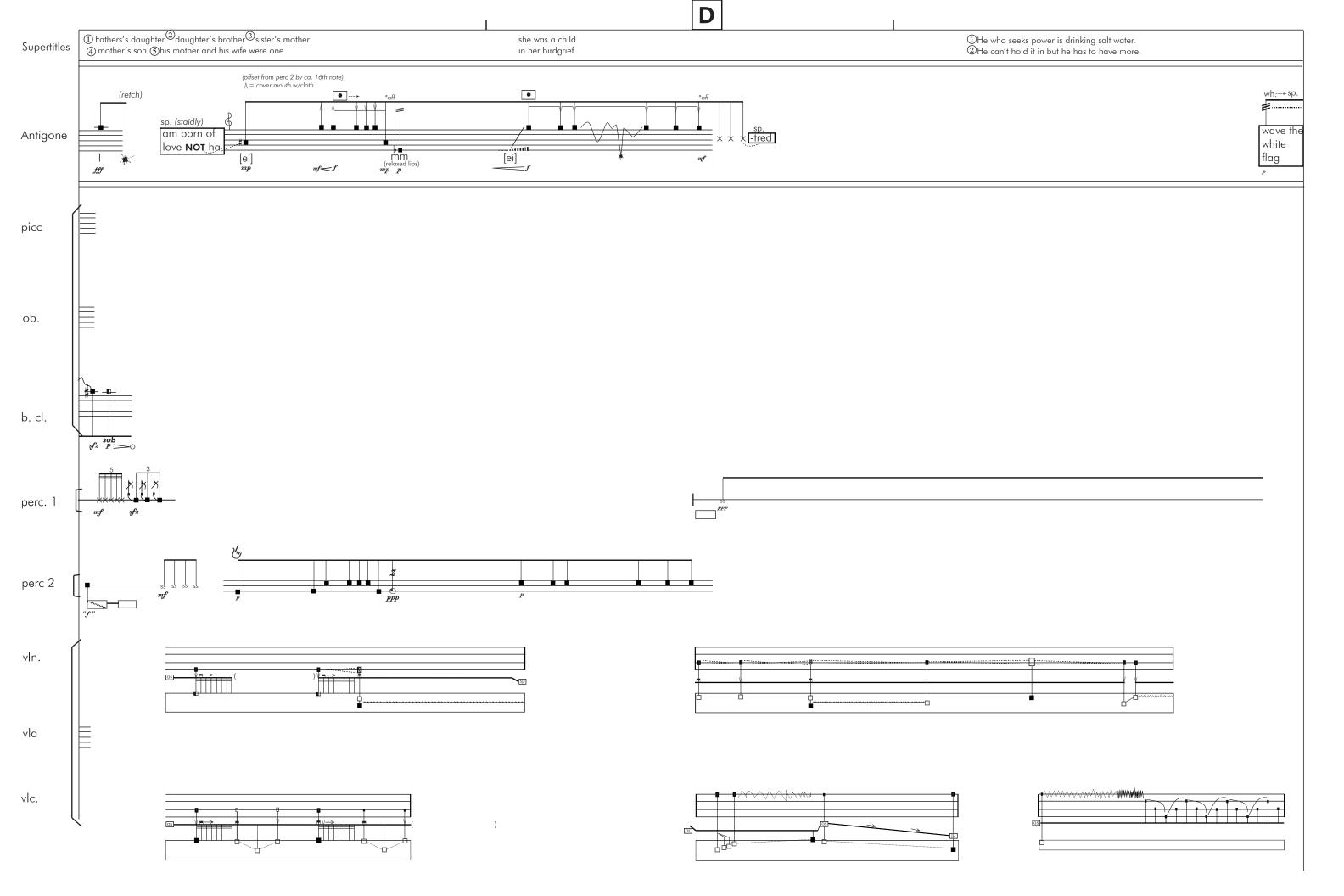


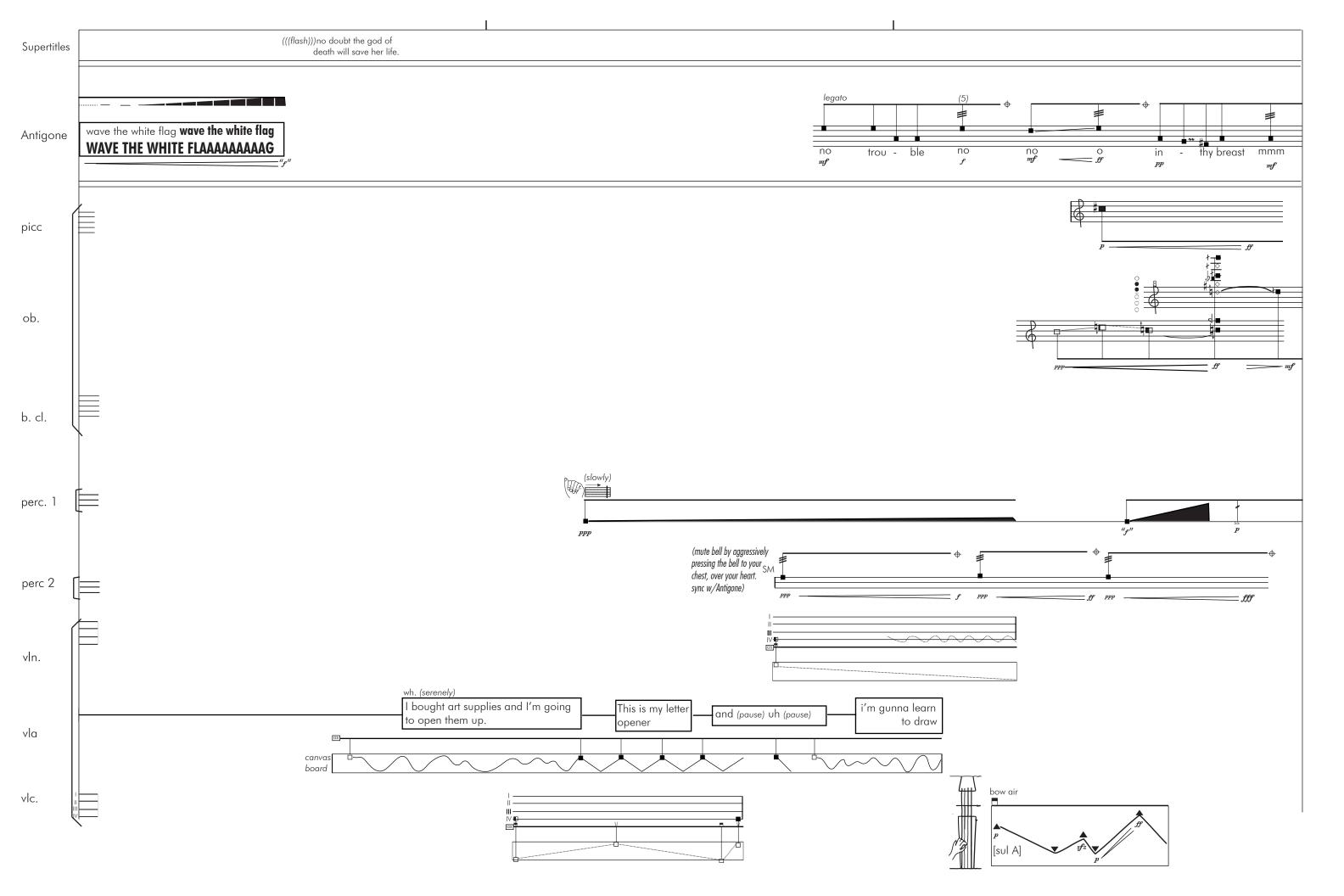


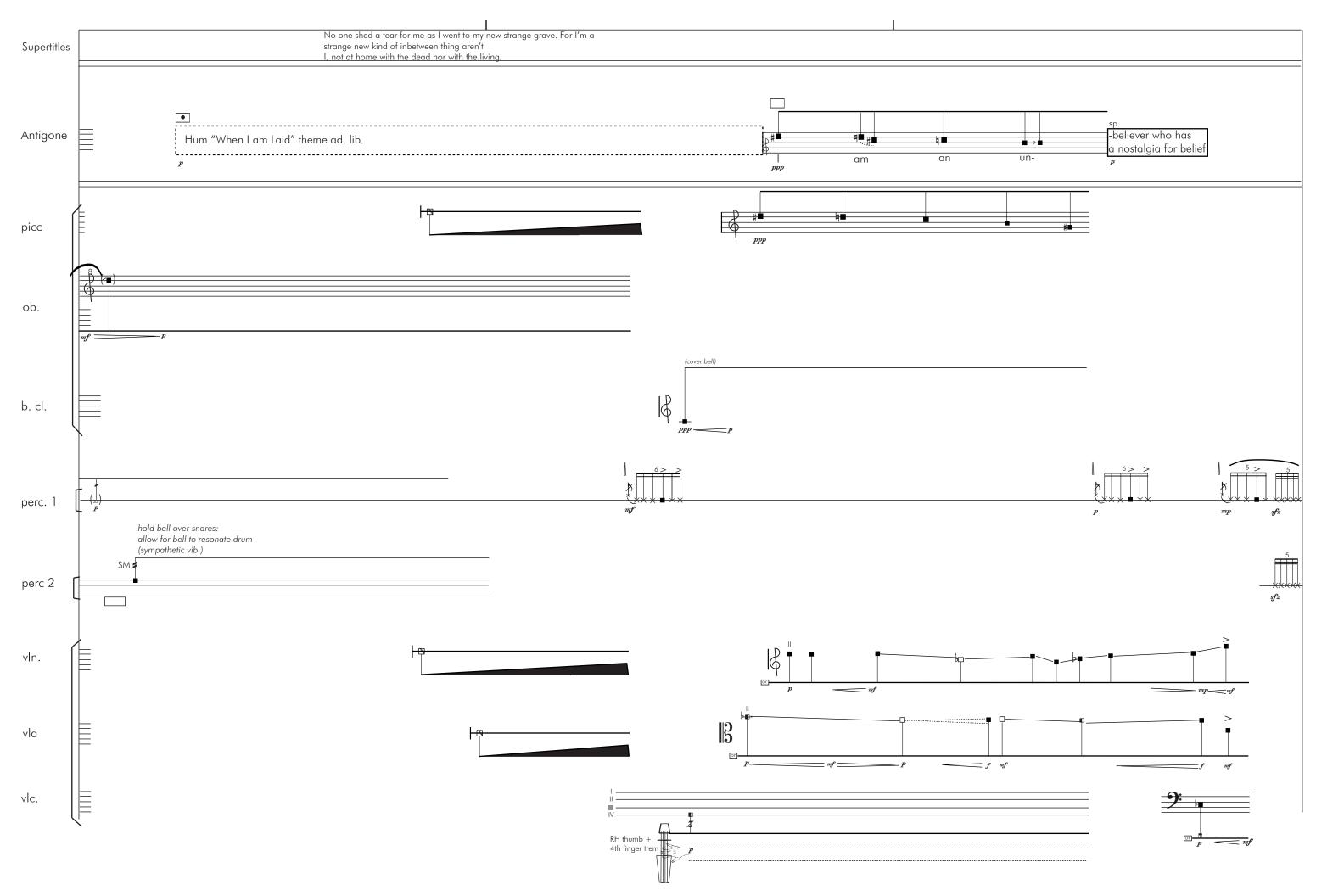


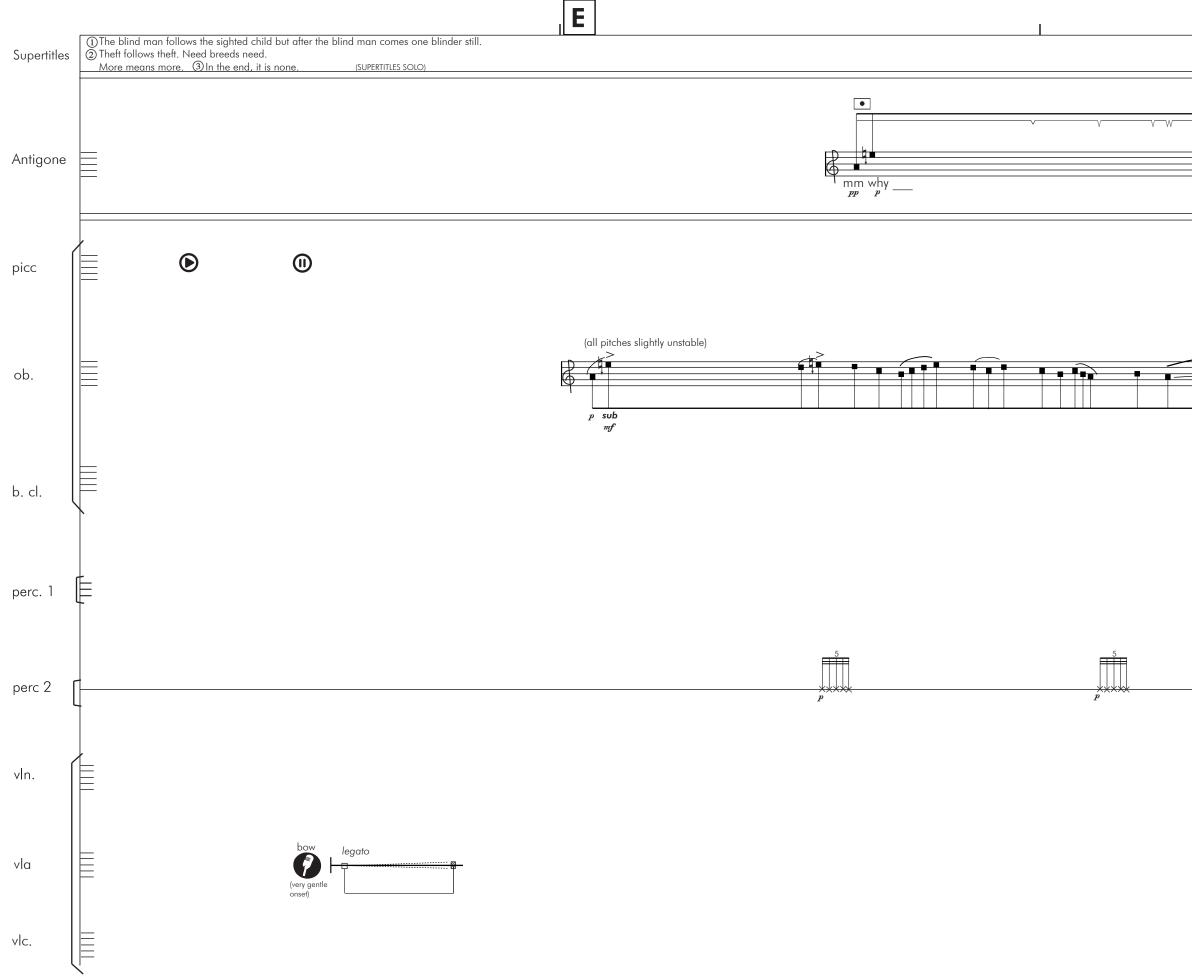


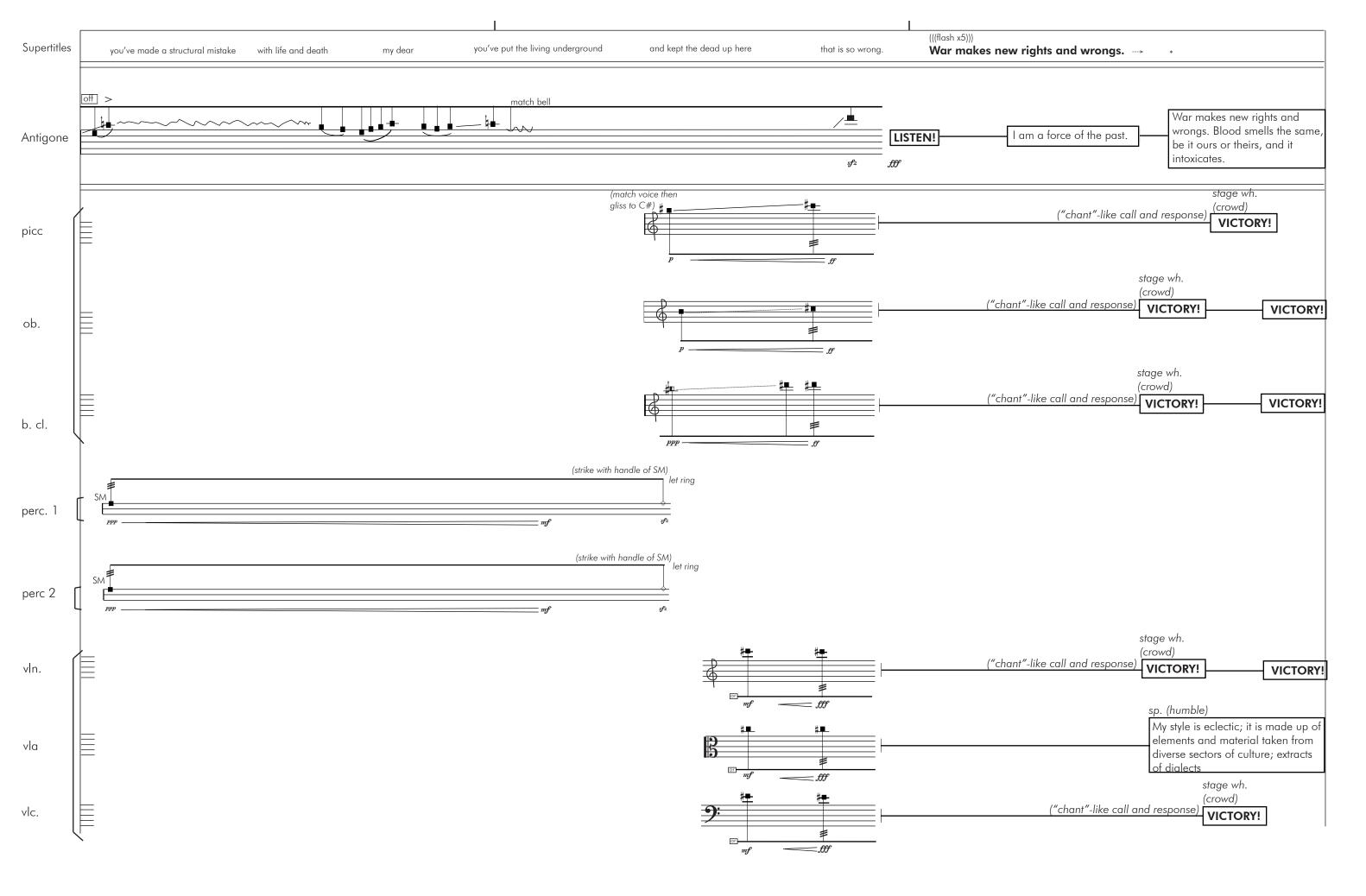


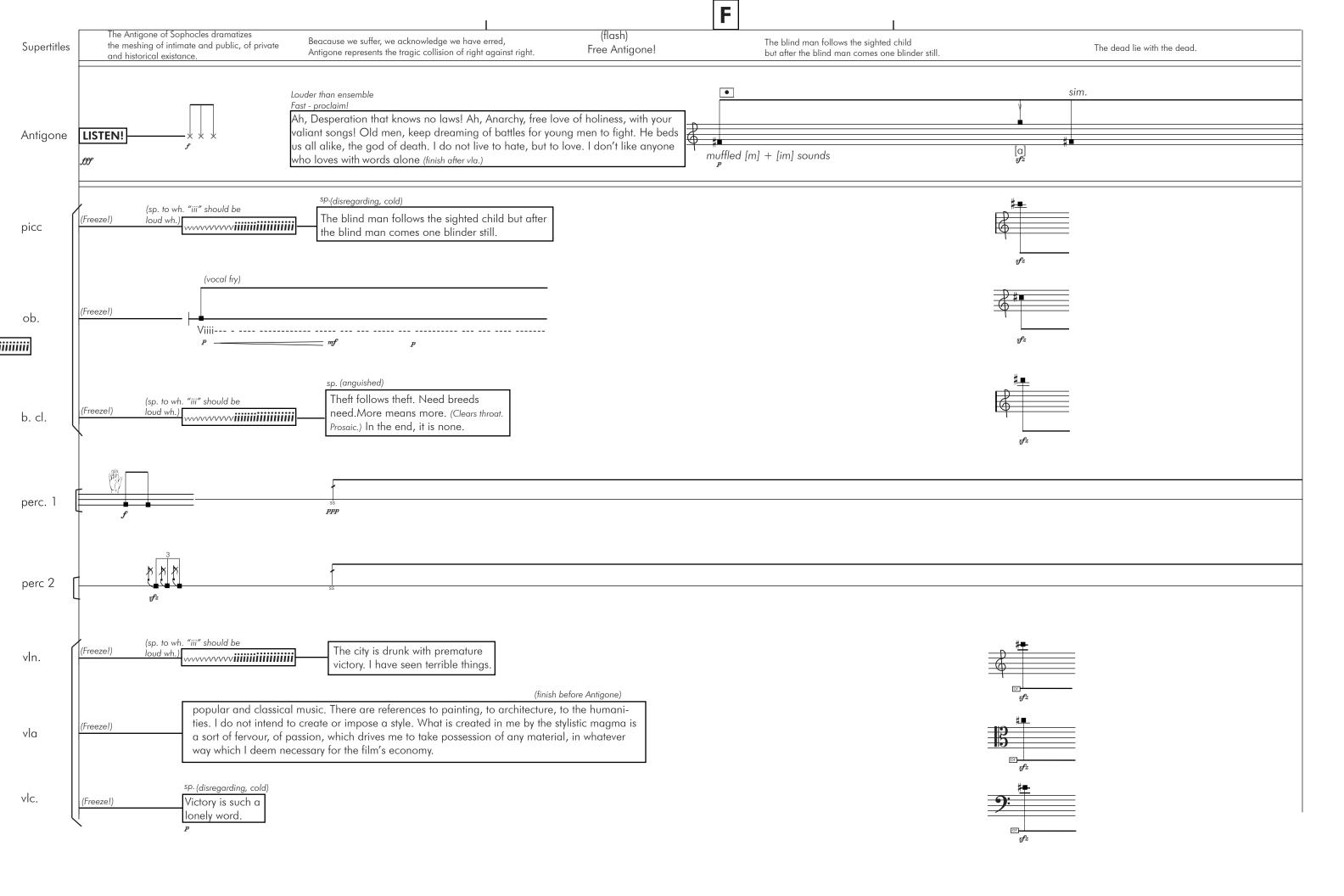


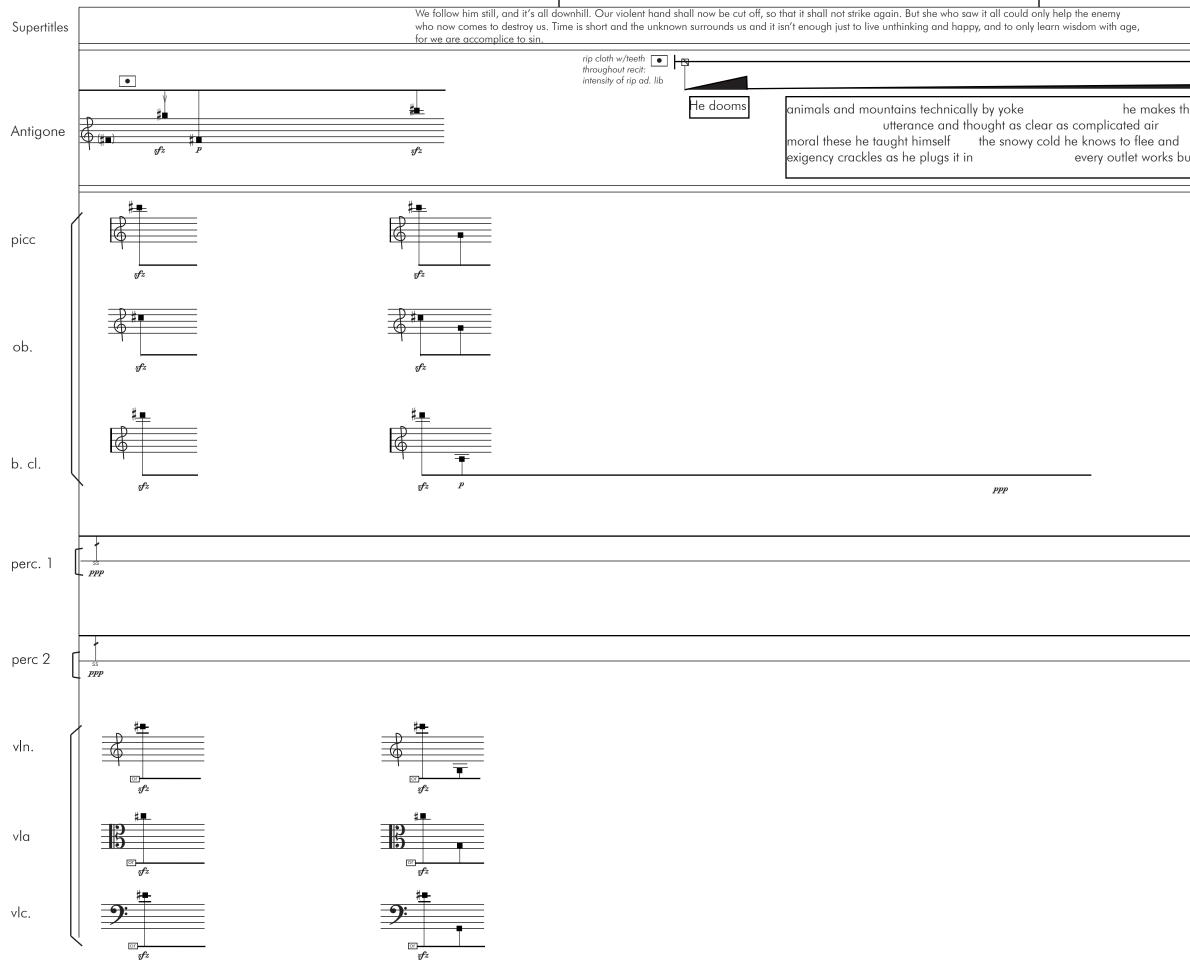












e bull bend, the horse to its k and It one	nees and moods that make a city every human :death stays dark.
	55 5 5
	Wait for Antigone to finish and after her last word play for 8-10 more seconds and end together.
	ss sf2