

VINELAND STELAE STELA V Drone

Sandeep Bhagwati

HOW TO PLAY

Choose one of the two "Recitation pitches" as well as one of the 8 "Irregular Pulsation Loops" (IRP)

With these execute one of the following sound actions:

1. Let the pitch (played in your chosen IRP) slowly emerge from an instrumental noise sound

2. Inversely: Make a clear pitch slowly disappear into rhythmic noise.

3. Imitate a percussive sound (Winds: Slaps, Key Clicks etc. Strings: Col legno battuto, pizzicato Piano: prepared pitches), and play your chosen IRP using that sound.

4. Play a classically beautiful sound on your instrument and let it slightly pulsate in your chosen IRP (dynamic accent, microtonal deviation, play each duration with another bowing technique or fingering or inflection etc).

5. Let the sound fade in and out again on each and every duration of your chosen IRP (Piano achieves this with softpedaled fast repetitions).

After one or two run-throughs (through an IRP) pause for a few moments and start again, with a different IRP and, sometimes, pitch.

Several basic principles:

1. always play senza vibrato
2. always play pianissimo
3. support and carry the soloists.

The musical score is organized into two main sections, I and II, across seven staves. The instruments are: Flute/Oboe, Soprano Sax/Clarinet, Horn in F, Bassoon/Tuba/Cello, Piano/Double Bass, Violine, and Viola. The Piano section includes a specific instruction: "Make Chords from these pitches. Octave Shifts are allowed!". The notation includes various musical symbols such as notes, rests, and dynamic markings.

Irregular Pulsation Loops

A

B

C

D

E

F

G

H