

INUNDATION

FOR CLARINET, VIOLA, PERCUSSION, AND TAPE

ABIGAIL RICHARDSON

VISUAL PROJECTION BY YESIM TOSUNER

This is a collaborative work with visual projection that focuses on the idea of water. Water is present in its various forms (rain, waves, drips, etc.) in the tape part, but also as an abstract entity in the live trio, with its capability of being both static and full of motion. There is a relaxed dynamic between the tape and the trio, with the tape part overpowering the trio between the small sections that comprise the work. These sections seem unrelated yet they gradually connect throughout the work with a common sentiment of yearning that is never fulfilled, and also by increasingly related material. The roles of the tape and trio are blurred by both the tape using sound from acoustic instruments, and by the trio using amplified unconventional sounds. The piece changes when the trio matches the instrumental sounds of the tape part. The two elements come together for the first time at the climax of the piece. After this, the tape disappears to the background while the trio, at last, manages to bring a nostalgic resolution to the constant longing throughout the work.

WRITTEN FOR THE NEWFOUNDLAND SOUND SYMPOSIUM, 2004, FOR PERFORMANCE BY: MEDUSE

NOTES

AT FERMATAS, PLAYERS SHOULD WAIT TO COORDINATE WITH NEXT TAPE ENTRY.

ENCLOSED TIMINGS ARE POINTS WHERE THE PLAYERS MUST COORDINATE WITH TAPE. TIMINGS IN BRACKETS ARE FOR CUE PURPOSES AND SHOULD BE ROUGHLY ALIGNED (WITHIN SEVERAL SECONDS) WITH LIVE PART.

THERE IS A BRIEF AMPLIFIED SECTION (4:40-5:50) FOR VIOLA AND OPTIONAL CLARINET.

PLAYERS SHOULD USE STOPWATCHES WHEN LEARNING THE PIECE, AND MAY USE THEM IN PERFORMANCE IF DESIRED.

DURATION: 11 MINUTES

PERCUSSION

**GLOCKENSPIEL
SUSPENDED CYMBAL
WIND CHIMES
BAMBOO CHIMES
CONGA**

TIBETAN SINGING BOWL

**WINE GLASS — G, OR SUBSTITUTE SINGING BOWL IF PITCH IS APPROPRIATE TO TAPE
PART (USE BEATER AROUND OUTSIDE OF BOWL FOR CONTINUOUS
SOUND)**

VIBRAPHONE — OR IF SMALLER SETUP DESIRED, SUBSTITUTE GLOCKENSPIEL