

Jukka Tiensuu

# oddjob

for cello and electronics

1995



**Music Finland**

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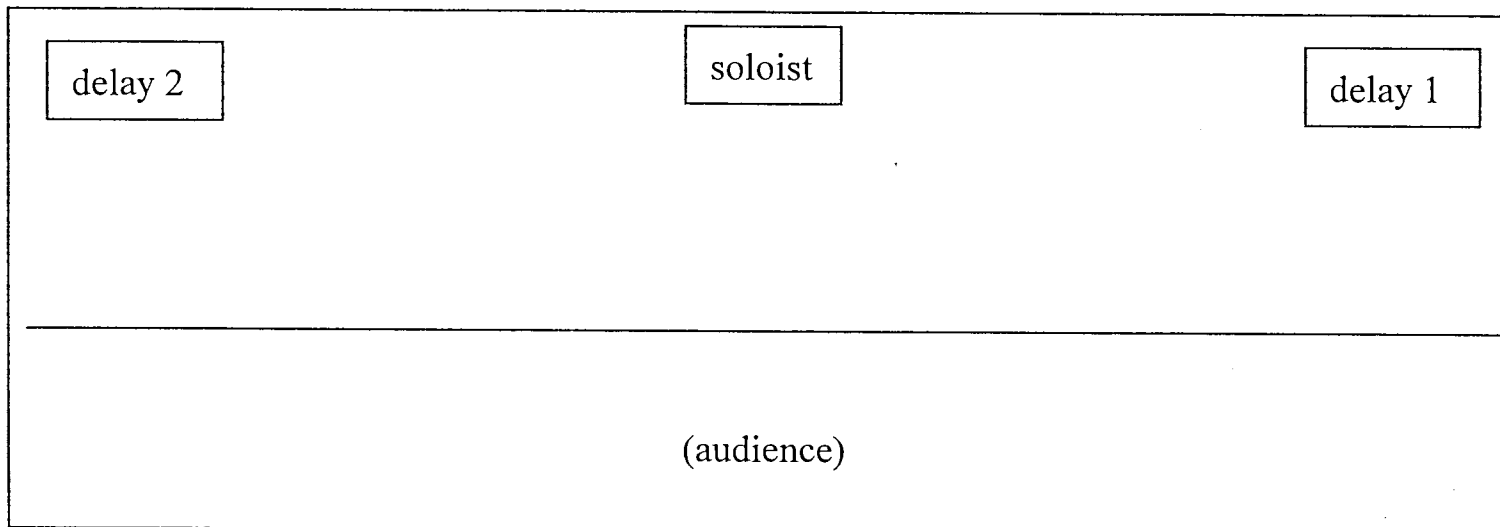


# oddjob

for

*violin or viola or cello and electronics*

## electronic setup:



*soloist* The soloist plays on rear part of the stage. It is amplified and reverberated to the level of both of the delayed signals and is panned to center. B The loud speakers are placed on middle stage, far enough from the soloists microphone to avoid feedback, but not disturbingly close to the audience.

*reverb.* Type "large hall" (reverb time ca. 3" or slightly more) from the beginning till bar 65. Shorter/less reverberation ("large chamber") in bars 66-150, gradually more/longer reverberation in bars 151-165, then very long reverberation ("cathedral" ca. 6"-8") from bar 165 till the end. If the type of the reverberation cannot be changed during the performance, the proportional amount of dry and reverberated sound should be adjusted.

*delay 1* Type "one-shot", i.e. 0% feedback. Panned right. From the end of bar 65 till bar 160 the duration of delay 1 is one quaver (i.e. ca. 833ms for MM.72, 790ms for MM.76, 714ms for MM.84, 690ms for MM.87, 625ms for MM.96 etc.), then gradually longer up to ca. 3" (and optionally slightly softer) at the end of the piece.

*delay 2* Type "one-shot", i.e. 0% feedback. Panned left. From the end of bar 65 till bar 160 the duration of delay 2 is two quavers (i.e. twice the duration of delay 1), then gradually longer up to ca. 6" (and optionally slightly softer than delay 1) at the end of the piece.

With a two-channel delay device, one can also set the delays to equal length, then connect the output of delay 1 to the input of delay 2.

The overall result should be as close as possible to an illusion of three identical instruments playing a canon.

than indicated, but their mutual proportions should be retained.

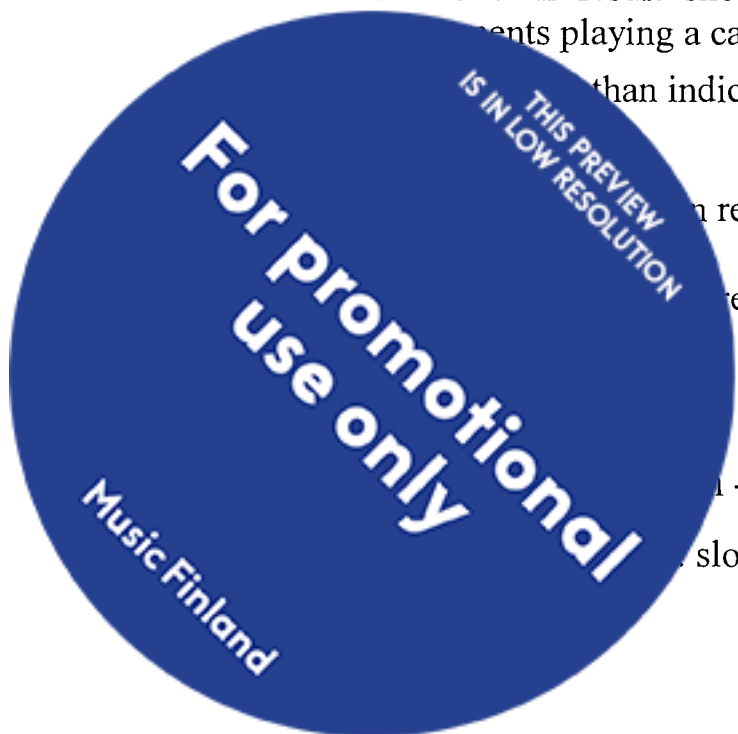
respectively

respectively

- no "portamento"

slow...fast...slow (elsewhere play "non vibrato").

*Jukka Tiensuu, Helsinki 11.03.95*



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♩ - 84 con ardore

*ff* **+ reverb.** *mp* *piu lento* *a tempo* *f* *dim.*

*ff* *mp* *piu lento* *cresc.*

*a tempo* *ff* *dim.* *cresc.*

*ff* *p* *ff* *p* *(in tempo)* *ff* *pp*

*p* *ff* *ppp* *ff* *ppp*

*ppp* *ff* *ppp*



Musical staff with notes, dynamics (*ff*, *pp*), and markings (*v*, *n*, 50, *dim. molto*).

Musical staff with notes and a *cresc.* marking.

Musical staff with notes, dynamics (*f*, *pp*), and markings (55, *dim.*, **reverb++**).

Musical staff with notes, dynamics (*f*, *ff*, *pp*, *ff*, *pp*, *ff*), and markings (60, *v*, *n*).

Musical staff with notes, dynamics (*pp*, *ff*, *sempre forte*), and markings (65, *v*, *n*, **+ delays**).

♩ = 96

Musical staff with notes, dynamics (*f non legato*, *dim.*), and markings (3, 3, 3, 3, 3, 3, 6, **reverb**).

Musical staff with notes, dynamics (*f > p*), and markings (3, 3, 3, 3, 3, 3, 3, 3, *cresc.*).

Musical staff with notes, dynamics (*f*), and markings (3, 3).



80 3 85 3

marcato

3 3 90 3

3 3 95

3

100

105 3 110

3 6 120 3

5 3 130





135 3 3 *f*

*rall.* ♩ = 84 140 *ff* secco 145

150 *poco a poco cresc.*

155

*reverb++* *ff* *fff* *dim. e rall. poco a poco al fine* 3

♩ = 48 160 *mp* *delays ->* *reverb++* 165 *f* *p* ♩ = 40

♩ = 36 *mp* 170 *dim. al fine* ♩ = 30

♩ = 20 175

