

Markku Klami

aura

for Alto flute and electronics

2009

Music Finland



THIS PREVIEW
IS IN LOW RESOLUTION

**For promotional
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Music Finland

Markku Klami

aura

for Alto flute and live electronics

performing score



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for Alto flute and live electronics

Dedicated to Hanna Kinnunen

First performance:

Hanna Kinnunen, alto flute, Markku Klami, live electronics, Time of Music Festival, Viitasaari, Finland, July 11, 2009

International premiere:

Randi Nyman, alto flute and live electronics, Norwegian Academy of Music, Oslo, Norway, May 25, 2010



Instructions for performance

Flautist:

The singing parts are notated on a separate staff. Sing into the flute while playing. Both the Alto flute and singing parts are notated in G.

Symbols:

⤴ = Normal fermata ⤴ = Longer fermata ⤴ = Very long fermata

◻ in the place of a notehead = Half pitch, half air (airy sound)

○ in the place of a notehead = Only air, no pitch

Electronics:

...one (or more if it seems fit for the performance) near the mouthpiece of the Alto flute.

...thesis with normal musical signs (mp, mf, f, etc...) (N) stands for niente dynamics (microphone switched on but

...o and delay effects. The duration or intensity of the reverb should be adjustable live, without breaking the reverb
...ng the previous reverb). The delay effect should repeat everything the flautist plays for three times, and follow the flautist
...The general tempo of this passage is suggested to be 62 for quarter note, but it can be adjusted to get the flautist
...tapping function on delay effect is strongly suggested, since it makes it easy to get synchronized with the flautist.

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Markku Klami (2009)

Libero ♩ = ca. 62

Blow air, faint pitch may appear

Gradually accelerate to flutter tongue

Poco nervoso ♩ = ca. 70 - 76

Listen to the reverb for about 2-3 seconds and then continue (Ord. playing)

(Avoid overblowing the upper octave)

Gradually accelerate to trilling

Alto Flute (in G)

Electronics

A. Fl.

El.

10

15

ppp f p ff sfz p mf sf p mf

Medium reverb Long reverb Mic. mute

f sfz mp ff f sfz mp f ppp mp

Mic. on

sf mp ff ppp p mf mp p mp ff mf

Long reverb

f ff dim. molto sf mp sf sfz mp f

(pitch) (air)

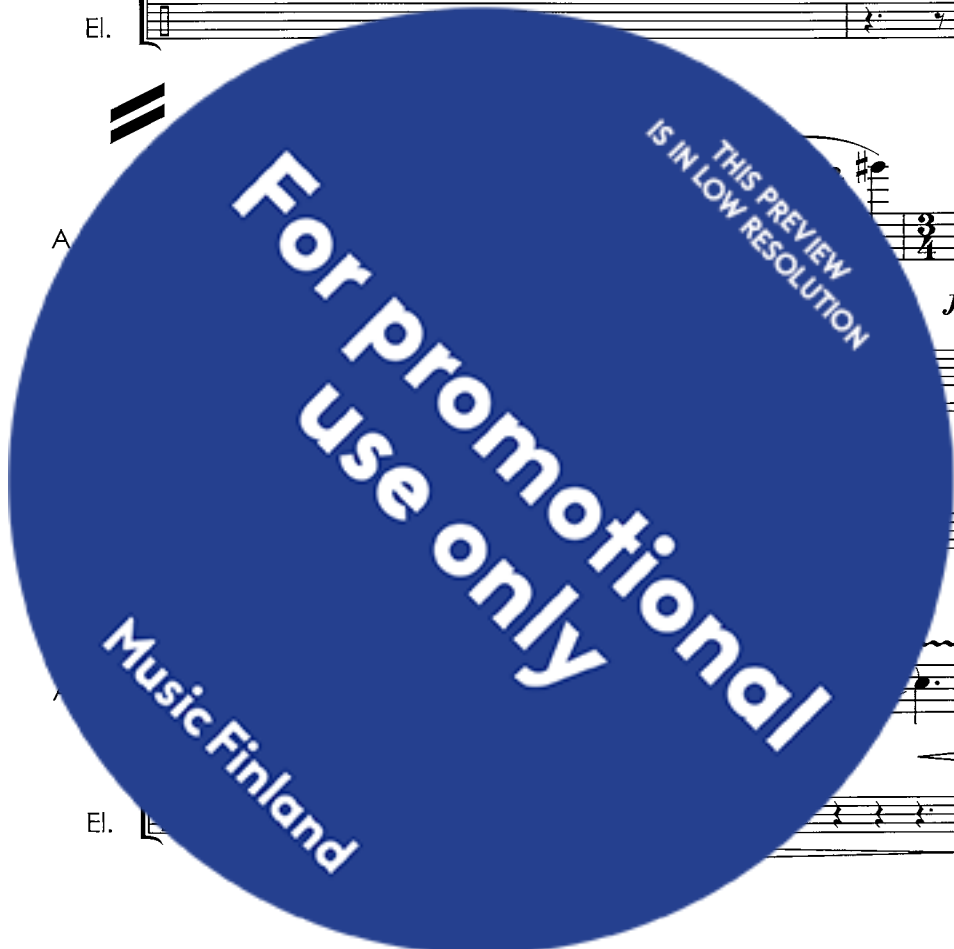
Sing while playing

pp mp pp pp mf p ppp

(intensity of vibrato)

mf pp p mf p mf mp p mf ppp

ppp



Markku Klami: **aura** (Performing score)

38

A. Fl. *flz.* *f* *ff* *mp* *ppp* *mf* *mf* *mp* *mf*

(pitch) (air) (pitch) (intensity of vibrato) (pitch) (intensity of vibrato)

Medium reverb Long reverb

Ei. *(mp)* *(mp)* *(mp)* *(mf)*

46 **Libero, molto rubato** ♩ = ca. 66

A. Fl. *flz.* *p* *mf* *mp* *ppp* *f* *sfz* *mp* *mf* *f*

Gradually accelerate to trilling Gradually change from pitch to air

Medium reverb

Ei. *(mf)*

53

A. Fl. *flz.* *ff* *sfz* *sfz* *mp* *f* *cresc. molto* *fff* *ff* *sfz* *f* *ff* *f*

(Bend downwards while trilling) (pitch) (air)

Ei.

60

A. Fl. *ff* *mp* *f* *f*

Accelerate to flutter tongue (flz.) (flz.) (flz.) (flz.)

(Play this bar two times in order to get synchronized with the delay effect) (no flz.)

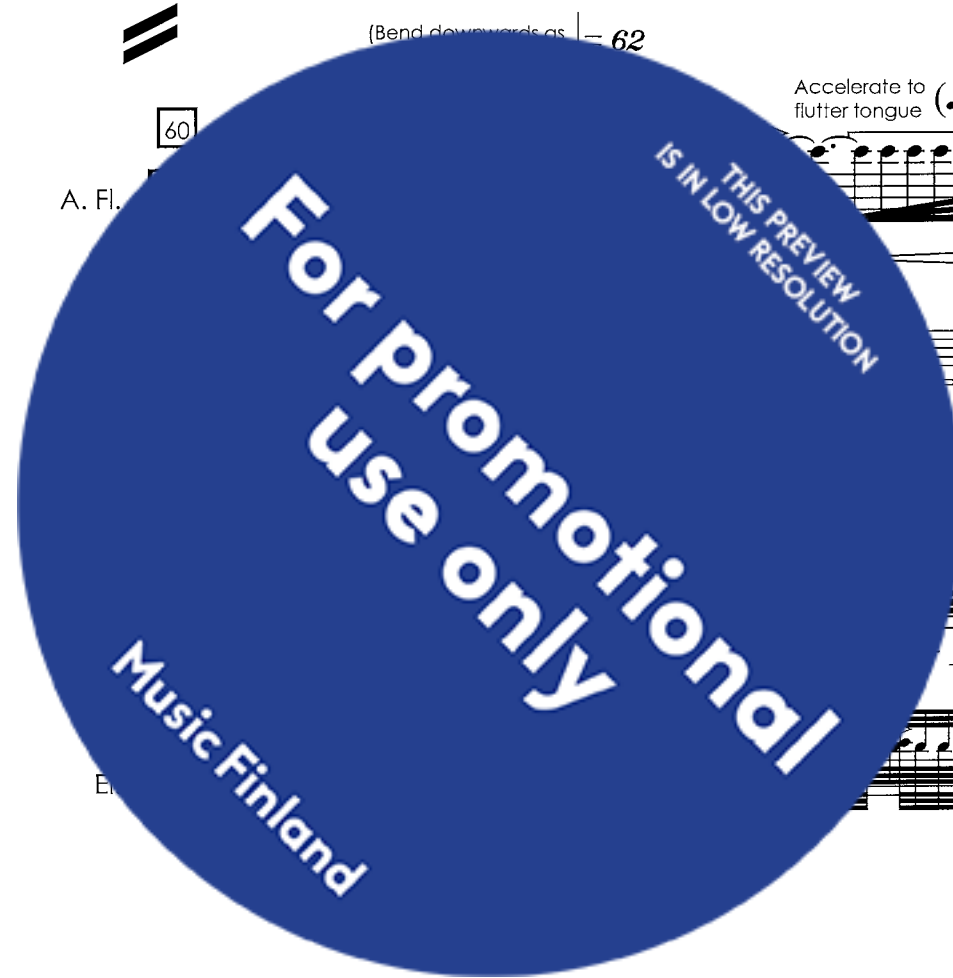
Delay + Medium reverb

Ei. (N) (N)

p *f* *f* *fff*

(On the beat, very rapidly)

Ei. *f*



Markku Klami: **aura** (Performing score)

69

A. Fl. *sfz* *ff* *sfz* *f* *mp* *sf*

El.

Measures 69-73. Flute part (A. Fl.) starts with a *sfz* dynamic, followed by *ff*, *sfz*, *f*, *mp*, and *sf*. Euphonium part (El.) has various dynamics including *sfz*, *f*, *mp*, and *sf*. Both parts feature complex rhythmic patterns with many accents and slurs.

74

A. Fl. *mf* *f* *sfz* *ff* *f* *mf* *ff* *f*

El. *(mf)*

Measures 74-79. Flute part (A. Fl.) dynamics include *mf*, *f*, *sfz*, *ff*, *f*, *mf*, *ff*, and *f*. Euphonium part (El.) starts with *(mf)*. Both parts continue with complex rhythmic patterns and articulation.

80

A. Fl. *fff* *>f* *fff* *ff*

Mic. mute Mic. on

Measures 80-84. Flute part (A. Fl.) dynamics include *fff*, *>f*, *fff*, and *ff*. Euphonium part (El.) has dynamics *fff*, *mf*, and *fff*. Microphone instructions "Mic. mute" and "Mic. on" are present. The flute part includes a *fiz.* marking and a *sfz* dynamic.

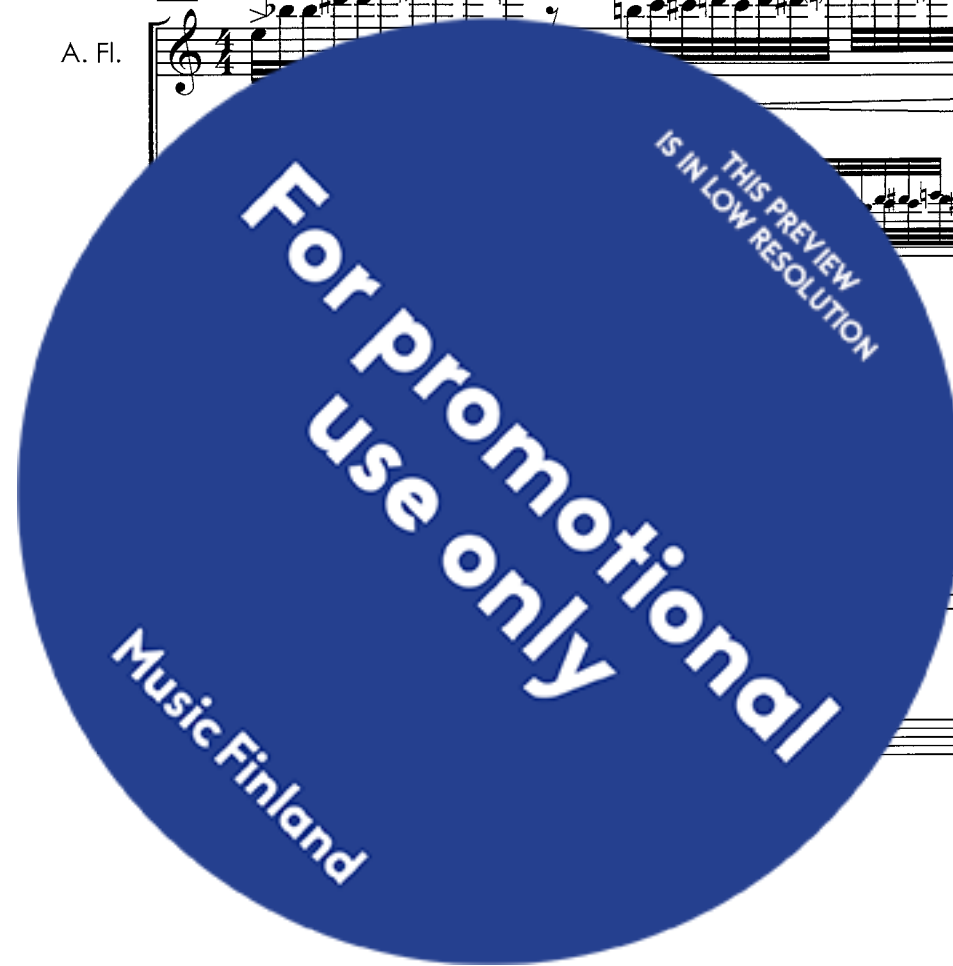
fff *mf* *fff* *sfz*

Mic. on Mic. mute Mic. on

(pitch) (air) Articulate the letters into the mouthpiece

t-k-t-k k-t-k

Measures 85-89. Flute part (A. Fl.) dynamics include *fff*, *mf*, and *fff*. Euphonium part (El.) has dynamics *fff*, *mf*, and *fff*. Microphone instructions "Mic. on", "Mic. mute", and "Mic. on" are present. The flute part includes a *sfz* dynamic and articulation notes: "(pitch)", "(air)", and "Articulate the letters into the mouthpiece". The euphonium part has articulation notes "t-k-t-k" and "k-t-k".



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89

Blow with letter "S" (air) (pitch)

(On the beat, very rapidly)

simile

Quasi glissando, very rapidly

(Very long!) flz. (Bend downwards as much as possible) (air) (pitch)

mf *sffz* *mf* *ff* *sffz* *mp* *fff* *pp* *mf*

Mic. mute Mic. on Mic. mute Mic. on (N)

93

(air) (pitch)

Blow with letter "S" *sf*

Blow air while fingering. Mainly air sound, but **very faint** pitches may appear

(Growing intensity with the letter "S", resembling the effect of glissando)

p *f* *mp* *sffz* *cresc. molto* t-k-t-k *sfz* k-t-k-t-k-t-k S *sf* *sfz*

(*mf*) (*mf*)

98

(Change to completely air sound)

(Bend downwards with air sound, like a wind calming down)

Blow into the mouthpiece, while doing flutter tongue at the same time

p *sffz* *fff* *f*

Freeze for 10 seconds

sffz

Taka-Töölö, Helsinki, June 23, 2009

