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Markku Klami

aura

for Alto flute and live electronics

2009

Suomalaisen musiikin tiedotuskeskus Fimic
Finnish Music Information Centre Fimic

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Markku Klami

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

Duration: ca. 7'00"

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The logo for FIMIC, consisting of a stylized speech bubble icon followed by the letters "FIMIC" in a bold, sans-serif font.

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:

The flautist should have one microphone (or more if it seems fit for the performance) near the mouthpiece of the Alto flute.

Microphone levels are indicated in parenthesis with normal musical signs (mp, mf, f, etc...) (N) stands for niente dynamics (microphone switched on but levels are put completely down).

Equipment needed for performance:

Mixing table and effect processor(s) with reverb and delay effects. The duration or intensity of the reverb should be adjustable live, without breaking the reverb (i.e. changing to different reverb patch, breaking the previous reverb). The delay effect should repeat everything the flautist plays for three times, and follow the flautist one 1/8 note behind, as indicated in the score. The general tempo of this passage is suggested to be 62 for quarter note, but it can be adjusted to get the flautist fully synchronized with the delay effect. Tempo tapping function on delay effect is strongly suggested, since it makes it easy to get synchronized with the flautist.

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MIMIC



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aura

for Alto flute and live electronics

Markku Klami (2009)

Libero ♩ = ca. 62

Gradually accelerate to flutter tongue

Poco nervoso ♩ = ca. 70 - 76

Gradually accelerate to trilling

Blow air, faint pitch may appear

fiz. (ord.) dynamics and intensity ad lib., make a sound resembling a breeze

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

(Avoid overblowing the upper octave)

Alto Flute (in G)

Electronics

A. Fl.

El.

A. Fl.

El.

A. Fl.

El.

Voice

A. Fl.

El.

Alto Flute (in G) dynamics: *ppp*, *f*, *p*, *ff*, *sfz*, *p*, *mf*, *sf*, *p*, *mf*

Electronics dynamics: *(mp)*, *(mf)*, *Mic. mute*

Annotations: Medium reverb, Long reverb

A. Fl. dynamics: *f*, *sfz*, *mp*, *ff*, *f*, *sfz*, *mp*, *f*, *ppp*, *mp*

El. dynamics: *(mp)*

Annotations: Medium reverb, Mic. on

A. Fl. dynamics: *sfz*, *mp*, *ff*, *ppp*, *p*, *mf*, *mp*, *p*, *mp*, *f*, *mp*, *ff*, *mf*

El. dynamics: *(mf)*, *(mf)*, *(mf)*

Annotations: Long reverb

A. Fl. dynamics: *f*, *ff*, *dimin. molto*, *sfz*, *mp*, *sf*, *sfz*, *mp*, *f*

El. dynamics: *(mf)*, *(f)*, *(mf)*

Annotations: (pitch), (air), fiz., (intensity of vibrato)

Voice dynamics: *pp*, *mp*, *pp*, *pp*, *mf*, *p*, *ppp*

A. Fl. dynamics: *sf*, *mf*, *mp*, *mf*, *pp*, *p*, *mf*, *p*, *mf*, *mp*, *p*, *mf*, *ppp*

El. dynamics: *(mf)*, *(mp)*

Annotations: Sing while playing, (intensity of vibrato), fiz.

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

38

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

Medium reverb Long reverb

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

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

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

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

Medium reverb

Ei. *(mf)*

Gradually accelerate to trilling Gradually change from pitch to air

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. *flz.* *sfz* *fff* *f* *sf mp* *ff* *mp* *f* *f*

(Bend downwards as much as possible)

Accelerate to flutter tongue

(flz.)

(no flz.)

Long reverb Delay + Medium reverb

Ei. *(mf)* (N) (N)

(Play this bar two times in order to get synchronized with the delay effect)

65

A. Fl. *p* *f* *f* *fff*

(On the beat, very rapidly)

Ei. *(mf)* *f*

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

69

A. Fl.

El.

sfz *ff* *sfz* *f* *mp* *sf*

74

A. Fl.

El.

mf *f* *sfz* *ff* *f* *mf* *ff* *f*

80

A. Fl.

El.

sfz *mf* *fff* *>f* *fff* *ff*

Mic. mute Mic. on

85

A. Fl.

El.

mp *fff* *mf* *fff*

Mic. mute Mic. on Mic. mute Mic. on

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

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

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

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 *mp* *sffz* *p* *ffff*

(*ff*) (*f*)

102

a tempo (Stand completely still)

Make a very visible and big gesture with your flute (Ord. playing)

Freeze for 10 seconds

sffz

(*ff*)

Taka-Töölö, Helsinki, June 23, 2009

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