

Max Savikangas

Akvaariomusiikkia

for chamber ensemble
for Pirjetta Brander's animation

2010



Music Finland

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Max Savikangas 2010

Akvaariomusiikkia

Kamariyhtyeelle
Pirjetta Branderin animaatioelokuvaan

SCORE



Max Savikangas (2010):

Akvaariomusiikkia kamariyhtyeelle Pirjetta Branderin animaatioelokuvaan
'Aquarium Music' for Chamber Ensemble for an Animated Film by Pirjetta Brander

Accidentals apply in the bar and in the octave they occur.

INSTRUMENTATION

Conductor

One of each:

Flute
Oboe
Clarinet in Bb
Horn in F
Bassoon
Tuba
Percussion
Piano
Violin 1
Violin 2
Viola
Violoncello

PERCUSSION INSTRUMENTS:

Snare drum
Cymbal set of four (suspended): splash, crash, china, ride
Tom-tom set of four: soprano, alto, tenor, bass
Quiro
Temple blocks (5 pieces)
Whip (Slapstick)
Flexatone

IMPLEMENTS:

Yarn mallets (2)
Sticks (2)
Super ball stick (1)

Duration ca 3,5 min.



Max Savikangas (2010):

Akvaariomusiikkia kamariyhtyeelle Pirjetta Branderin animaatioelokuvaan
'Aquarium Music' for Chamber Ensemble for an Animated Film by Pirjetta Brander

PERFORMANCE INSTRUCTIONS

The score is transposing.

Accidentals apply in the bar and in the octave they occur.

Aquarium Music is to be performed (and sound recorded) as an individual piece of music.

The animated film will be synchronised to the music, not vice and versa as is the more usual case.
The piece can also be performed in concert without the picture.

STRINGS, EXPLANATIONS OF THE EXTENDED PLAYING TECHNIQUES

Circular bowing

The bow, positioned in the upper third, is to be swept in a direction parallel to the strings with a slightly circular, free movement, which starts from the upper arm. The movement is small, fast and can be maintained with rather low amount of muscular energy. This bowing technique is intended to result in a blowing-like sound which however has a short, pitched impulse for each note.

Crackle

Press the bow down very hard at the frog with flat hair so that the tip of the bow points to the up left. Now twist the bow slowly in its place, while maintaining the pressure, approximately 45 degrees so that the bow finally reaches its normal position. This way of playing is intended to result in a dry, crackling, granular, discontinuous sound, like anticipating some violent burst (for example breaking of a tree branch).



Akvaariomusiikkia

Kamariyhtyeelle Pirjetta Branderin animaatioelokuvaan

Max Savikangas 2010

[Pohja] Grave e svolazzare ♩ = 56

Flute

Oboe

Clarinet in Bb

Horn in F

Bassoon

Tuba

Percussion

Piano

Bass tom-tom with super ball stick Rub the bass tom-tom head with the super ball to produce a murmuring and howling sound

[Pohja] Grave e svolazzare ♩ = 56

The musical score is for a piece titled "Akvaariomusiikkia" by Max Savikangas, 2010. It is intended for a chamber orchestra and a piano. The tempo is marked "Grave e svolazzare" with a quarter note equal to 56 beats per minute. The time signature is 6/4. The score includes parts for Flute, Oboe, Clarinet in Bb, Horn in F, Bassoon, Tuba, Percussion, and Piano. The percussion part includes a specific instruction: "Bass tom-tom with super ball stick Rub the bass tom-tom head with the super ball to produce a murmuring and howling sound". The piano part is written for both hands. The score is divided into two systems. The first system covers measures 1 to 4, and the second system covers measures 5 to 8. Dynamic markings include *mp* (mezzo-piano) and *mf* (mezzo-forte). The Flute, Oboe, and Clarinet parts feature triplets and quintuplets. The Horn, Bassoon, and Tuba parts have long, sustained notes. The Percussion part has a rhythmic pattern of eighth notes. The Piano part has a complex, flowing melody.

3

Fl. *mf* *f* *ff*

Ob. *mf* *f* *ff*

Cl. *mf* *f* *ff*

Hn. *mp* *mf* *mp* *mf*

Bsn. *mf* *mp* *mf*

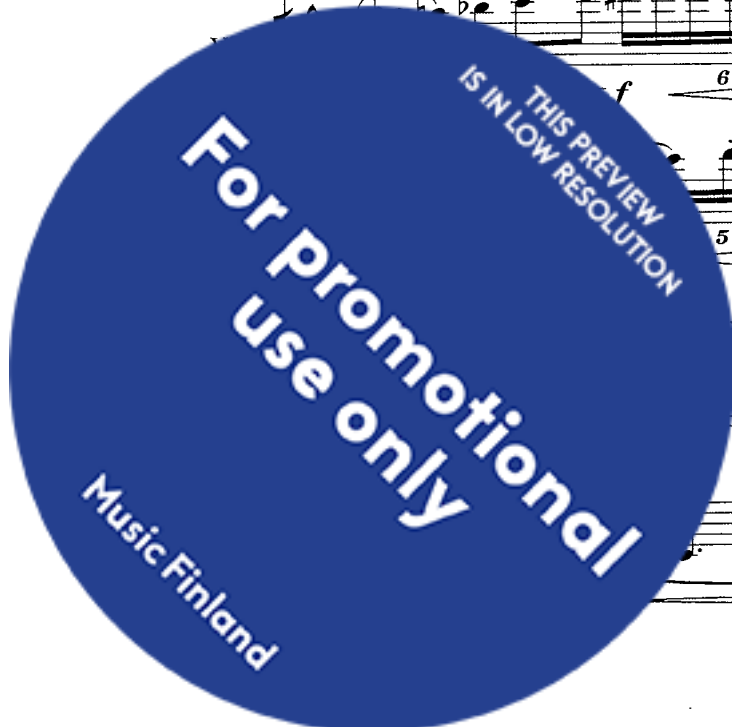
Tba. *mf*

Perc. *mf* *f* *mf* *mp* *mf*

Pno. *mf* *mp* *mf* *mp* *mf*

f *ff* *ff* *ff*

mf *mp* *mf* *mp*



5 **A**

Fl. *mp* *mf* *f* *ff*

Ob. *mp* *mf* *f* *ff*

Cl. *mp* *mf* *f* *ff*

Hn. *mp* *mf* *mp* *mf*

Bsn. *mp* *mf*

Tba. *mp* *mf*

Perc. *mp* *mf* *mp* *mf* *f* *mf* To Whip

Pno. *mp* *mf* *mp* *mf*

A

mp *mf* *mp* *mf*

THIS PREVIEW
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7 [Tahna] Intensivo ♩ = 84

Fl. *pp* *f*

Ob. *pp* *f*

Cl. *pp* *f*

Hn. *pp* *f*

Bsn. *pp* *f*

Tba. *pp* *f*

Perc. *ff* *Whip* *To Guiro*

Pno. *ff* *l.v.*

Red.

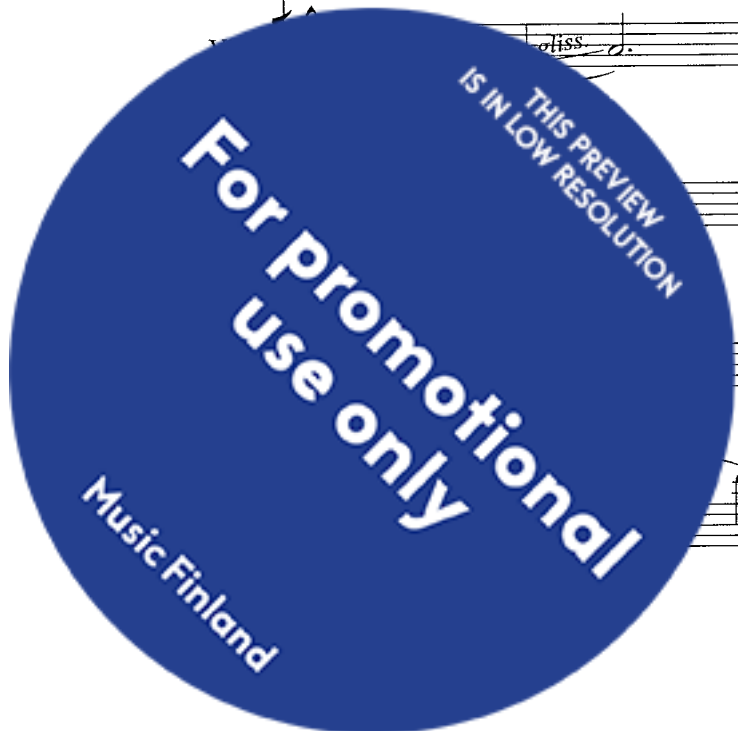
[Tahna] Intensivo ♩ = 84

gliss. *mf*

gliss. *mf*

gliss. *mf*

gliss. *mf*



B

9

Fl. *fp* *f*

Ob. *fp* *f*

Cl. *fp* *f*

Hn. *fp* *f*

Bsn. *fp* *f*

Tba. *fp* *f*

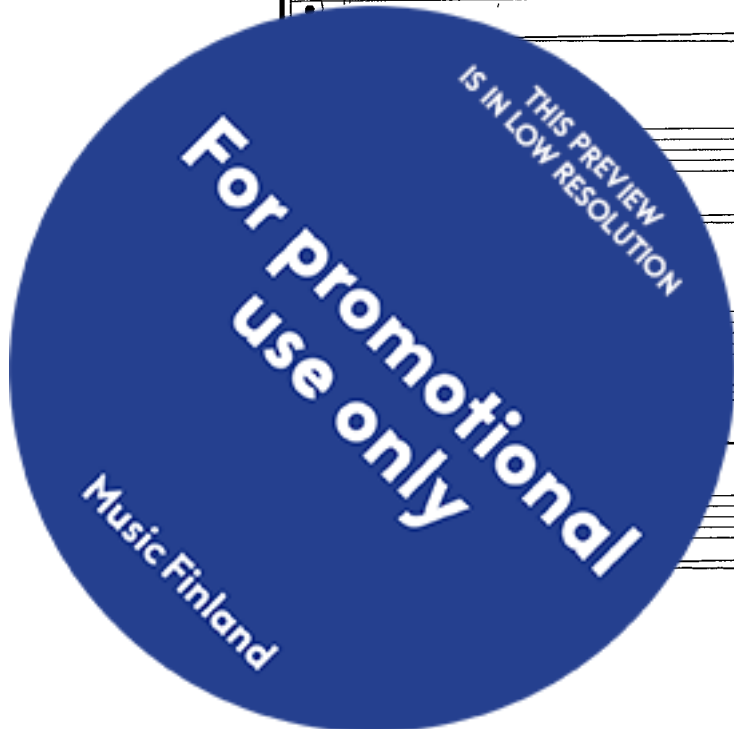
Perc.

Guiro *f* 5 To Whip Whip *ff*

Pno.

B

VI. I *ff* *gliss.* *mf* *gliss.* *mf* *gliss.* *mf* *gliss.* *mf*



[Kiehunta] Nervoso ♩. = 63

[Kiehunta] Nervoso ♩ = 63

13

Fl.

Ob.

Cl.
H

Hn.
gestopft

Bsn.

Tba.

Perc.
Snare Drum
snare on
To T. Bl.
Temple Blocks
(5 pcs, highest = f2)

Vl. I

circular bowing

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16 **C**

Fl. *mf* *f*

Ob. *mf* *f*

Cl. *mf* *f*

Hn. *mp* *p*

Bsn. *mf* *ff*

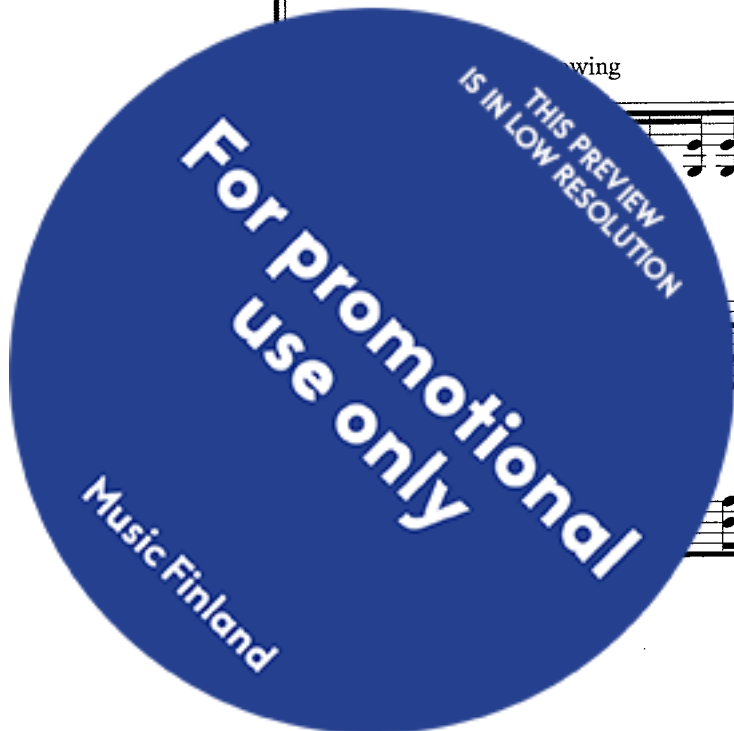
Tba. *mp* *p*

Perc. *f* *mp*

To S. D. Snare Drum

C *sempre circular bowing*

Vl. 1 *bowing*



19

D

Fl. *ff* *f* *mf*

Ob. *ff* *f* *mf*

Cl. *ff* *f* *mf*

Hn. *mp* *p*

Bsn. *ff* *f* *mf*

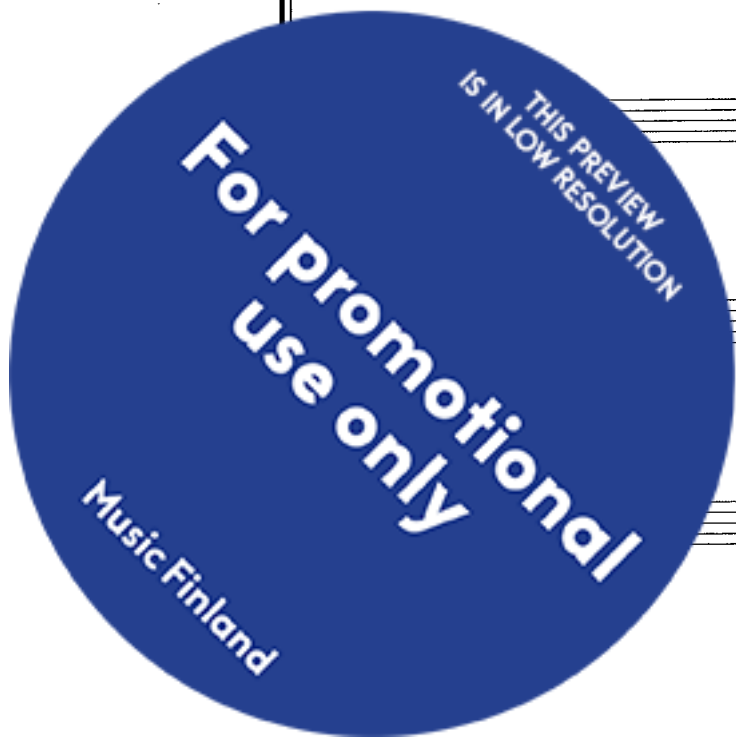
Tba. *mp* *p*

Perc. *f* *ff* *mf* *f* *mp*

To T. Bl. Temple Blocks Snare Drum To S. D.

D

VI. 1



22

Fl. *f* *ff* **E**

Ob. *f* *ff*

Cl. *f* *ff*

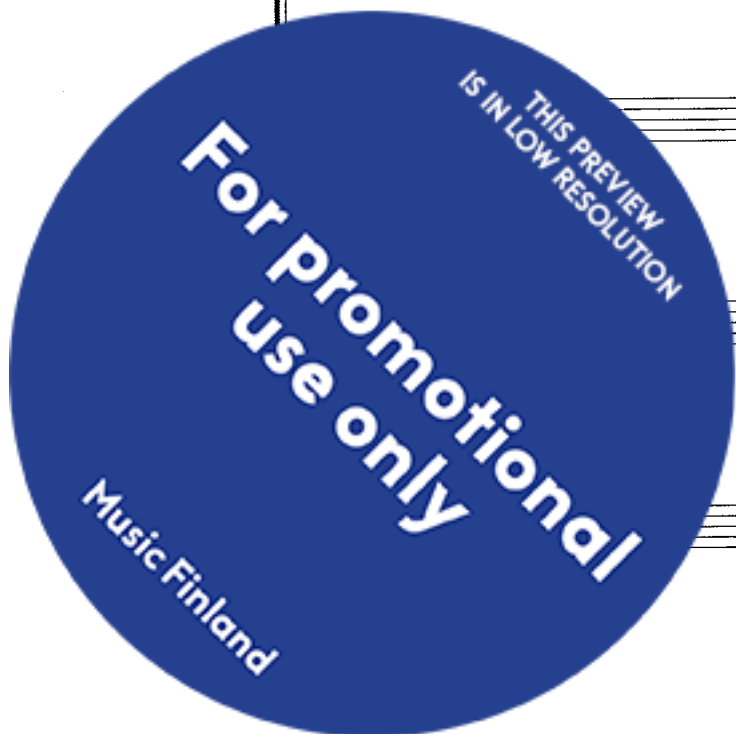
Hn. *ff*

Bsn. *ff* *ff*

Tba. *ff*

Perc. *ff* *f* *ff* To T. Bl.

VI. 1 **E**



25

F

Fl.

Ob.

Cl.

Hn.

Bsn.

Tba.

Perc.

VI. 1

Temple Blocks

Snare Drum
To S. D.

To Cymbal set.

f

mf

f

mf

mp

pp

mf

f

mp

mf

mp

pp

F

29 [Aallot] Elastico ♩ = 66

Fl. *mf* *p*

Ob. *mf* *p*

Cl. *mf* *p*

Hn. *ord.* *mf* *p*

Bsn. *mf* *p*

Tba. *mf* *p*

Cymbal set with yarn mallets

Perc. *china* *mp* *f* *ride* *mp*

Pno. *mf*

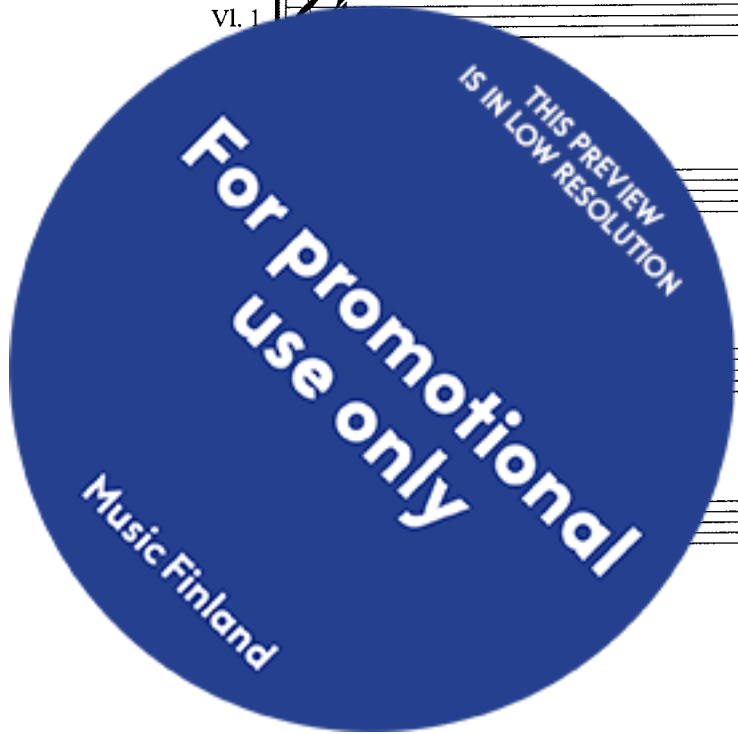
Ped.

VI. I *[Aallot] Elastico ♩ = 66* *ord.* *mf* *p*

ord. *mf* *p*

ord. *mf* *p*

ord. *mf* *p*



G

32

Fl. *mf* *p* *f* *p* *f*

Ob. *mf* *p* *f* *p* *f*

Cl. *mf* *p* *f* *p* *f*

Hn. *mf* *p* *f* *p* *f*

Bsn. *mf* *p* *f* *p* *f*

Tba. *mf* *p* *f* *p* *f*

Perc. china *mp* crash *f* splash *ff*

Pno. *f* slow and uneven arpeggio

VI. 1 *mf* *p* *f* *p* *f*

mf *p* *f* *p* *f*

mf *p* *f* *p* *f*

mf *p* *f* *p* *f*

[Jytinä] Furioso ♩ = 96

38

Fl. *ff* *f* *fff* *ff* *mf*

Ob. *ff* *f* *fff* *ff* *mf*

Cl. *ff* *f* *fff* *ff* *mf*

Hn. *ff* *f* *fff* *ff* *mf*

Bsn. *ff* *f* *fff* *ff* *mf*

Tba. *ff* *f* *fff* *ff* *mf*

Perc. *solo* *f* *ff* *f* *ff* *f* *ff* *f* *ff*

Pno. *ff*

Red.

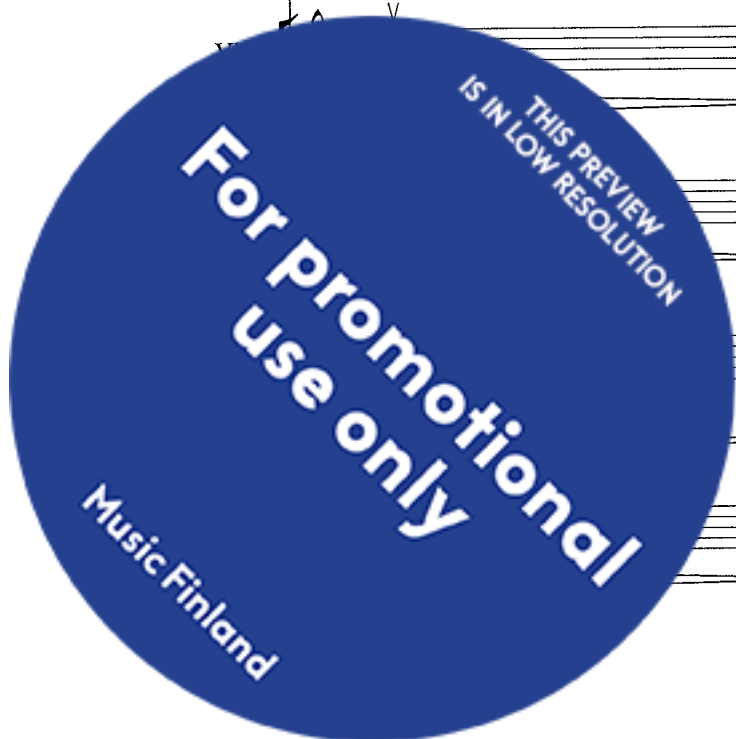
[Jytinä] Furioso ♩ = 96

V *f* *fff* *ff* *mf*

V *f* *fff* *ff* *mf*

V *f* *fff* *ff* *mf*

V *f* *fff* *ff* *mf*



41 **I**

Fl. *ff*

Ob. *ff*

Cl. *ff*

Hn. *ff*

Bsn. *ff*

Tba. *ff*

Perc.

Pno.

Red.

I

44

Fl.

Ob.

Cl.

Hn.

Bsn.

Tba.

Perc.

Pno.

VL I

J

J

46

Fl.

Ob.

Cl.

Hn.

Bsn.

Tba.

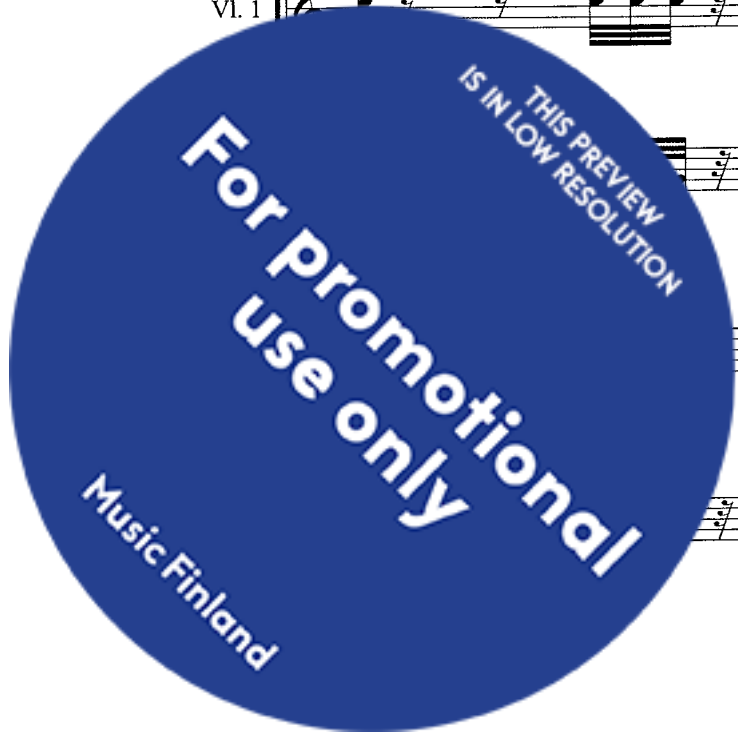
Perc.

Pno.

VI. 1

To Flexatone

fff



[Jää] Calmo ♩ = 76

47

Fl.

Ob.

Cl.

Perc.

Pno.

8va

ff

5

ff

gliss.

gliss.

f

l.v.

l.v.

Flexatone approximate pitch

tutti

[Jää] Calmo ♩ = 76
crackle

VI. 1

ord.

mp *f* *mp* *mf* *p*

ord.

mp *mf* *p*

mp *mf* *p*

mp *mf* *p*

mp *mf* *p*

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K Più mosso ♩ = 96

51

Fl. *sempre ff* ⁵ *8^{va}*

Ob. *sempre ff*

Cl. *sempre ff* ⁵

Perc. *sempre f* *gliss.* *gliss.* *l.v.*

Pno. *sempre ff* *l.v.*

Ped.

K Più mosso ♩ = 96

crackle

ord.

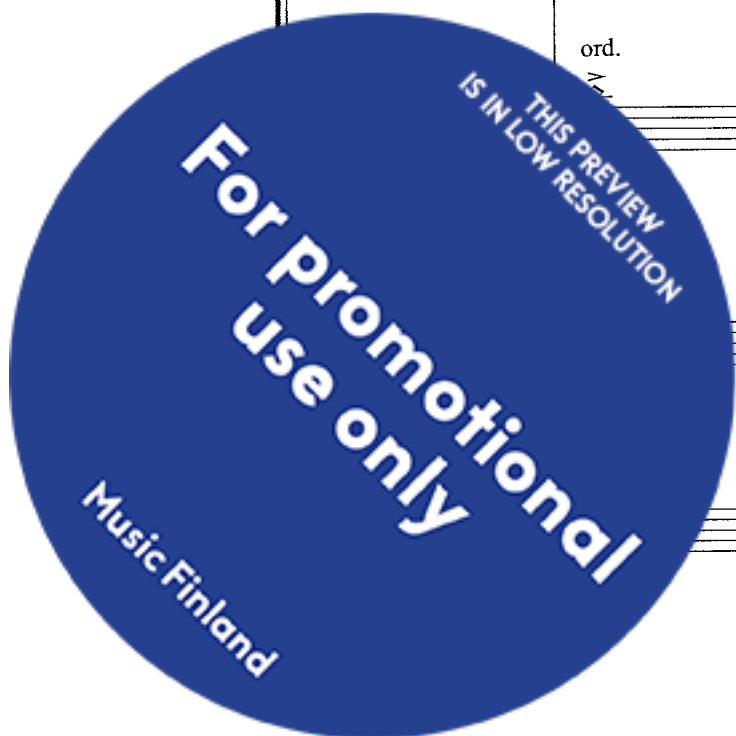
VI. 1 *mp* *f* *mp* *mf* *p*

ord.

mp *mf* *p*

mp *mf* *p*

mp *mf* *p*



L Meno mosso ♩ = 60

55

Fl.

Ob.

Cl.

Perc.

Pno.

8va

gliss.

gliss.

l.v.

l.v.

Red.

L Meno mosso ♩ = 60

crackle

ord.

ord.

VI. 1

mp *f* *mp* *mf* *p*

ord.

mp *mf* *p*

mp *mf* *p*

mp *mf* *p*

M Più mosso ♩ = 100

59

Fl.

Ob.

Cl.

Perc.

Pno.

Ped.

8va

5

gliss.

gliss.

l.v.

l.v.

M Più mosso ♩ = 100

crackle

ord.

ord.

ord.

VI. 1

mp

f

mp

mf

ppp

mp

mf

ppp

mp

mf

ppp

mp

mf

ppp

