

LIU Wei-chih

History of rise and fall:

Heteroglossia V

for orchestra

(2022)

instrumentation

Left of stage:

2 Flutes (with piccolos)

2 Oboes

2 Bass Clarinets

2 Contrabassoons

2 Horns

2 Trumpets

2 Tenor Trombones (with F attachment)

2 Percussionists: 2 Styrofoam, 1 Tam-tam, 1 Vibraphone, 1 Timpano (32"), 2 Crotales (writing pitches: C4, D4), 1 Car Spring,

1 Guiro, 1 Xioaluo (小鑼 slide gong), 1 set Bass Drum with foot pedal, 1 Suspended Cymbal, 1 Siren

1 Harp

1 Piano (without lid)

8 Violins I (each musician with a small binder clip)

8 Violins II (each musician with a small binder clip)

6 Violas (each musician with a small binder clip)

6 Cellos (each musician with a small large clip)

4 Double Bass (each musician with a small large clip)

Right of stage:

2 Flutes (with piccolos)

2 Oboes

2 Clarinets

2 Bassoons

2 Horns

2 Trumpets

2 Bass Trombones (with F and E attachments)

2 Percussionists: 2 Styrofoam, crotales (writing pitches: C#4, D#4- C6), , 1 Marimba (5 octave), 1 pair of Jinbos (京鉞), 1

Flexatone, 1 Daaluo (大鑼 Slide Gong), 1 Bass Drum, 1 Thunder Drum, 1 Vibraslap, 1 Sizzle Cymbal, 1 Siren

1 Harp

1 Piano (without lid)

8 Violins I (each musician with a small binder clip)

8 Violins II (each musician with a small binder clip)

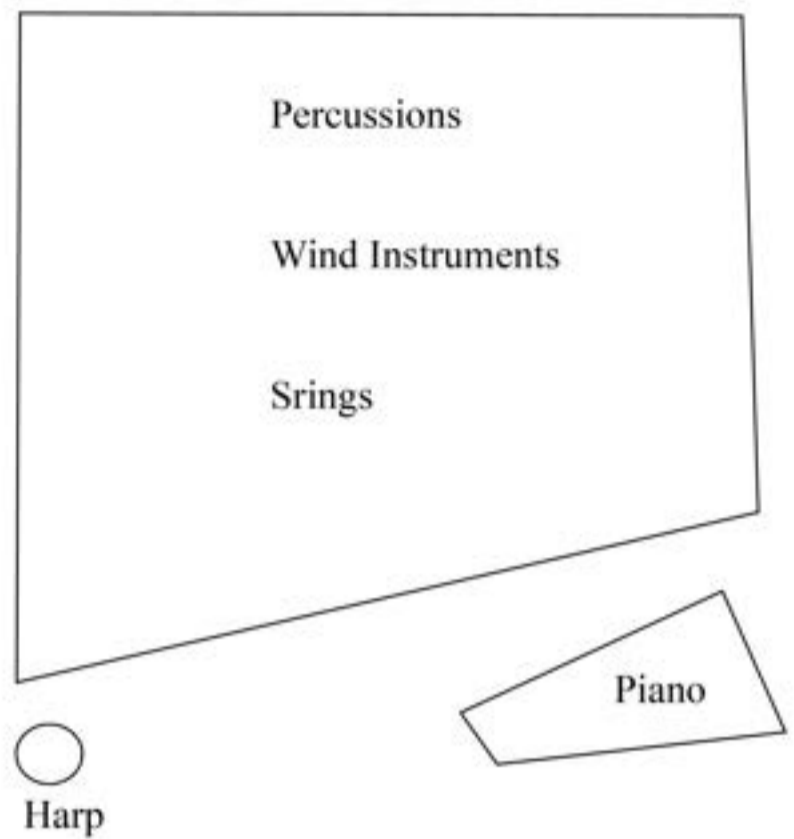
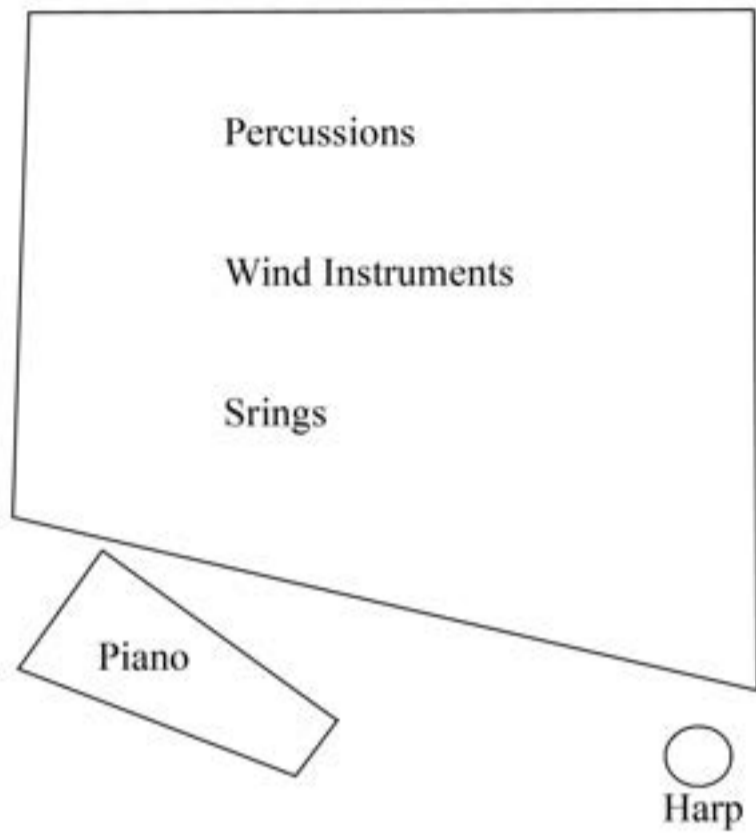
6 Violas (each musician with a small binder clip)

6 Cellos (each musician with a small large clip)

4 Double Bass (each musician with a small large clip)

Score in C

duration: about 16 minutes and 18 seconds"



abbreviations and symbols


for All Instruments

—→ = change gradually

∅ = nothing

▲▲ = lowest note (short / long) ▼▼ = highest note (short / long)

 = improvise over and over again the materials within the box until the marked end of the horizontal line.

 = play notes ad lib (must be atonal)

n. = normal way of playing or normal sound

p.o. = play (position) ordinary

gliss. = play slide sounds with any possible technique.

s. gliss. = play chromatic or mixed scales rapidly

 (2 lines staff) = the pitches are ad lib. or approximate

 = 1/4 flat, 3/4 flat, 1/4 sharp, 3/4 sharp

 = slightly flat / slightly sharp

for Voice

× ⊗ = breathy sounds (long / short)

• ◉ = normal sounds (short, long)

the voices are notated with KK phonetic.

for Woodwinds

air = breathy sound

◉ = harmonic

M. = any possible multiphonics

◡ = double tonguing

♯ = slap tonguing

t.r. = tongue-ram (tongue stops)

alt. fing. = alternate fingering (play the same pitch with different fingerings)

♯ = speaking or singing into the instrument

s

bite = bite the reed by teeth to achieve a fairly random high pitch (for clarinet and bass clarinet)

Jet ◉ = Jet whistle (for flute)

S.M. ◉ = spectral multiphonics (for bass clarinet)

h. gliss. = moving the tongue while playing spectral multiphonics to make the glissando sounds (for bass clarinet)

for Brasses

air = breathy sound

✋ = Mouthpiece pop (Hand pop)

◡ = double tonguing

alt. fing. = alternate fingering (when play the same pitch with different fingerings)

rip = an arpeggiated glissando

M. = any possible multiphonics: growling (make a guttural sound) or singing while playing

♯ = speaking or singing into the instrument

for Percussion

the sticks, mallets and beaters used by Percussionist 1:



= super ball mallet, rubber or plastic heads of mallets (hard, medium),

yarn-wound head of mallet (medium), snare drum stick, bow, thick triangle beater, tam-tam beater, large size rute,

xiaoluo beater and finger nails

the sticks, mallets and beaters used by Percussionist 2:



= rubber or plastic heads of mallets (hard, medium, soft), yarn-wound head of mallet

(medium), bow, thick triangle beater, large size rute, daoluo beater, a caomaobo

Upside-down stick symbol means to play with the handle of the specified mallet



= play near the rim .



= play on the ball of the cymbal



top = play on the ball's top of the cymbal



low = play on the ball's low part of the cymbal



= play on the edge



= play on the rim


r.s. = rim shot

[Resonators] = play on resonator

[Keyboards] = play on keyboards

 = play on the body of drum.

 = use snare drum stick to rub tam-tam with a specific angle to produce sharp and rough sound.

 = damp

for Harp

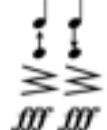


= play with plastic lighters



=play with hands (ordinary)

Thunder effect




= Thunder effect: a rapid and forceful glissando on the wire strings, causing them to strike against each other.



= Whistling sounds: measured (slow) scrape along the wound string(s).

for Piano (without lid)

 = play with plastic lighters

 = Whistling sounds: measured (slow) scrape along the wound string(s).

 = play with hands (ordinary)

for Strings

Each musician should install a binder clip on the specific string according to the instructions by the score.


s.p. = sul ponticello e.s.p. = extreme sul ponticello s.t = sul tasto

clb = col legno battuto cls = col legno saltando

 = bow behind the bridge

h. gliss. = touch string lightly and play *glissando* to produce nature harmonic series

Seagull glissando = artificial harmonic glissando played with fixed width between fingers


 = Bartók or snap pizzicato

 = slapping the strings, and let the strings strike the fingerboard


 ×  = slapping the body of instrument

 = Bowing on one or two open strings while the left hand muffles the strings.

S = Scratch tone: By placing the bow hairs flat against the string, pressing down into the string, and drawing with a continuing downward pressure, a very raspy, coarse tone called a scratch tone is produced. (quoted from Alfred Blatter's "*Instrumentation and Orchestration*".)

 = vertical bowing clef: The bow parallel to the bridge and bowing vertically from bridge to fingerboard or opposite way for making noises.

↑ = bridge to fingerboard ↓ = bridge to fingerboard ↑↓ = tremolo by vertical bowing

 = muffling string(s) while bowing vertically

LIU Wei-Chih
History of rise and fall:
HETEROGLOSSIA V
 for orchestra (2022)

$\text{♩} = 63 \sim 69$ (*Rubato*)

Left side
of stage

2 Flutes (+ Piccolos)
 2 Oboes
 2 Bass Clarinets
 2 Contrabassoons
 2 Horns
 2 Trumpets
 2 Bass Trombones
 Percussion I
 Percussion II
 Harp
 D₅ C₅ B₄
 E₄ F₄ G₄ A₄
 [strings]
 Piano
 Violin I
 Violin II
 Viola
 Cello
 Double Bass

4 8 3 8 4

rub mf strike f

Right side
of stage

2 Flutes (+ Piccolos)
 2 Oboes
 2 Clarinets
 2 Bassoons
 2 Horns
 2 Trumpts
 2 Tenor Trombones
 Tuba
 Percussion I
 Percussion II
 Harp
 D₅ C₅ B₄
 E₄ F₄ G₄ A₄
 [strings]
 Piano
 Violin I
 Violin II
 Viola
 Cello
 Double Bass

4 8 3 8 4

rub mf strike f