

鍾金暹

《唧》 jí: Fleeting Passage

給長笛、豎笛、鋼琴、擊樂、小提琴、物件和電子媒材的七重奏

(2023)

本作品由財團法人國家文化藝術基金會贊助

《唧》，描述了鳥鳴、蟲吟、嘆息聲、哭泣聲以及其他細碎嘈雜聲音的形態。

童年時光莫不過是在鄉下田間來回穿梭，遠在「那」的聲音似乎渴望著與「這」搭起時空之橋。人們無法忘懷的，總會在特定時刻湧現，帶著複雜的情感。只因我們知道往日不再，只能下意識地追尋存在於腦海中的幻影。現今的我渴希望能感受到曾經擁有純真快樂童年的自己，但這段跨越時光的旅程是單向的、斷片的，可能是經過濾鏡再次美化的影像……。

童玩，往往是我們來到世上觸摸到和持有的第一個玩物，而它，對於我的人生有著很深的影響。竹蟬、波浪鼓、竹製蕃薯搖響、麥芽糖手搖鈴、自製竹筒槍、鳴音管、拉拉伸縮管等等。作曲家深入挖掘新舊元素的融合感和相斥感，編織出這座時間濾鏡下的時空之橋。

本作品獻給在天國的阿公（二零二三年七月）

## 首演資訊

2023年9月1日 19:30 國家演奏廳

瑞典樂團「Curious Chamber Players」

指揮 / 物件 Rei Munakata

長笛 / 物件 Hannah Törnell Wettermark

豎笛 / 物件 Dries Tack

打擊 / 物件 Martin Welander

鋼琴 / 物件 Anna Christensson

物件 Frederik Munk Larsen

小提琴 / 物件 Sofie Thorsbro Dan

《唧 jí:Fleeting Passage》  
Chin-Hsien Chung

Notation note

**波浪鼓 Chinese Rattle Drum(C.R.D.)**

two sizes: Large(L) and Small(S)



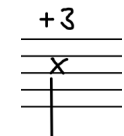
Twist it once only(might get one or more hits)



Twist it forward and backward like tremolo. When it's dynamics p/mp, it should be played with lifting the small ball up by the other hand.



When there is "let vibrate," make sure to tilt the Chinese Rattle Drum about 30 degrees and hold it at the end of the note, letting the small ball to bounce naturally on the drumhead.



Twisting while placing the thumb of the same hand on the edge of the drumhead, light pressure can make the pitch higher. the pressure of the thumb is contributed on the scale of +1 to +3.

## 竹蟬 Waldteufel

Three size: Large(L), medium(M), and small(S)

N.P.=normal playing

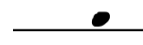
F.L.=fishing line

① pinch the fishing line with the thumb and forefinger to mute the sound.


① wrap the fishing line one round around your index finger.


② wrap the fishing line two rounds around your index finger


+ / o = closed/opened (doesn't need to be fully covered when closed.)

 The tighter the fishing line, the higher the pitch you will get.




 The loose the fishing line, the lower the pitch you will get.

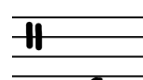
 Only one creak sound

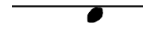
 Twist it in different speeds smoothly

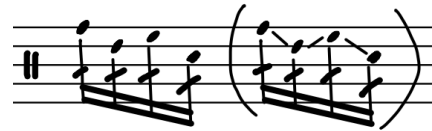
## 拉拉伸縮管 Pop tubes

Total amount: 8

 The shorter you stretch, the higher the pitch.

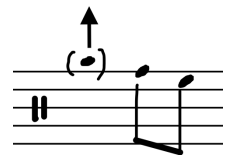


 The longer you stretch, the lower the pitch.



When the interval exceeds the second interval, it should always be played as a glissando line between the notes.

it shows the starting length of the pop tube.



Only stretch one section as one motion per note.



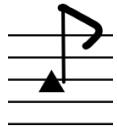
Stretch several sections as one notion per note. (The larger the interval, the more the stretch.)

## 泛音三角鐵 Overtone Triangle

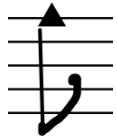
With brass wire (thin than 0.5mm), 30cm diameter styrofoam hollow ball, and 10" Triangle



With triangle beater head(metal)

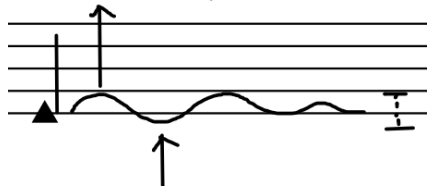


With triangle beater shaft(plastic)



Pluck the brass wire(the part below the styrofoam hollow ball)

Pitch higher(pressing down)



Maximum width of the glissando

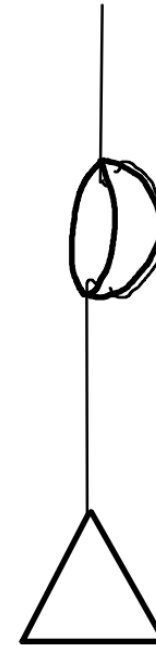
Doing glissando with one finger slightly lifting up/pressing down(pitch lower/pitch higher)

Pitch lower(lifting up)

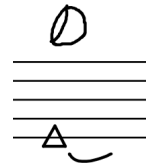
⊕ stopped stroke

Position I (upper angle) - sounds more high frequency singing

Position II (lower angles, no matter left or right) - sounds more low resonance of the triangle with same high soft frequency



Position III (center) - sounds more concentrated. When playing with dynamic mf-ff, the sound will automatically with glissando (without extra written on the score)



The sign  $\textcircled{D}$  - using extra styrofoam hollow ball to do glissando smoothly on the brass wire (above the triangle), it produces the sound like human speaking voice with radio filter.

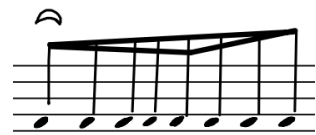
### 雷鼓 Spring drum



Shake the spring



Rubber the spring with fingers

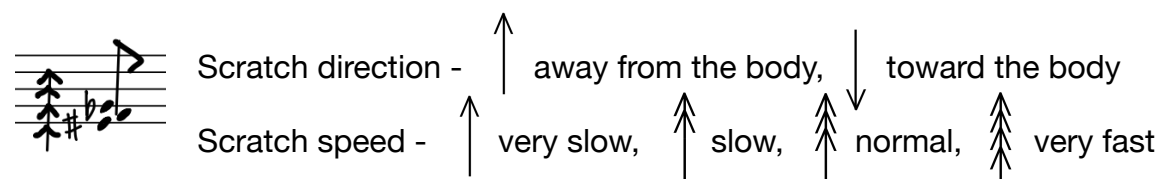
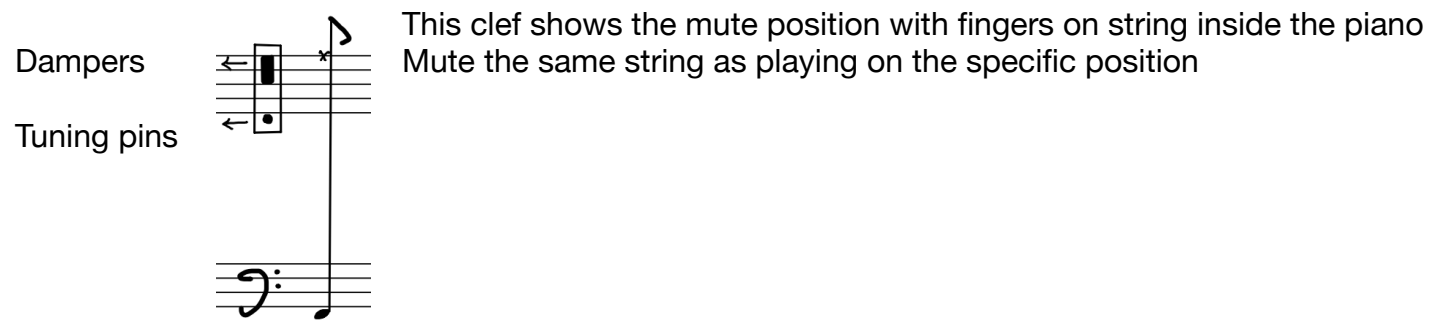


Using a fingernail to slide over spring



Flick the spring with a fingernail

## 鋼琴 Piano(inside)



- (F) front duplex - between agratte and tuning pins
- (B) Back duplex - between bridge and hitch pins
- (T) Tuning pins

Ⓢ Playing with the spoon head

Ⓢ Playing with the spoon shaft

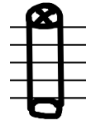
☞ Playing with fingernail(pluck/glissando)

\*the spoon needs to be held gently and slightly so that it resonates well.



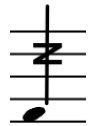
\*when playing with a spoon, the pitch ins't absolute but relative of the register.

### 鳴音管 Groan tube



This clef is specific for the groan tube. It shows the relative position of the small thing inside the groan tube.

### 小提琴 Violin

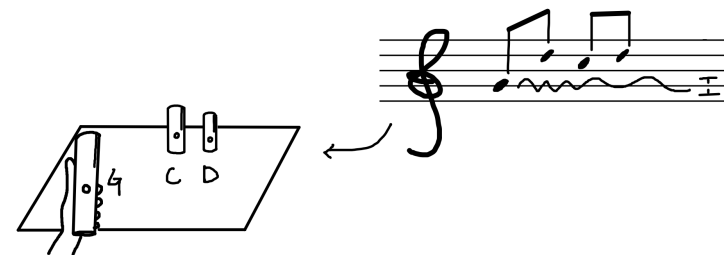


Do bow overpressure on the certain position to imitate the cracker sound of waldteufel

### 哇哇管 wah-wah tube(vibra-tone)



Three tubes in these three tones, playing them always with hard plastic mallet.




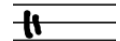
Maximum width

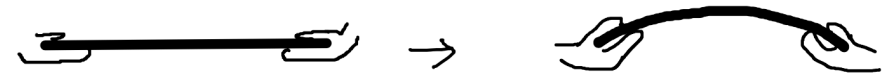
It shows the speed of opening/closing the hole of the wah-wah tube. When placed within the gap of a wah-wah tube, a small piece of paper or aluminum foil can utilize resonance properties to generate a distinctive sound effect during sound resonance. It possible, try to get the overtone as loud as possible.

⊕ stopped stoke

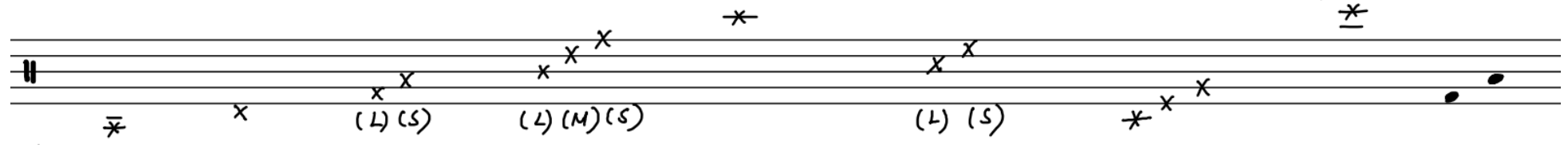
### 不鏽鋼鐵薄板 Stainless steel

Two sizes: about A3 and A5

 The curvier the stainless steel, the higher the pitch.  
 Completely flat



### 其餘打擊樂器 Other percussion

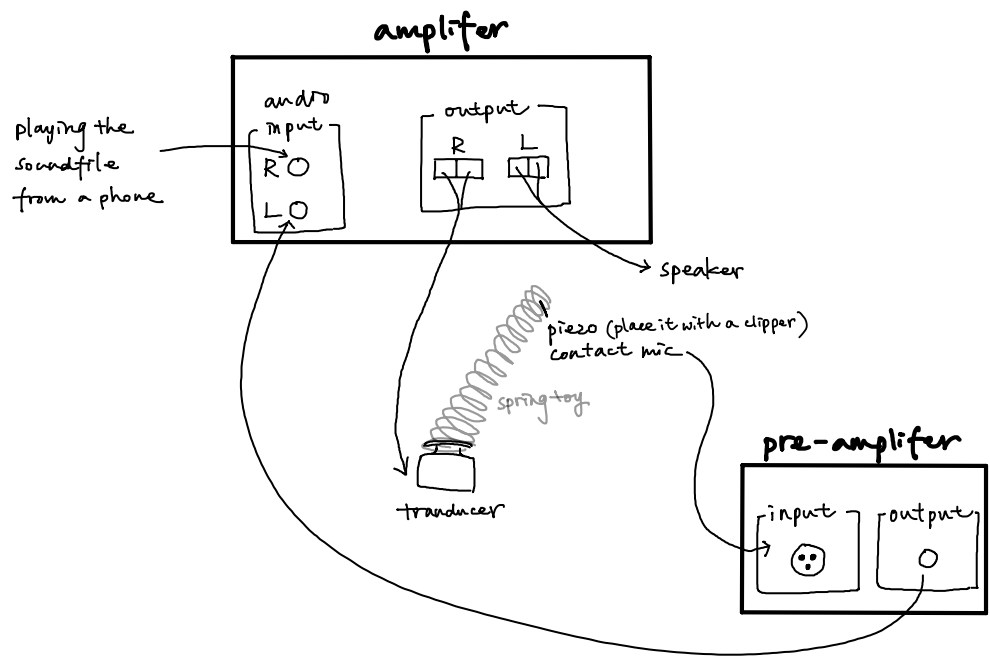


Bell plate   floor tom   bongo set   Chinese temple blocks   guiro   Chinese rattle drum   bamboo rattle   finger cymbals   spring drum

### 鐘音板 Bell plate

The sound shouldn't be so pure, using it in the whole piece.

Playing it always with a hammer (one side soft with felt, the other side hard with leather)



Full score in C  $\text{♩} = 5d$

《 呷呷 ji: Fleeting Passage 》

composer/ Chin-Hsien Chung 1

本作品由財團法人國家文化藝術基金會贊助

M extremely stable

4/4

Flute

Clarinet

Piano

Percussion

Objects (tight) extremely stable, (loose) ppp

Violin

Conduct/ Objects

Flute: ppp, extremely stable

Clarinet: mp, flutt. ord., p, f, pp

Piano: (irregular) #8vb PP mp, mf, sfz, p

Percussion: overtone triangle, pluck, sfz, mf, sfz

Objects: (tight) extremely stable, (loose) ppp

Violin: overtone triangle, pluck, sfz, violin con sord. (wood) fp, sul tasto, mf, m.s.p., p (hold position), C.R.D. (thumb) +3, (over the top of the bridge) o.t.b., "f"

1

2

3