

Timbral Meditations

for theremin and guitar

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Timbral Meditations

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gently buzzing tone; *moderato*
wallow in dissonances *espressivo*

I

The score consists of four systems, each with a Theremin (Th.) and Guitar (Gtr.) part. The Theremin part is written in bass clef and features a single note that glides across the staff. The Guitar part is written in treble clef and features a continuous, sliding pattern of notes, indicated by 'x' marks and a wavy line. Dynamics and performance instructions are provided for each system.

System 1:
Theremin: *n* (decrescendo) *mp* (crescendo) *mf* (decrescendo)
Guitar: continuously repeat pattern, sliding up and down the neck

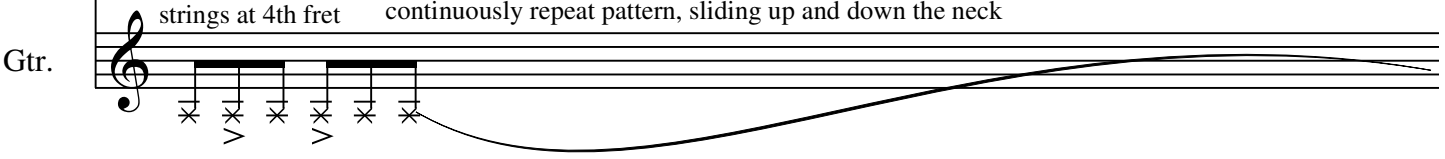
System 2:
Theremin: *mp* (crescendo) *mf* (decrescendo)
Guitar: continuous sliding pattern


System 3:
Theremin: *p* (crescendo)
Guitar: continuous sliding pattern

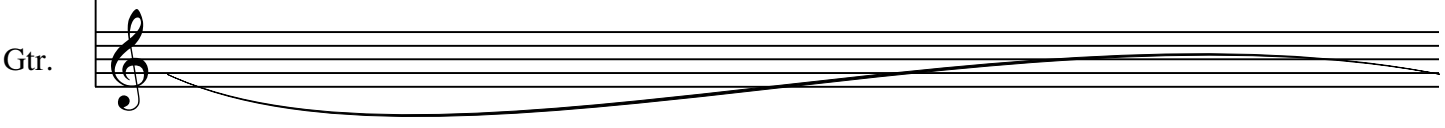
System 4:
Theremin: *mp* (crescendo)
Guitar: continuous sliding pattern

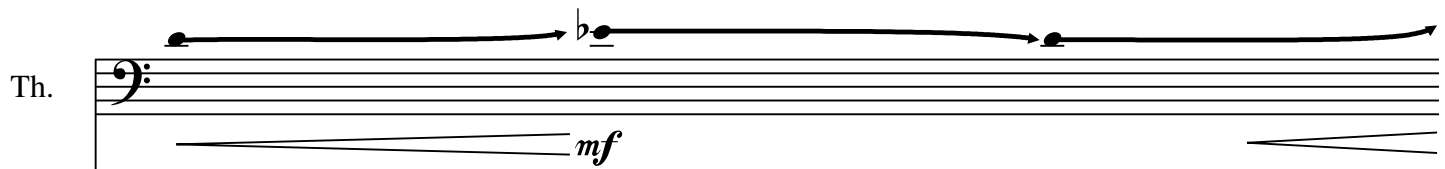
Th. 

A string; switch strings at 4th fret continuously repeat pattern, sliding up and down the neck

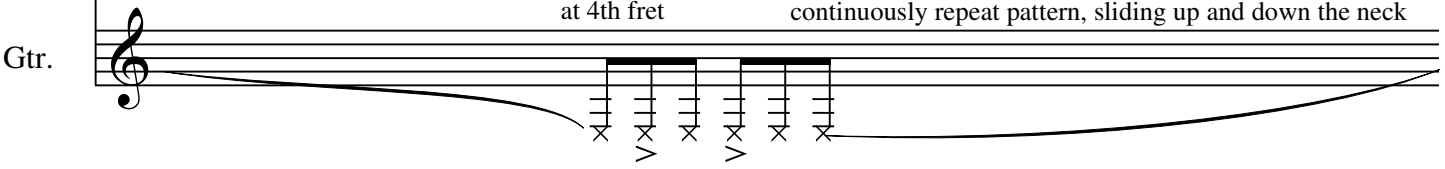
Gtr. 

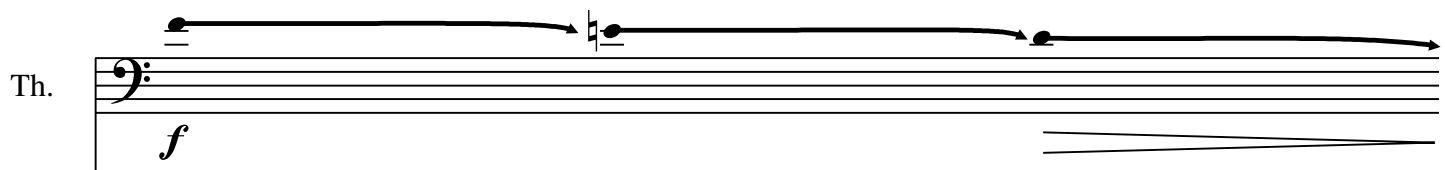
Th. 

Gtr. 

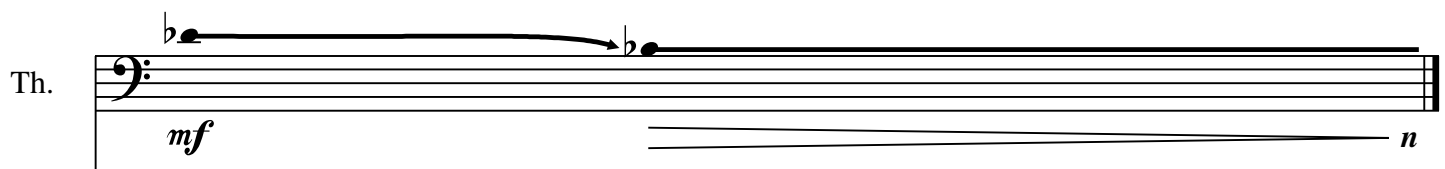
Th. 

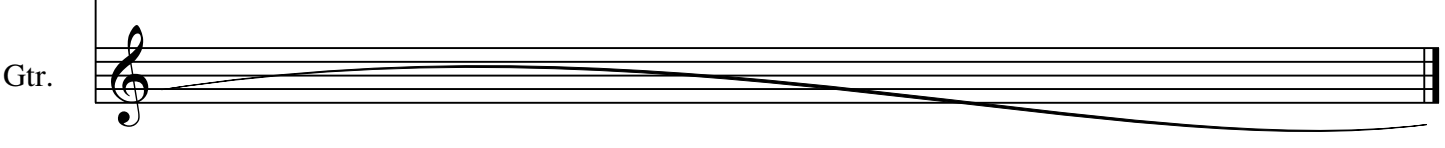
switch strings at 4th fret continuously repeat pattern, sliding up and down the neck

Gtr. 

Th. 

Gtr. 

Th. 

Gtr. 

II

The musical score is divided into three systems, each with a Thumb Piano (Th.) and Guitar (Gtr.) part. The first system features a 'largo' tempo with a 'gritty tone' and 'touch antenna' instructions. The guitar part includes a 'strike soundboard' instruction. The second system includes 'violently' and 'Glissando' markings, with 'strum above the nut' instructions for both instruments. The third system features 'violently' and 'Glissando' markings, with 'strum above the nut wildly' and 'dampen' instructions for the guitar. Dynamics range from *p* to *mf*, and articulation includes accents (>), slurs, and 'L.V.' (Ligature Violent) markings.

Th. *gritty tone* *largo* *touch antenna* *p* *touch antenna* *p* *mf*

Gtr. *p* *strike soundboard* *mf* *L.V.*

Th. *violently* *Glissando* *touch antenna* *p*

Gtr. *mp* *>n* *strum above the nut* *mf* *strum above the nut* *mf*

Th. *n* *Glissando* *mf*

Gtr. *n* *p* *mf* *L.V.*

Th. *violently* *Glissando* *n* *mf* *>n*

Gtr. *strum above the nut wildly* *mf* *dampen*

III

clean hum *moderato*
allow pitch to wander

Th. *n* *mp* *n*

Gtr. pluck with the nail *n* *<f>n* pluck with the nail *n* *<f>n* nasty *f*

Th. *n* *mp* *n*

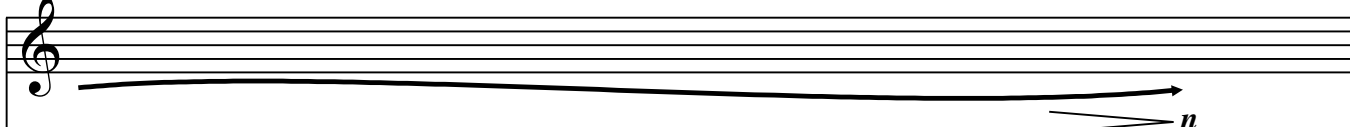
Gtr. pluck with the nail clean *sfz* *n* nasty *f* pluck with the nail clean *n* *<f>n*

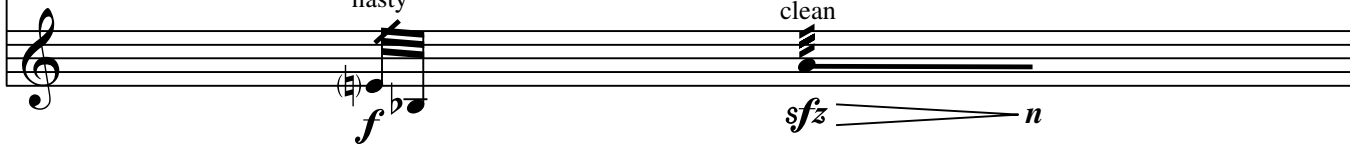
Th. *n* *mp*


Gtr. nasty *mp* *f* *mf* *ff* pluck with the nail clean *sfz* *n*

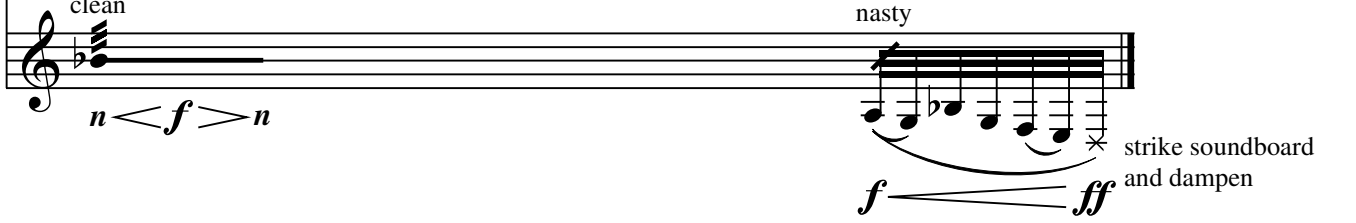
Th. *n* *mp*

Gtr. nasty *f* pluck with the nail clean *n* *<f>n*

Th. 

Gtr. 
nasty *f*
pluck with the nail clean *sfz* *n*

Th. 
pluck with the nail clean *n* *mp* *ff*
cut off simultaneously

Gtr. 
n *f* *n*
nasty *f* *ff*
strike soundboard and dampen