

Nr. 17 zum Beginn neuer Seite

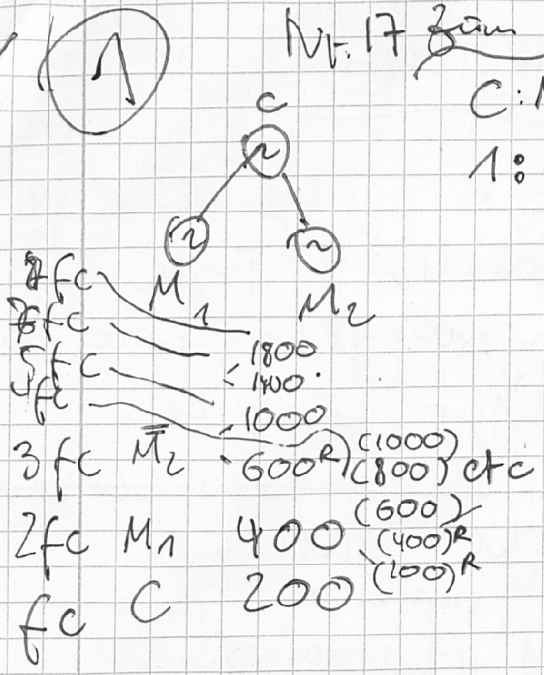
C:M:M
1:1:4

~~Klarinetten~~

Piano + FM

Fis⁴

Fig. 31



$C = 200 \quad M_1 = 200 \quad M_2 = 800$

Modulationsindex?

$M_1 = \frac{2}{3} \cdot \frac{4}{5}$ $M_2 = 1$

1400		7
1200		6
1000 + 1000		5
800 + 800		4fc
600 + 600	600R	3fc
400 + 400		2fc
200R 200		fc

1-5 1-5
 - o eine höher umkehr

Viola		$\times 2$		Doppeloktave)
Wohn	C:M	1:1	1:3	1:4
Cello	C:M	1:1	1:3	

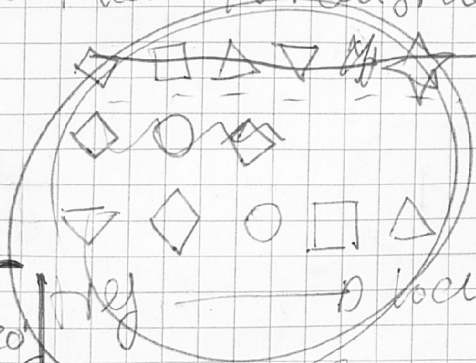
+19 (8vat Quinte)

Complex modulation wave
 (M) (N) (Z)

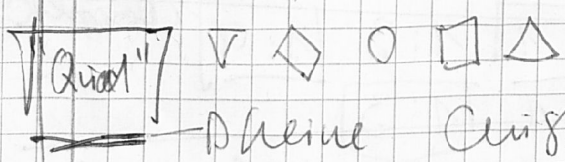
2) Gradia der Synth. Instr.

Quadrupha

1. **fließend** / **starr** 1. ^{Dynamik alle} Feste Modulansindizes; ^{strenge} Feste C:M:(M) Verhältnisse; klarer: keine Glissandi, dafür Cluster ~~strecher: Glissandi, dafür keine Cluster~~ → nur "realistische" Klänge

2. **fließend** 2. ^{Dynamik} Modulationsindizes; klarer + Systeme

 } Modulationsindex
 } Dynamik
 } ausdrucksstärkig (z)
 klarere Glissandi; im öflichen Cluster/Töne
~~strecher: unöfliche Glissandi; Cluster~~

→ Cluster: Modulationsindex; immer starr

3. **fließend** 3. C:M:(M) fließend

 { Notenkörper
 keine Cluster (kl. + stro) / Gliss. (C)
 (M: + D) ^{wird fest}
 M: gebremst

4. **starr** 4. Alles fließend; Cluster, Glissandi
 → Cluster: Def. von Modizes für
 erst hier bestimmte Töne.

3

Stücken des Klaviers

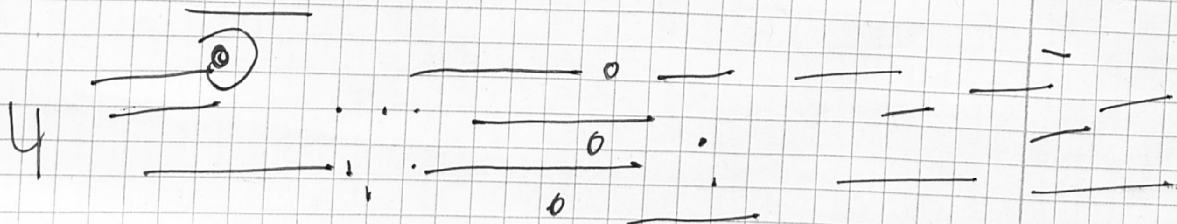
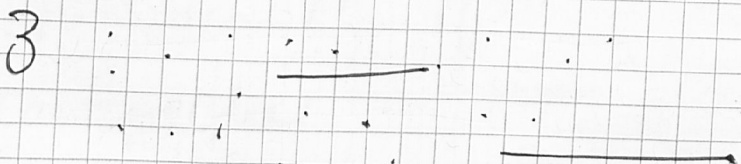
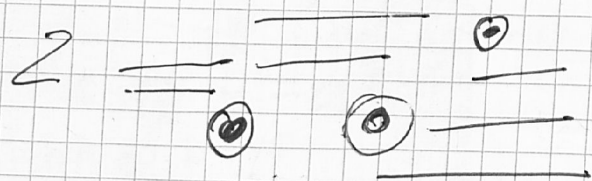
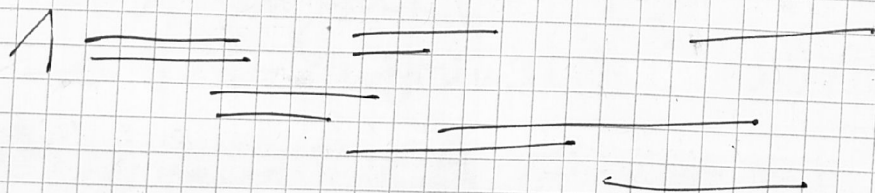
1. Ped. a.d. Bassseite Tocc. Mikrophon
→ D-Glossando 2A-C#

2. senza Ped.
verh. Glossando a.d. Bassseite
pizz. a.d. Bassseite

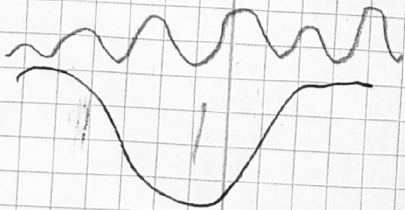
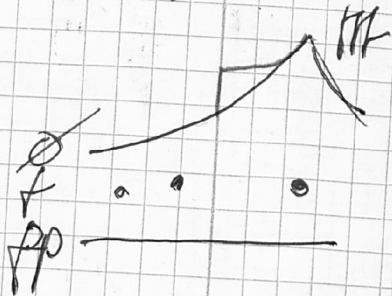
3. Toccato Assistent am Pedal
schwäche a.d. Corpius/Sorte

4. a.d. Seite → D-Gloss
Corpiuschwäche
An Tasten starke Registerwechsel
Cliffer präpariert

Struktur



Dynamik



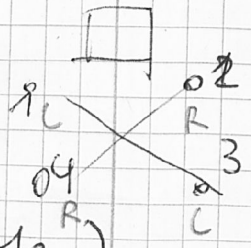
Zum Beginn neuer Zuteilung ~~Chamber~~ 1-N
für Klavier und FM-Instr.

Einleitung: Schottstadt unterteilt
→ Simulation von Klavier
+ streichen einer direkt
~~unter dem jeweiligen System deshalb~~,
aber lose gehandhabt (bfs. aufgelöst
im Klavierstück IV

→ Stücke zusammengehörig (sollten zus.
aufgeführt werden)
• Bassaiten: $2 A - C\#$ (jezt. Flügel aber sollte
es möglich sein)

• Mikrofone

• Warum jede Mikrofone?
Cautsprecher (Quadrat)



- Mikrofone (1/3) (2/4)
- FM-Instrument (1/3) (2/4)

• Additional CB_s should be detached

- $d - f\#$ (süß smart.)
- $d\#^2 - d^3$
- $a^3 - c^5$

• Flügel + Pflö

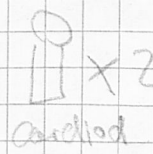
• Cautsprecher

Manterschied I

Klassen

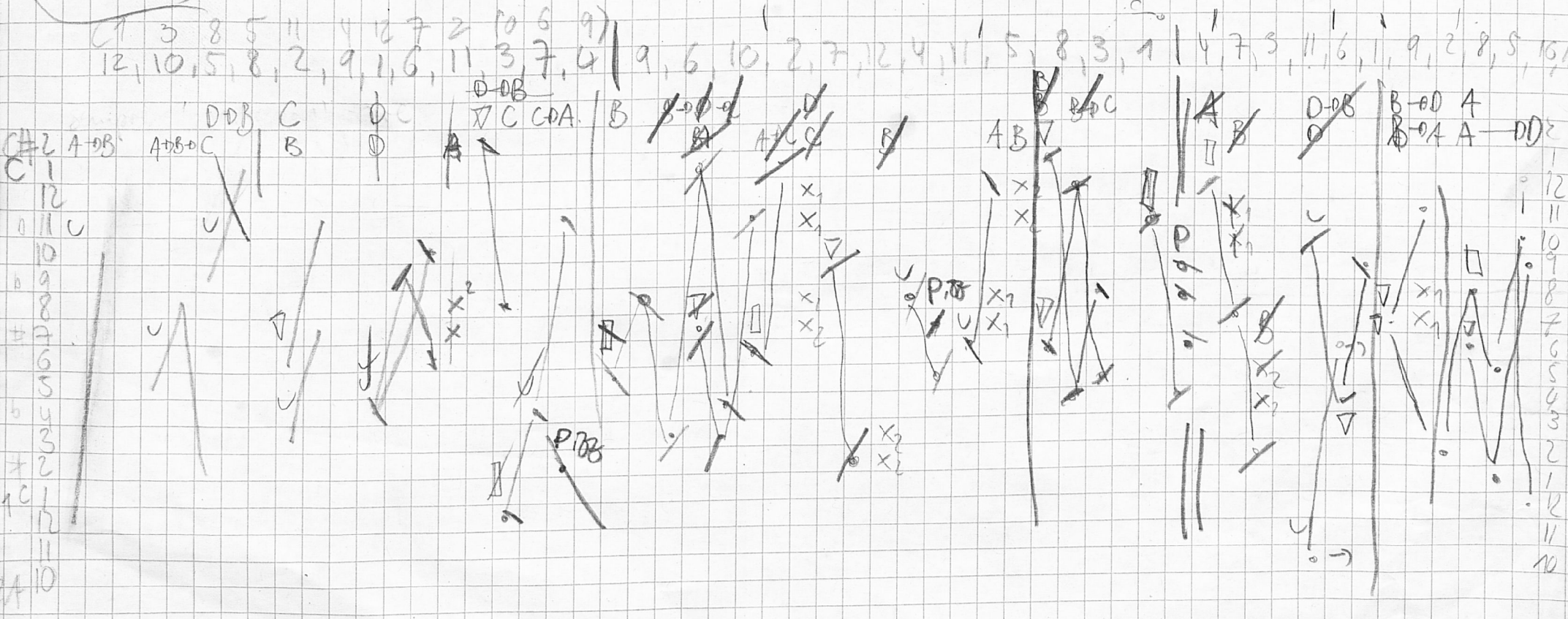
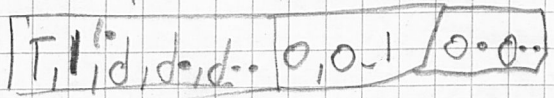
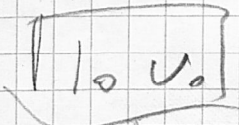
A: Ziel punkt, für abs. Ziel punkt, für abs. ord., ord.
 B:
 C:
 D:
 u, v, i, l

d=60



$$\begin{matrix} x_1 & x_2 \\ x_1 & x_2 \end{matrix} \quad \bigg| \quad 1 = L1/3, \quad 2 = L2/4$$

ToCC.

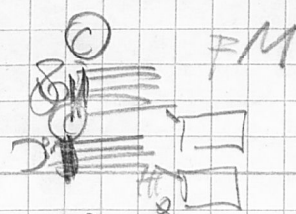


pad

$M_1 = 5$ $M_2 = 2$

Maßverhältnis I

Frequenz = C $F = C +$ Diodesbreite



$\frac{1}{4}$ $\uparrow \downarrow \# b$ $b(\sharp) = 1/8$

Dynamik-alle gleich

Alia: 7-12 + 1-4 = Akkord 5/6 = \sharp quart

1-4 = S, 5 = Paarses, 6/7 = Akkord
8 = \sharp quart

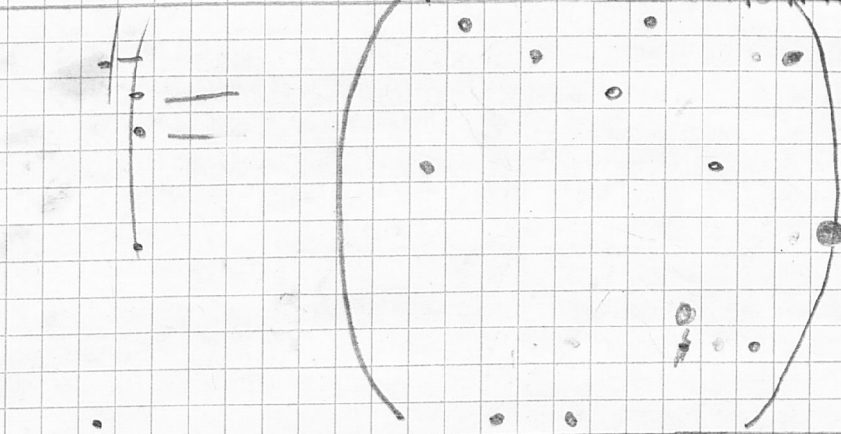
\sharp

$\square \square =$ diatonisch

1-2: K, 3-4: U
5-6: K U 7-8: N

5:4 1/20 0,05
7:4 1/4 0,25
1:24 28 0,041666

12 11 10 9 8 7 6 5 4 3 2 1
12 11 10 9 8 7 6 5 4 3 2 1

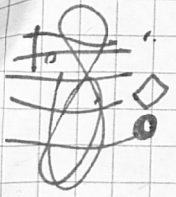


+ als Akkord übergelegt

Wesentlich

Klavierspielch II

Bottleneck, Plektrum, Holzstab (H) position: Oktave (Mitte), Quarte (Wertet)



- ② 1/10
- ③ 1/6
- ⑤ 1/4
- ⑧ 3/8
- ⑫ 1/2

Guss!

pizz. pizz. pizz. + Bottleneck-Gliss.

kl. Sext (3/8) $\frac{1}{11}$ - nicht erreichbar
 kl. Schwebel $\frac{1}{2}$ $\frac{3}{8}$
 kl. Terz (1/8) $\frac{1}{4}$ $\frac{1}{6}$
 kl. Schwebel (1/10)
 gr. (1/9)

The score consists of a treble clef staff with a key signature of one sharp (F#). The melodic line is written with various note values and rests, often accompanied by numbers 1 through 12. The bass line contains chords and single notes, with dynamic markings such as 'p' (piano) and 'pp' (pianissimo). A 'Ped' (pedal) marking is present in the lower part of the score. The notation includes various symbols like 'P', 'G', and 'H'.

Case: Jet-

Menterschick II

F Mo
8

Blissardi, Christenblissardi, Viertel/Achtelkorncluster

urspr. M1 = 5

M2 = 1

Präzise

Cluster
best.

Registerwechsel

mittleres Register

1 = Sequenz + ~~same~~ Wechsel

2 - 4 = Akkordwechsel

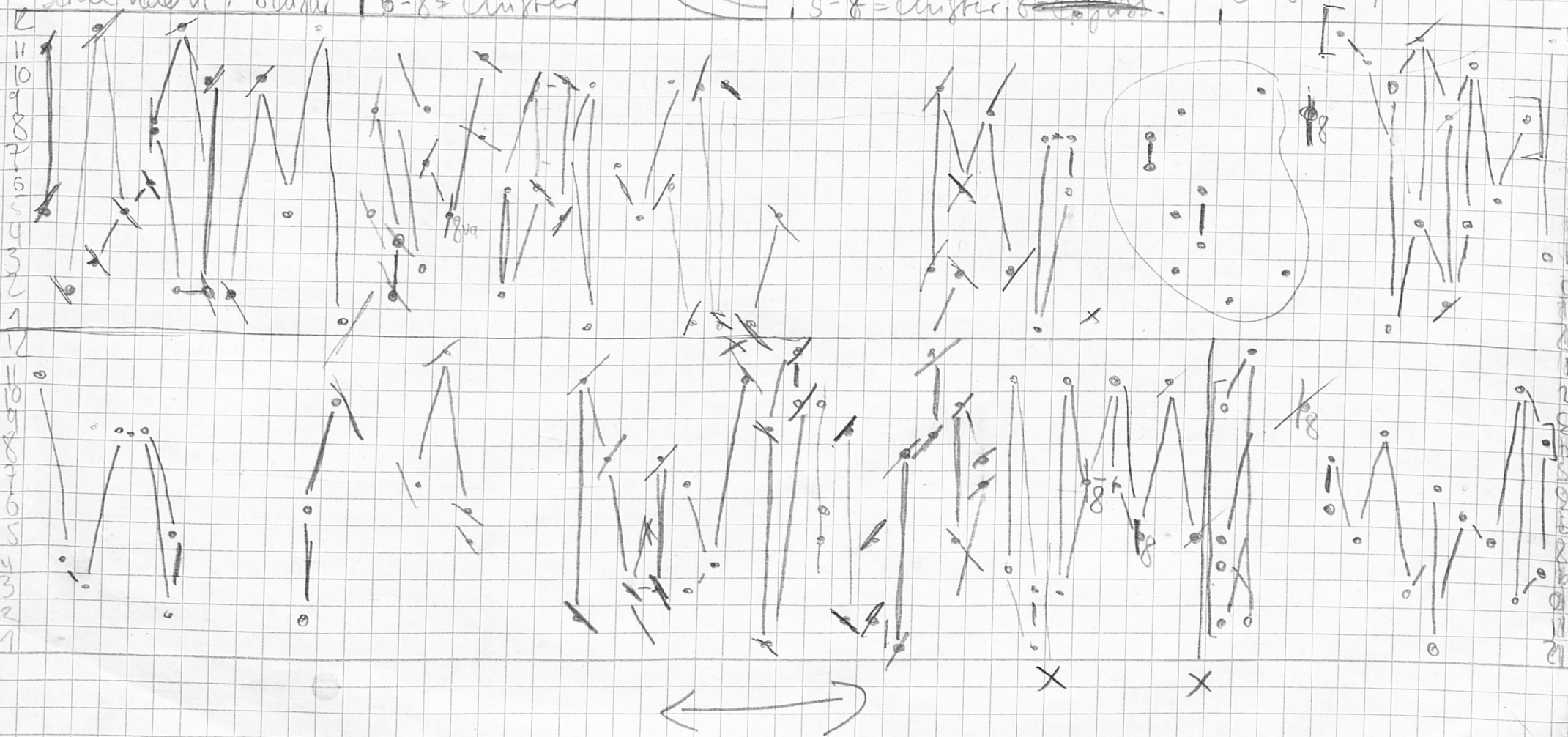
5 - 8 = Cluster ~~8~~

1 - 5 = Cluster (Copp/Bell)

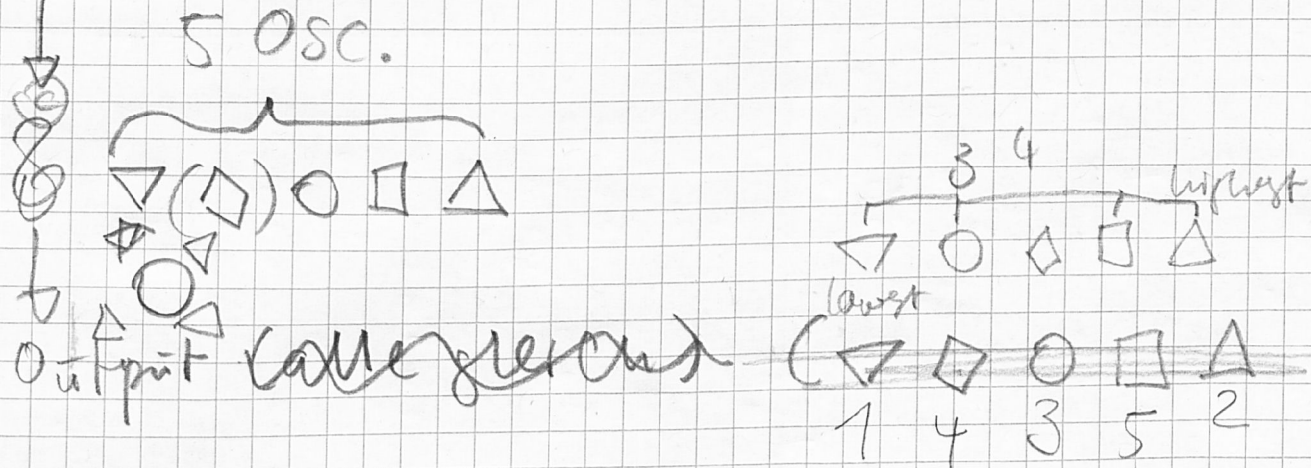
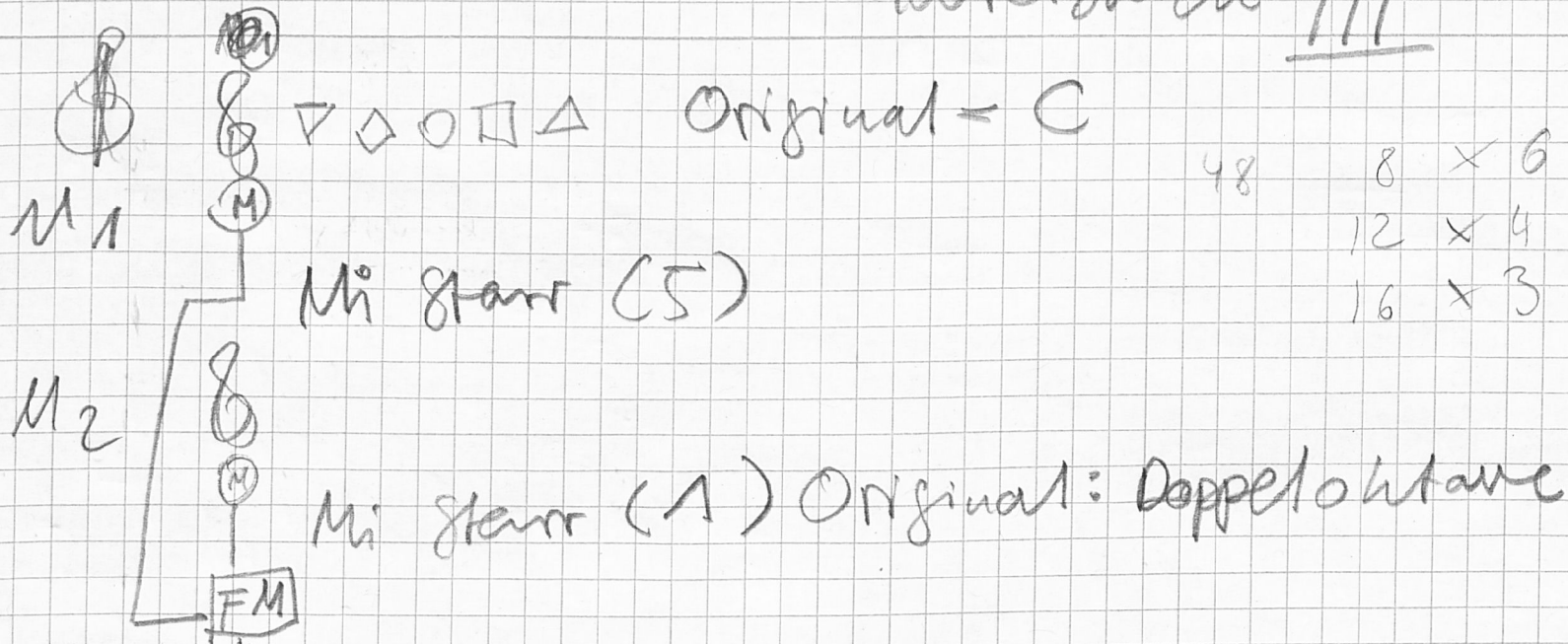
6 - 8 = Sequenz

1-5 = Sequenz
6 = Akkord
beide halb 7-8 Cluster

1-3 = Sequenz
4-5 = Akkord
6-8 = Cluster



Klarschicht III



(6') 2A-C#

d- (# Süßsmalt)

d#² - d³

$\sqrt{a^3 - c^5}$ laVo

1-2 = Tan 3 = Tocc. 4f-6 = Ger.



Toccato

T = Toccato

X = Gerüstlin x/T
L = Kombination X, + nächster Wert

Klavierstücke II

1-3: Auk. 5-6: Sequenz

The score consists of several staves with the following labels on the left side: M1 (C), M2 (x4), 1., PKC, and C. The right side has labels: C, M1, M2, III, and IV. The notation includes notes, stems, beams, and various symbols like 'X' and 'T'. Annotations include 'M1hoch', 'M2hoch', 'völlige Verwindung (Bläss)', and 'M1hoch'. There are also some boxed areas and arrows indicating specific parts of the music.

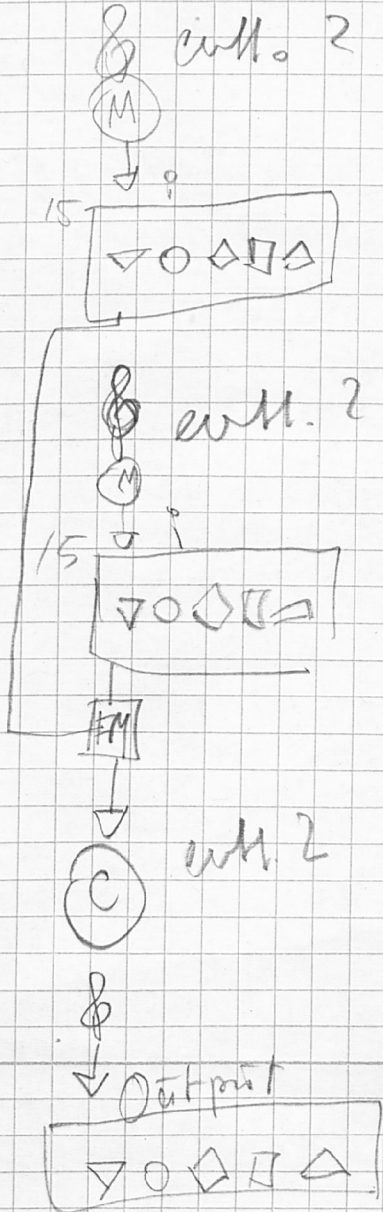
2A-C# d- (# Süßsmalt) d#² - d³ $\sqrt{a^3 - c^5}$ laVo

2 A - C# (Gewindestange) - M. H.

d# - f#³

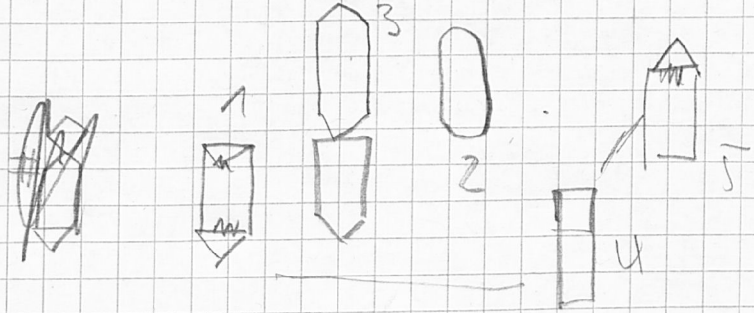
Klantenstück IV
 Abdeckband d. Foam
 (Gummidichtung) d# - d3 a3 - CS (Münd., Glas)
 (Schrauben) Wetterdichtung

Cluster, Glass,



Cluster

Drei
~~Fünf~~ Clusterformen



Glass di



Stromkabel



7:30

1, 2, 3, 4 = AKK. (3-5)

3, 7, 8, 5, 6, 5, 7: 6, 7: 4
Klainerstück IV
Sequenz = 4-6

#M/Ape. A₂-C#; d#-f#; d#²-d
a³-C⁵ ca 15'

Handwritten musical score on grid paper. The score is written on a grand staff with five systems. The left hand (M1, M2) and right hand (C) are clearly marked. The notation includes notes, rests, and various performance instructions. The right hand part features a complex sequence of notes and rests, with some notes marked with 'x' and 'tr'. The left hand part is more rhythmic, with notes and rests. The score is annotated with various numbers and symbols, including circled numbers and arrows. The right margin contains a vertical scale from 1 to 12.

1/2 sus. Glissando, Miller, (Klainerstück) Lösung Arkand/Clavier/sequenz/aus 5-6 Klavier Klavier

lock = ↓
with = ↑
with = ↑