

Strichquartett # (Mimesis) Mikroskopie

- Spiel hinter dem Steg (H x 3) = 12 + 4 = 16
  - Greifen hinter dem Steg 16 + 2
  - Spiel zw. Griffbrett und Steg 16 + 2
  - Col legno batt., salt., batt., tratto
  - arco, batt., salt., batt., arco
  - pizz., mit Plektrum, Cellavite batt., c.v. pizz.
- I = d = 100, II d = 88 nit d = 60 d = 88 acc. d = 100  
 d = 88 accel. d = 100 etc.

messo

# d = 28 T# = d = 168 nit d = 42 d = 168  
 III d = 29 nit afempo etc. II d = 30 d = 29  
 d = 20 d = 15

- Glissando, Bogen-Glissando
- erhöhter Bogendruck, Rollbögen

arco + Bog-gliss. (auch nach tratto) (3)

Mikro

- X ———— || ———— || ~~col. batt.~~ arco
- X ————
- X ———— c.v. tratto etc. pizz. wieht c.v. b.
- X ———— messo

immer relativo

pppp

III ny < > mp PP (1)

I + Wiederhol.

II X C.v. b. + gliss (pppp) - salt. batt.

III c.v. pizz.

IV X c.v. b. gliss (pppp)

II

III

(2)

MI  
 M II  
 M III  
 IV

area batt. salt. batt.  
 C.O. batt. salt. batt. M C.V. batt.

area batt. salt. batt.

prob.  $\Delta$ , plate, C.V. prob. (General bars)

(Wick) IV




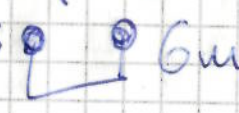
M  
 M  
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länge davor  $\Delta \nabla \times$  keine click.

(3)

V

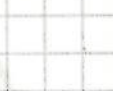
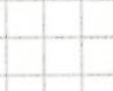
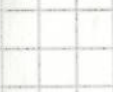
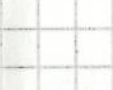
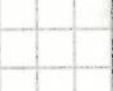
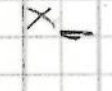
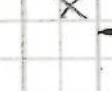
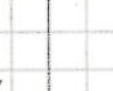
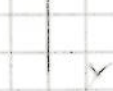
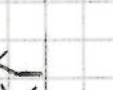
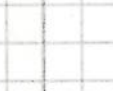
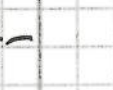
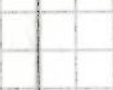
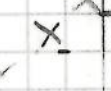
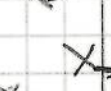
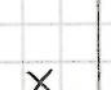
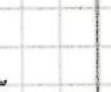
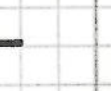
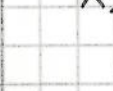
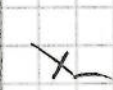
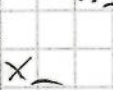
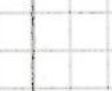
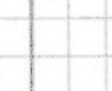
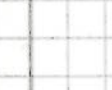
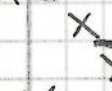
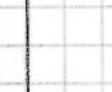
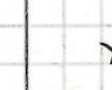
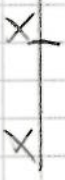
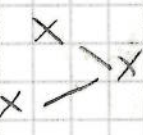
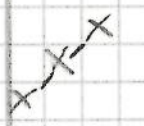
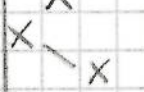
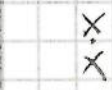
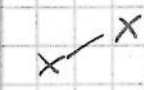
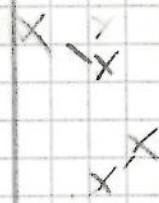
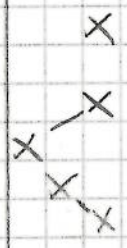
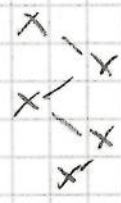
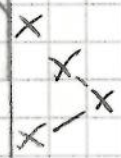
weiter wie wer, langsam Mikrofone  
 aus bzw.  $\rightarrow$  + immer stiller  
 werden (prob., C.I.B.,

1.  $H_2O$   $\rightarrow$  Brücke Fluss 
2.  $H_2O$   $\rightarrow$  Boot Mitte See 
3. Park (no "musical sounds") ~~XY~~ 
4. Top of a high rise (2/5 storeys  
 multi-storey building)  
 Central 



Alterskategorie - 2-

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