## FELIPE DE ALMEIDA RIBEIRO

« Ad te... per ludum »

prepared piano and voice

SCORE

piano preparado e voz

PARTITURA

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## PERFORMANCE INSTRUCTIONS

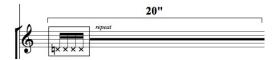
#1. This piece requires a <u>prepared piano</u> in the following way: under D4 and G4 (both triple strings) place a coin (10 cents US coin, for example) in between the strings at the exact octave (middle of the strings). The sonority to be approached is that of a bell ("X" noteheads are used for these two pitches).



Under G3, place some kind of cloth/fabric underneath the damper in order to suppress any resonance of the string. The resulting sonority is that of a percussive sound with very short decay ("square" noteheads are used for these two pitches).



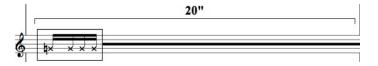
- #2. The text should be recited using the international phonetic alphabet (or as close as possible to portuguese or french). There is no central pitch notated, only sense of ascending and descending general motion. Consonants should be approached as percussive sounds (rapid attack/decay), while vowels can present more time in order to sound.
- #3. <u>Duration</u> is either indicated by time signatures or brackets with total length in seconds.



#4. Chromatic <u>clusters</u> are played with both hands and are notated in the following way (the written notes represent the extremes of the cluster):



#5. This piece makes use of a lot of <u>repetition</u>. In order to facilitate the notation, <u>boxes</u> are drawn containing the elements to be repeated. The thick line shows up to where the player needs to sustain the idea.



## ad te ... per ludum para piano preparado e voz, baseado em texto de Mário Quintana

Felipe de Almeida Ribeiro

