

# **ALMEIDA-RIBEIRO**

## non verbal meetings

Piccolo, Piano, Video, and Tape

NON VERBAL MEETINGS is a work born out of a soundscape, more specifically a recording from the sunrise at the city of Tiradentes, in the State of Minas Gerais, Brazil. Besides the beautiful landscape, there are some peculiar sonic perceptions: first of all, the birdsongs. Even when I began to set up the recording equipment, around 4 am, the nature activity was quite strong - are these signs of the Anthropocene? Tiradentes is a town founded in 1702, from the colonial baroque, and is a protected heritage site since 1938. This allows us to experience sonorities frozen in time. At the same time, the recording location, situated at around 900 meters above sea level, has a large rocky wall in front of it. This is the Serra de São José, a rocky massif that protects the city of Tiradentes like a wall. This landscape gives us a natural resonance of that environment, a kind of silence with a special timbre. Therefore, "non verbal meetings" is exactly that, an experience with past temporalities, with the non-human oriented time.

#### **GENERAL INSTRUCTIONS**

Performers are invited to actively participate in constructing this performance and explore the complexity of sound production on their instrument to achieve a broad sonority.

#### TIME, METRIC STRUCTURE, DURATIONS

Each performer must use a stopwatch to keep track of the length of each section. Extreme time precision is not necessary.



In this piece, there is no control over metric coincidences between piano and piccolo (except section 7). Each instrument has its own part, with either instructions for durations or precise rhythmic notation, but the overall polyrhythmic control is indetermined. In this way, performers need to interact; i.e. to listen to each other, to decide when to play, to decide when to stop.

There are three types of **fermata** with different durations: short, medium, and long.



**Ordinario** is utilized to cease any of the techniques mentioned subsequently. When referring to "ordinario" it indicates the production of sound centered around a single fundamental pitch.

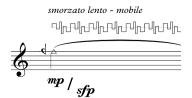
**Microtonal** accidentals may present cents indication (100 cents = 1 semitone). The notation used for this piece is:



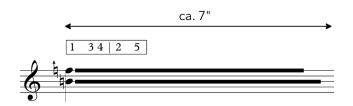
(from left-to-right): quarter-tone higher, three quarter-tones higher, flat slightly higher, natural slightly higher, sharp slightly higher, quarter-tone lower, flat slightly lower, natural slightly lower, sharp slightly lower. It is crucial to play without vibrato.

#### **INSTRUCTIONS FOR PICCOLO**

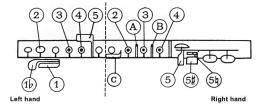
**Smorzato**: with constant flow of air, apply pressure on the upper lip with the lower lip in irregular duration/dynamics. A pulse-rythmic notation is given for each pitch.



**Multiphonics** refer to the production of multiple tones simultaneously. The player needs to perform with subtle variations in dynamics, embouchure, overtones, air pressure, and pitch. When encountering notated multiphonics in a score, it's important <u>not</u> to hold them rigidly. Instead, the notation serves as a set of guidelines for the evolving sound. Players are encouraged to explore transitions between the indicated notes and occasionally, fully realize the prescribed multiphonic.



Multiphonics are taken from Pierre Yves Artaud's book. The fingering notation is:



**1/2 Air** also known as "aeolian sound" is a technique notated with the triangle notehead. Air sounds have always a hint of pitch. Please explore this feature.



#### **INSTRUCTIONS FOR PIANO**

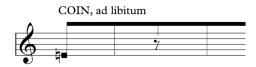
**Scratch** or scrape is a granular sound between the friction of an object (guitar plectrum or coin) and the piano string's coil. So, one should expect short silences between attacks. The sforzando marks should be interpreted as "resistance" from the hand's pressure against the string's coil.



**Pizz.:** the pizzicato technique is executed directly on the piano strings with finger nails. It is notated with an "x" note-head.



**Coin** sounds: place a coin between triple string exactly at the octave (half of the string's length).



**Damped pitch**: usually played with one finger dampening the selected pitch, directly on the string, and triggered by the keyboard with the other hand. The resulting sound is a percussive attack, with a slight perception of the pitch, followed by the piano's resonance (sustain pedal).



#### **INSTRUCTIONS FOR TAPE / ELECTRONICS**

If possible and depending on the venue, apply a little bit of amplification for the piccolo and piano. The idea is to better blend with the tape material and to reveal all the soft nuances. If not possible, please choose a venue with good acoustics.

The tape part is to be performed as a stereo diffusion, but multichannel versions (4, 8 etc.) are allowed. In this case, please duplicate the tape in stereo pairs.

#### **INSTRUCTIONS FOR VIDEO**

This piece could be performed without video. If so, I recommend to use low light, to enhance an acousmatic listening experience.

#### PERFORMANCE MATERIAL

All performance material can be downloaded at :

https://almeidaribeiro.com/

# non verbal meetings

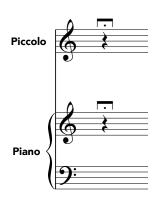
for piccolo, piano, video, and tape

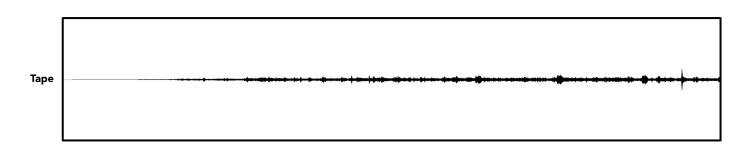
Felipe de Almeida Ribeiro

### 1 Tiradentes soundscape

0'00"

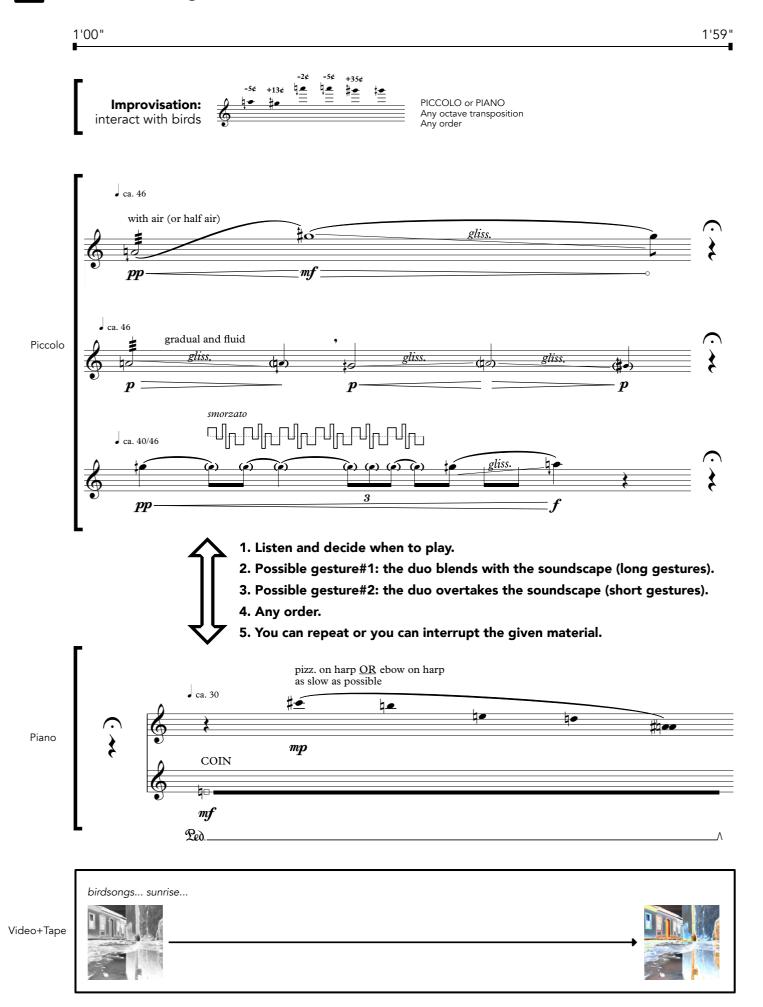
Tiradentes, Minas Gerais, Brazil... 5am, 16°C... 920 meters altitude...





Video sunrise...

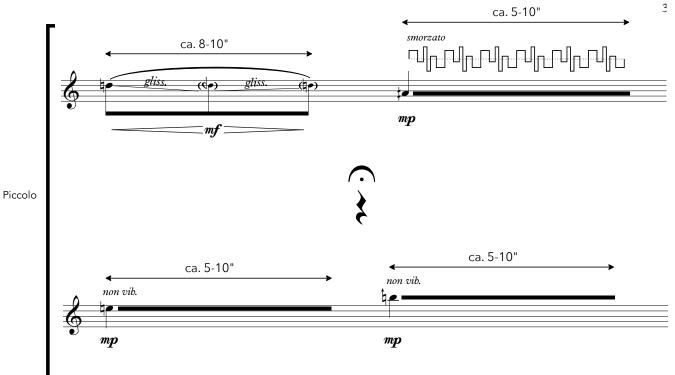
### 2 Low density



### 3

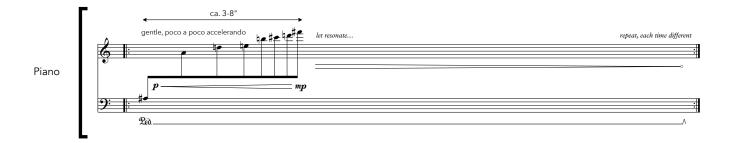
#### Intermezzo to bell





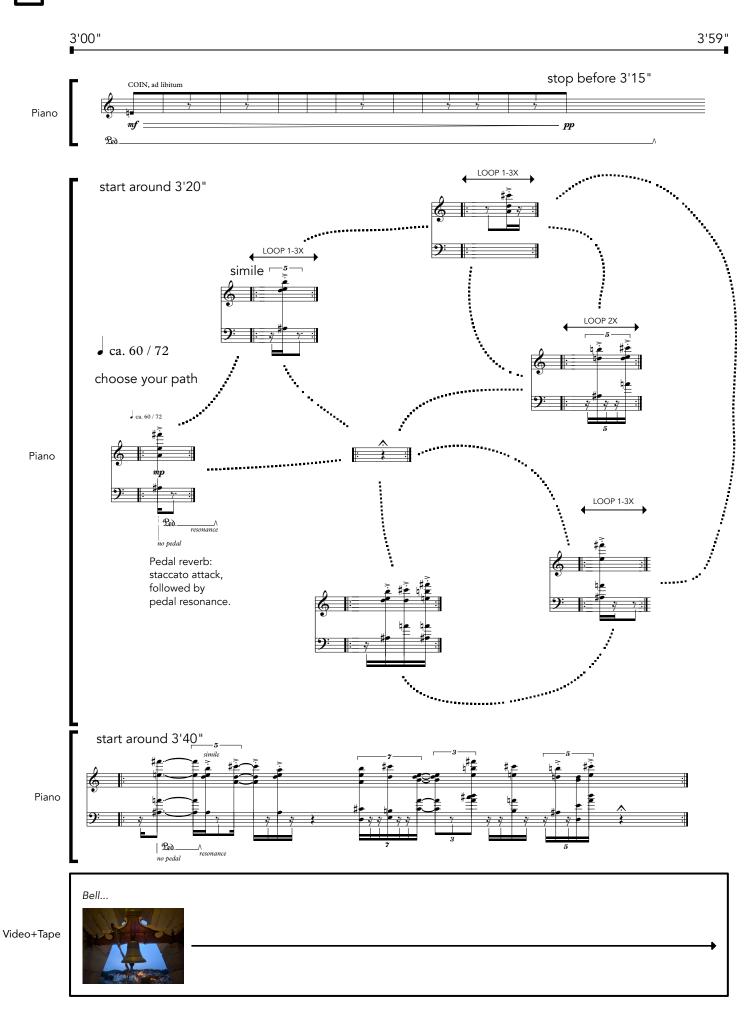
 $\iint$ 

- 1. Listen and decide when to play.
- 2. Possible gesture#1: the duo blends with the soundscape (long gestures).
- 3. Possible gesture#2: the duo overtakes the soundscape (short gestures).
- 4. Any order.
- 5. You can repeat or you can interrupt the given material.



Video+Tape

### 4 Small Church Bell



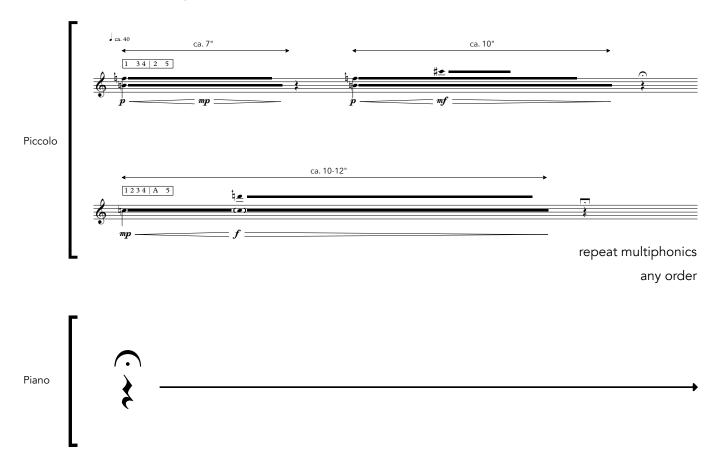
### 5 ... alhures

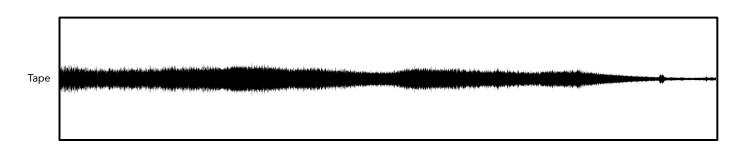
4'00" 4'59" Listen to each other // Decide when to play, when to stop // Collaborate. ca. 10-12" ca. 10-12" ca. 40 1/2 air Piccolo ca. 8" each gesture ca. 7-10" Piano *mp* (= Tape fading out

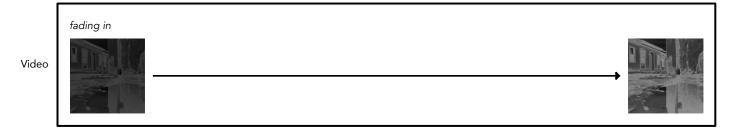
5'00"

#### Blend with the electronic sounds

Mobile sound: explore multiphonics, play all notes, concentrate on one note, switch... build an organic texture.

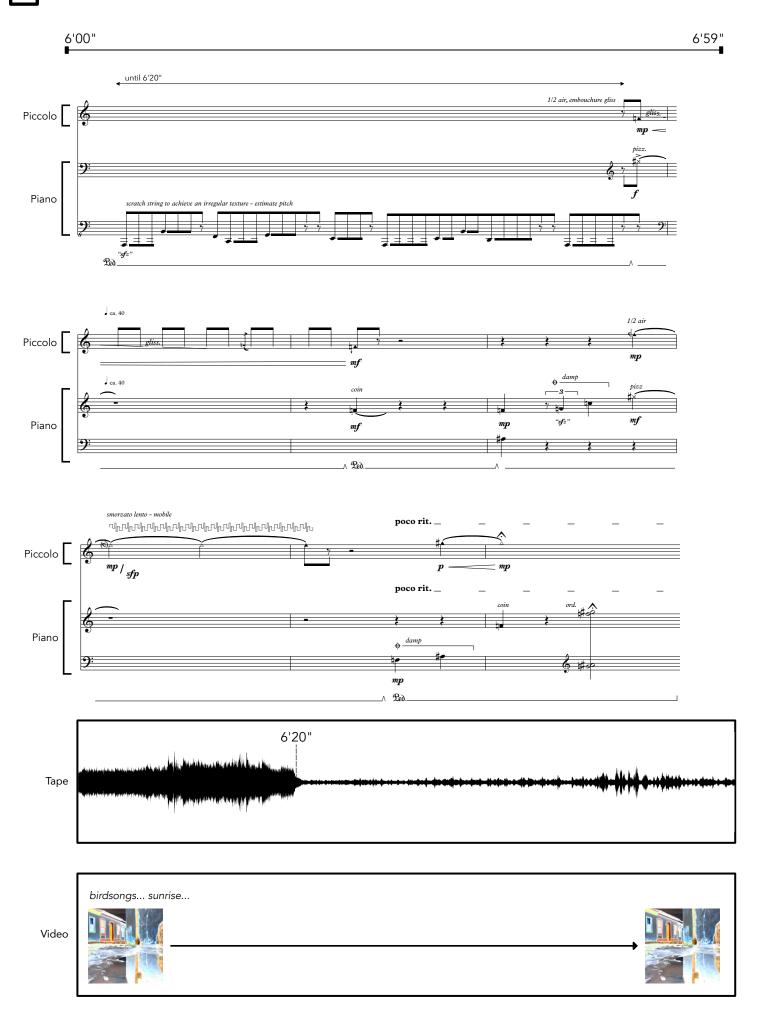






#### 7

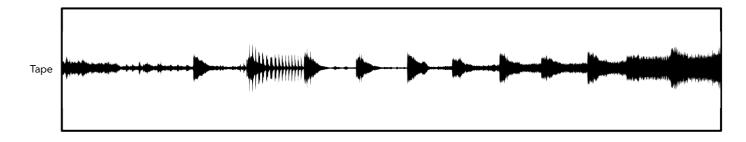
### Intermezzo to bell

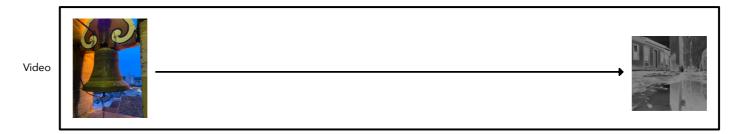


### 8 Big Church Bell





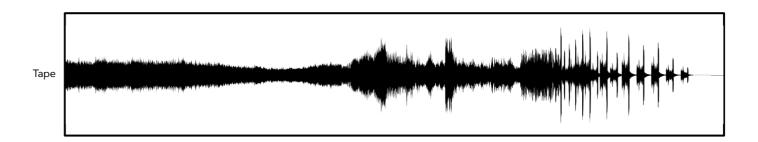




### 9 Electronic soundscape

8'00" 9'00"

Coda



Video