

Vents Stellaires



*For Horn, Trombone, Tuba
and live-electronics*

For Zinc & Copper

*composition :
Kasper T. Toeplitz*

Vents Stellaires

For Zinc & Copper

For Horn, Trombone, Tuba and live-electronics (4 musicians)

The score is written in C (all pitches are heard as written)

The instruments have to be amplified but not too much, so at times the acoustic sound could also make sense

Of course a microphone (and a P.A.) is needed for all electronic effects and the electronic sounds

The electronic sounds are either generated (on a computer) - dark blue - or effects applied to the instruments - light blue

Some additional effects are written in red - those could be done in the computer or just stand alone effects (guitar boxes)

All the electronics are played in real time) it should really be the interaction between 4 players and not some sort of "sound files"

As there are no time precision, the huge RED numbers are cues, to be seen on a screen

All the events of the piece should be played as slow as possible, very slow evolutions

*composition :
Kasper T. Toeplitz 2021*

Score written in C (pitches heard as written)

Horn

Long

All notes attack/release

keep tension

etc

Quite heavy

FUZZ

Horn

Very high, instable : quasi whistle. Repeat if needed

Tbn

elephant

continue...

f

mf

Noise Anakrousis

1

2

3

Electronics

f

(random choices)

1

2

Tuba

mf

slow and with breath sound

continue...

DELAY

the Tuba goes into a long delay line and the superpositions of the micro intervals creates a shimmer

Horn

Breath texture

p sempre

This block shows musical notation for a Horn part. It includes a blue label 'Horn', a 'Breath texture' box with a dark background and jagged white lines, and the dynamic marking '*p sempre*'. The notation features a wavy line above a staff and a small flame-like symbol.

Tbn

Breath texture

p sempre

This block shows musical notation for a Tbn part. It includes a blue label 'Tbn', a 'Breath texture' box with a light gray background and jagged white lines, and the dynamic marking '*p sempre*'. The notation features a dashed line above a staff and a small flame-like symbol.

4

Breath texture

p sempre

This block shows musical notation for a Tuba part. It includes a blue label '4', a 'Breath texture' box with a light gray background and jagged white lines, and the dynamic marking '*p sempre*'. The notation features a bass clef, a staff with notes, and a small flame-like symbol.

Free Form Breath Textures

Electronics

This block shows a 'Breath texture' box with a dark blue background and jagged white lines, labeled 'Electronics' in a blue box.

3

4

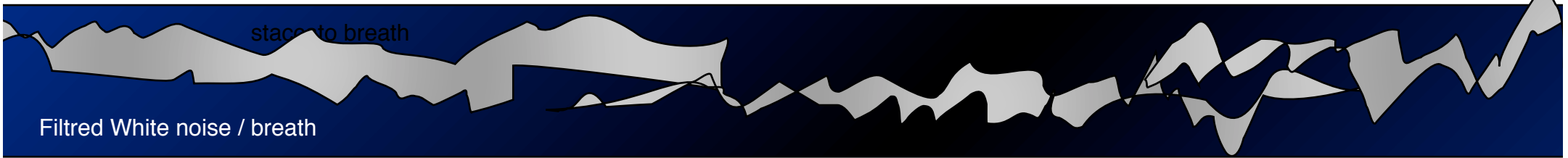
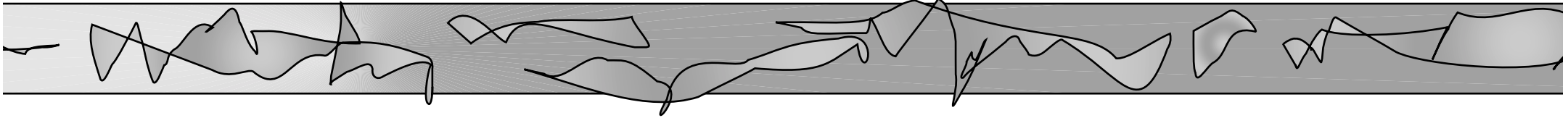
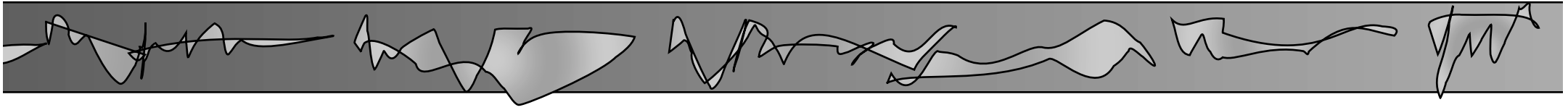
Tuba

Breath texture

p sempre

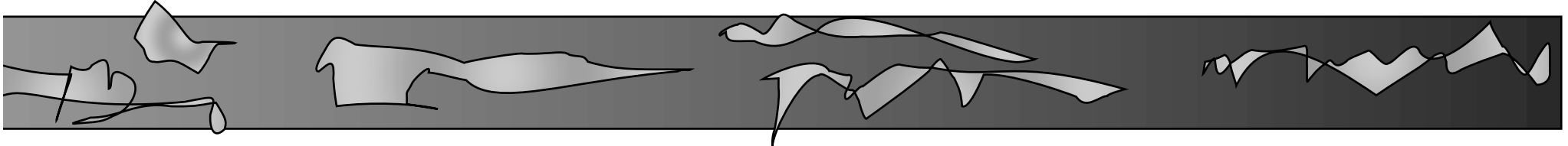
This block shows musical notation for a Tuba part. It includes a blue label 'Tuba', a 'Breath texture' box with a gray background and jagged white lines, and the dynamic marking '*p sempre*'. The notation features a dashed line above a staff and a small flame-like symbol.

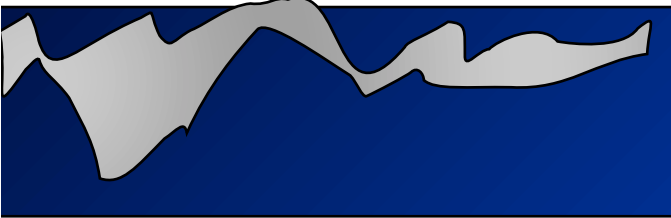
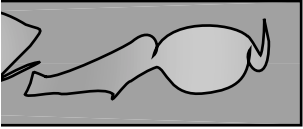
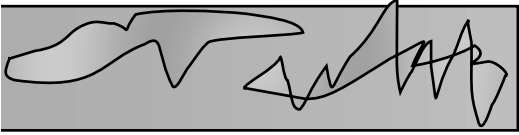




=====
=====
(m)p

5





Horn

play "in" this note

mp

Tbn

play "in" this note

mp

DELAY HOLD

Tuba

8

mp

similar shape

similar shape

similar shape

6

DELAY

Create, with the help of the delay, pulsating micro-tonal "regions" around each news "central note".
They can overlap

Electronics

5

Not really together

staccato breath

Horn

Tbn

Tuba

mp

mp

gliss

gliss

gliss

gliss

elephant

FREEZE

FREEZE

FREEZE

f

mp

one deep grainy Breath

All changes, all events, happen VERY slowly

7

8

FREEZE: ELECTRONICS catch a short moment (snippet) of the sound and hold it when the instrument slowly "dances" around it

DELAY HOLD

Grainy Noise

Steady chord

6

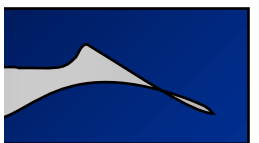
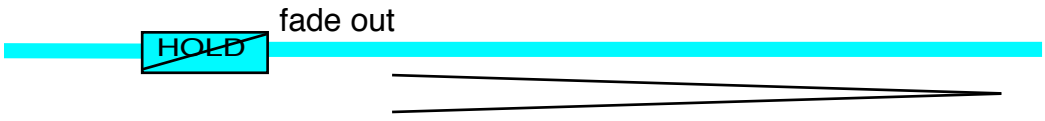
FUZZ *mf*
Horn *mf*

FUZZ *mf*
Tbn *mf*

FUZZ *mf*
Tuba *mf*

All changes, all events, happen VERY slowly

All notes are to be "worked out" for a long period (replayed, with micro-rythms and micro-tonal changes) . Try to interact with the fuzzy sound (oscillations, feed back etc)



FUZZ

Horn *mf*

Tbn *mf*

Tuba *mf*

9

Electronics

7

Free choice of notes and durations around F# and G

Expansion

Compression

Expansion

repeat until the sound is very complex and obvious at the same time

The image shows a musical score for three instruments: Horn, Tbn, and Tuba. The score is divided into four measures. The first measure shows the initial notes. The second measure is labeled 'Expansion' and shows the notes being stretched out. The third measure is labeled 'Compression' and shows the notes being squeezed together. The fourth measure is labeled 'Expansion' and shows the notes being stretched out again. The notes are around F# and G.

10

With a "common long breath" which compresses the ambitus at F# and then expands it

Gradually create a cycle of extremely slow breath (every 30/35 seconds)

The whole process is recorded in the Long Delay, which adds to the polyphony and complexity of the resulting mass

LONG DELAY

The image shows a musical score for Vents Stellaires 8. It consists of two staves, one for the treble clef and one for the bass clef. The notes are arranged in a sequence that moves up and then down. The number 8 is written above the first staff.

Free choice of notes and durations

Free choice of notes and durations

Free choice of notes and durations

progressive change of ambituses

11

slow down the cycle a little bit

12

13

9

10

Free choice of notes and durations

Three staves of musical notation. The top staff is in treble clef, and the bottom two are in bass clef. The notation shows a sequence of notes with dynamic markings (trapezoids) indicating a crescendo and then a decrescendo. A vertical line separates the first part from the second part, which has fewer notes.

Very slow

Horn Solo

REVERB

PITCH SHIFT
one or two
octaves up

play with space,
time and reverb

Do the
diminuendo
with the fade
out of the
delay

14

A series of seven staves of musical notation for a horn solo. The tempo is marked 'Very slow' and the dynamics 'mp'. The notation includes various note values, rests, and dynamic markings. A large trapezoid at the bottom indicates a decrescendo. The final staff ends with a wavy line indicating a fade or reverb effect.

11

A small snippet of musical notation showing two staves (treble and bass clef) with notes and rests.

12

Horn is really like a shadow, like a memory of the sounds produced by the ring-modulation: small noises in the background

Full of silences

Horn

Tuba

p sempre

Electronics

Resulting notes/chords of the ring-modulation

Ring MOD

15

Tbn & Tuba Try to interact each of the notes you play with the low mass played by electronics

16

TUBA & Tbn:
Ring-modulate each other

Tbn & Tuba

make all this double "ascension/descension" movement by small microtonal moves, sometimes mini-glissendis, repetitions of "almost the same" pitch/texture : The ring modulation will pick up and magnify all the small differences

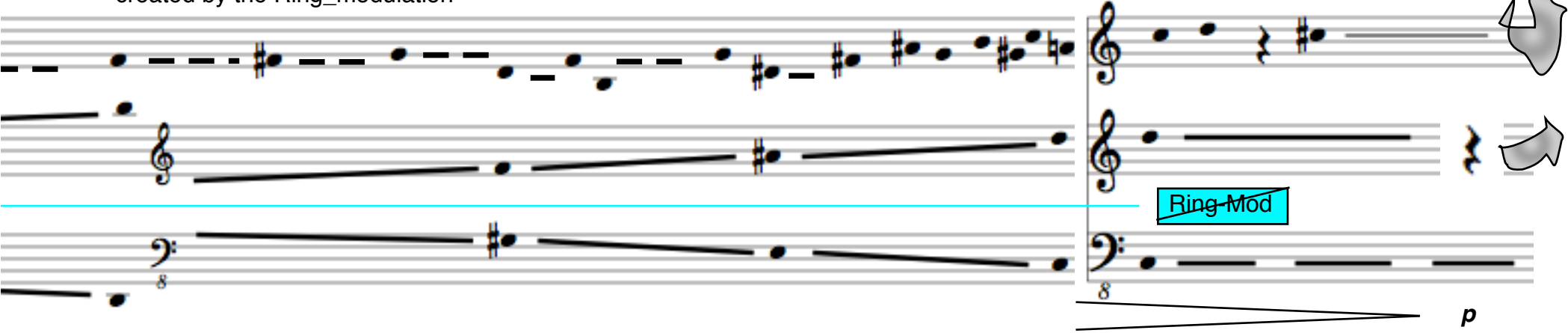
Electronics

mp

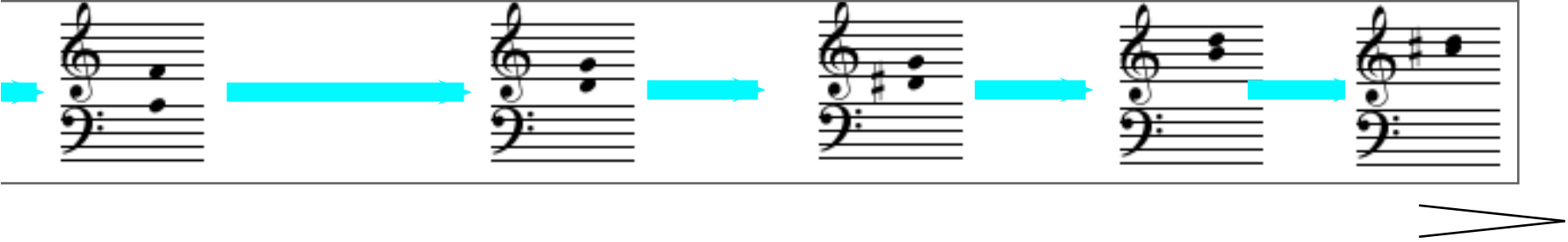
13

14

Try to play as an echo to the pitches created by the Ring_modulation



The musical score consists of five staves. The top staff contains a sequence of notes with various accidentals (sharps and naturals) and some dashed lines, indicating a complex pitch sequence. The second and third staves show a melodic line with a sharp sign and a natural sign, with a light blue horizontal line drawn across them. The fourth and fifth staves show a descending melodic line with a sharp sign and a natural sign, starting with an '8' below the staff. A section of the score is enclosed in a box labeled 'Ring Mod' in a cyan box. Below this section, there is a large white triangle pointing to the right, with a 'p' (piano) dynamic marking at its tip. There are also two grey arrows pointing to the right on the right side of the score.



A diagram showing a sequence of five musical staves, each with a treble and bass clef. The notes are connected by cyan arrows pointing to the right. The sequence of notes is: (G4, B3), (A4, B3), (A4, B3), (A4, B3), (A4, B3). A large white triangle pointing to the right is positioned below the sequence, indicating a crescendo or dynamic change.

REVERB

Horn *p* Breathes alone, all shapes, in a constant decrescendo

Tbn *p* Breathes alone, all shapes, in a constant decrescendo

Tuba *p* hide the pitches under breath sound

Unfinished ending..

Detailed description: This block contains a musical score for three instruments: Horn, Tbn (Tenor Trombone), and Tuba. Each instrument has a staff with musical notation and a corresponding breath sound waveform. The Horn and Tbn parts are in treble clef, while the Tuba part is in bass clef. The notation includes notes with stems and beams, and rests. The breath sound waveforms are shaded gray and show various shapes, some with sharp peaks and others with smoother curves. The text 'Breathes alone, all shapes, in a constant decrescendo' is written below each instrument's waveform. The Tuba part includes the instruction 'hide the pitches under breath sound'. The score ends with a double bar line and the text 'Unfinished ending..'.

17

Electronics Filtred White noise / breath

p

Detailed description: This block shows a large waveform for the 'Electronics' part. The waveform is shaded gray and has a jagged, irregular shape, resembling filtered white noise. It is set against a dark blue background. The label 'Filtred White noise / breath' is written above the waveform. Below the waveform, there is a double bar line and the text 'Unfinished ending..'.