Surface Tension

open score for chamber ensemble

Jordan Nobles

North Vancouver, November 2012

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About the Piece

Surface Tension was premiered by the Aventa Ensemble, directed by Bill Linwood, on December 4, 2012. The original Performance included Quickening, Surface Tension and Rogue Waves all played attacca.

Performance Notes

Surface Tension involves a suspended harmony of long tones and slow glissandi

- play any long tone, or glissando, in any order
- all cells can be played in any octave as long as the dynamics are observed
- what cells to play, and when to play them, should be decided by each musician independently as long as they are responsive to the other players. A good rule is to stop after completing a cell and listen for a moment before joining in again. Musicians in smaller ensembles can play more often but in larger ensembles should play less often to give space throughout the performance.
- there is no pulse or synchronization required or desired

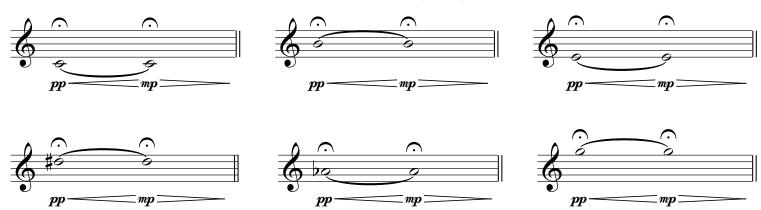
Instrument Specific Notes

Winds & Brass: only play glisses that work well on your instrument, if none work then just play the long tones Strings: use sul ponticello throughout

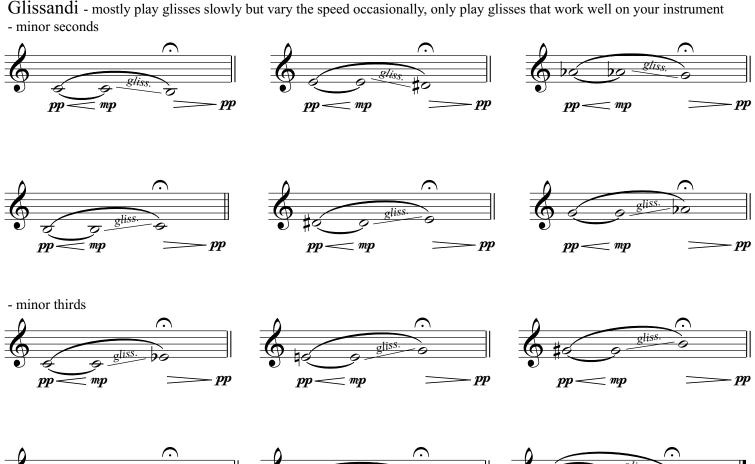
Percussion: do not worry about the glisses, just bow long tones on vibraphone, crotales and various cymbals Guitar: use a volume pedal and an ebow for the swells, and bend strings or use a slide for the glisses

Play any cells, in any order, in any octave

Long Tones - hold for 5-15 seconds or for the duration of a single breath or bow, no tremolo - (Percussion: bow vibes, crotales or cymbals; Strings: sul ponticello)



Glissandi - mostly play glisses slowly but vary the speed occasionally, only play glisses that work well on your instrument



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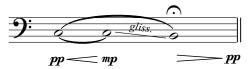






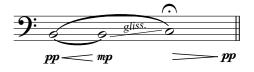
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- minor seconds

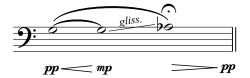








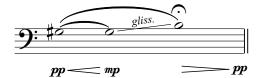




- minor thirds













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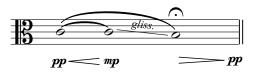


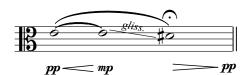


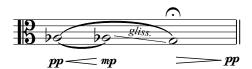


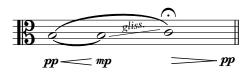
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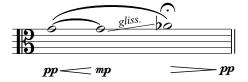


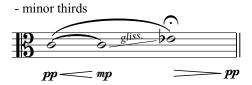


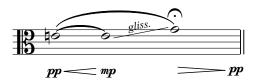


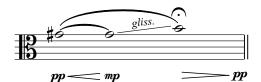






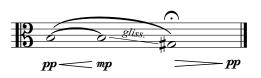






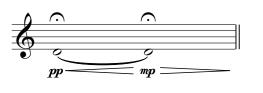






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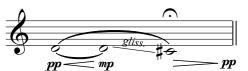


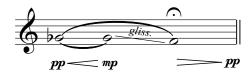


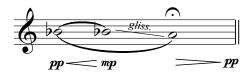




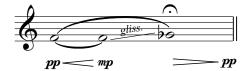
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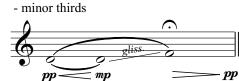






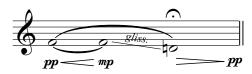


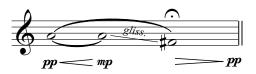














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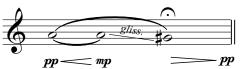






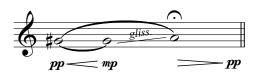
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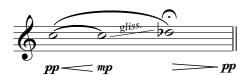
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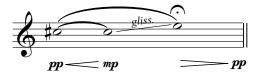




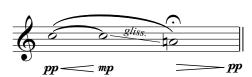


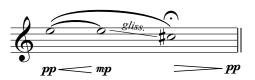
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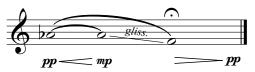












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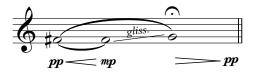


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