



Alexis Perepelycia

Arrangeur, Compositeur, Directeur, Interprete, Editeur, Professeur

Argentine, Rosario

A propos de l'artiste

Site Internet: www.alexisperepelycia.com.ar

Sociétaire : SADAIC

A propos de la pièce

Titre: Un voyage à Tlön
Compositeur: Alexis Perepelycia
Arrangeur: Alexis Perepelycia
Licence: Creative Commons Licence
Editeur: Alexis Perepelycia
Instrumentation: Violoncelle seul
Style: Contemporain

Alexis Perepelycia sur [free-scores.com](http://www.free-scores.com)

http://www.free-scores.com/partitions_gratuites_praxis-leye-pelicae.htm

- Contacter l'artiste
- Commenter cette partition
- Ajouter votre interprétation MP3
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Interdiction de diffusion sur d'autres sites Web.

A trip to Tlön

Relative Time
min : sec

0' 00" *pizz.*

Glissando and accelerando till sound disappears

Implement a Metal or Hard Plastic Slider on Index Finger

vib. accell.

5"

Violoncello

let ring-----|
sfffz

Reverb - from distant to closer effect

when the sound stops attack this chord again

molto accel.

vib. accell. faster each time

various attacks

Vc.

mf

Aleatoric Rhythm

Computer

Sample
Cello Attack

①
②

Loop Playback

Hi Pass Filtered

Keep Repeating
and evolving

25"

Vc.

p

Computer

Random Fluted Sounds + Hi Pitched + No Notes + Airy Bow Noise over Strings
Graphics on Score just for Reference

in a freely way

50"

Vc.

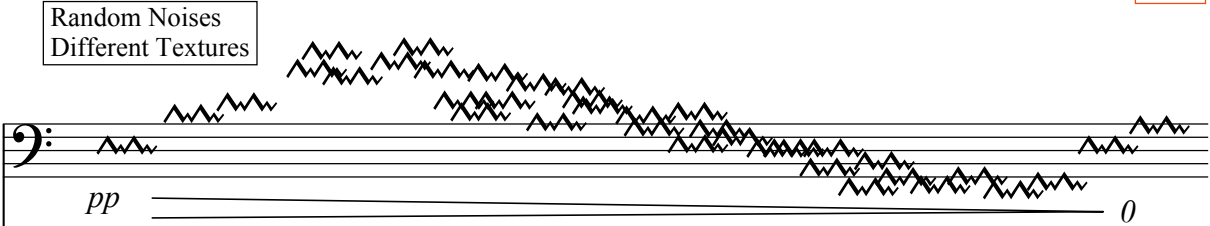
let ring-----| let ring-----| let ring-----| let ring-----|
p

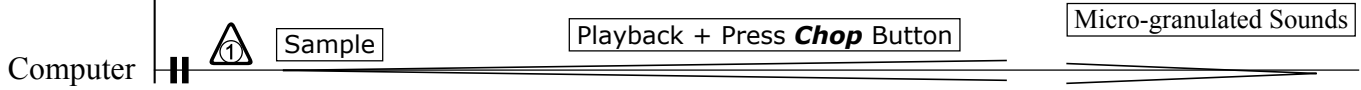
Subtle DLY + Reverb to Signal
ppp

Gradually Hi Pass Filtered to Direct Signal
ppp

Computer

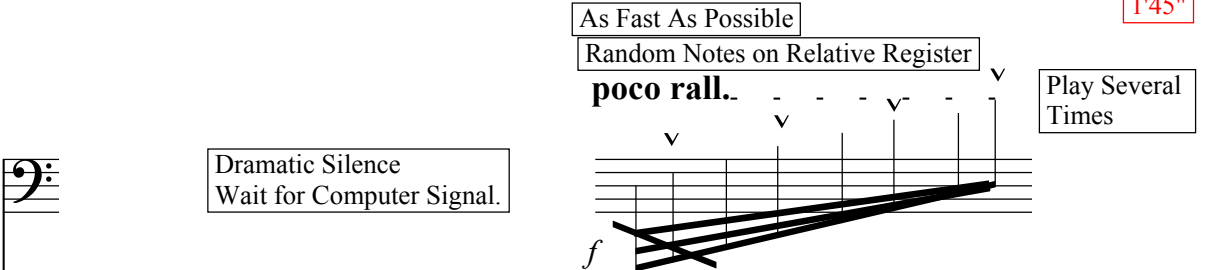
1'10"

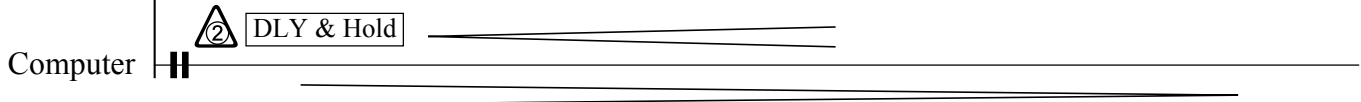
Vc. 

Computer 

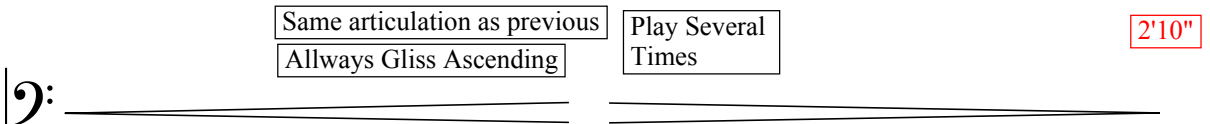
Increase Gradually the Chopping Speed till get a Granulated Sound

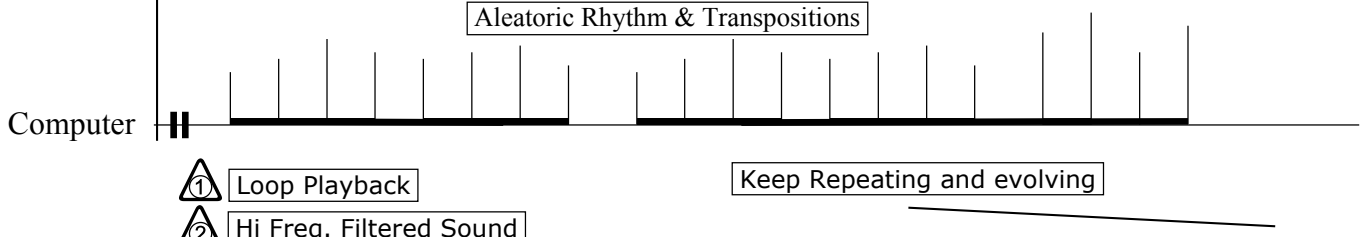
1'45"

Vc. 

Computer 

2'10"

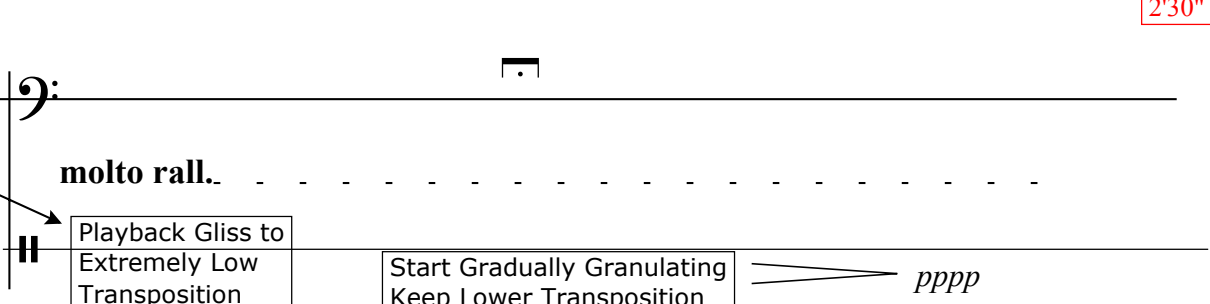
Vc. 

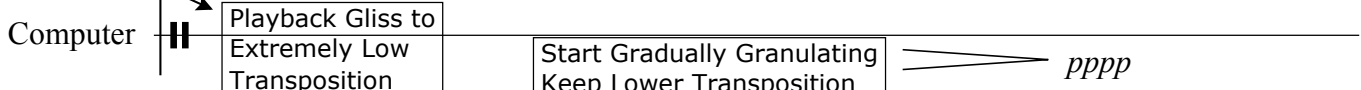
Computer 

① Loop Playback

② Hi Freq. Filtered Sound

2'30"

Vc. 

Computer 

Hit the body of the Cello Each accent is to be followed by a small pause
Accents w/ Right Hand (different sound than Left)

Vc.

Computer

Vc. *pizz.* *vib. accel.* *Silence* *Wait for Computer Sounds* *vib. muy lento*
ffff *let ring-----* *mf* *69hz*

Computer

Vc. *arco*
mf *f*

Computer


Vc. *III corda* *III corda* *sul tasto*
p *f* *mp* *ff* *mf*


Computer

Vc. *arco OH Bounces over Strings* *rall. poco a poco*
ffff *0*

Computer

5'40"

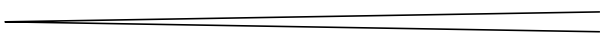
Vc. 

Computer 

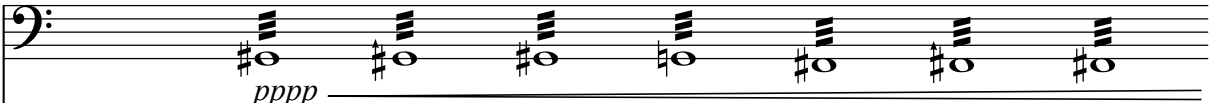
Dramatic Silence


① Playback from Low Transposition
Gradually Glissando

Granular Texture of Chopped Sounds
Start slowly and Gradually Accelerate

0 


6'40"

Vc. 

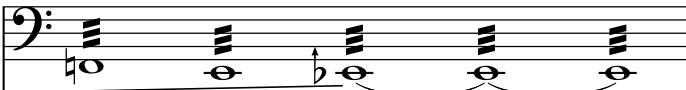
Computer 

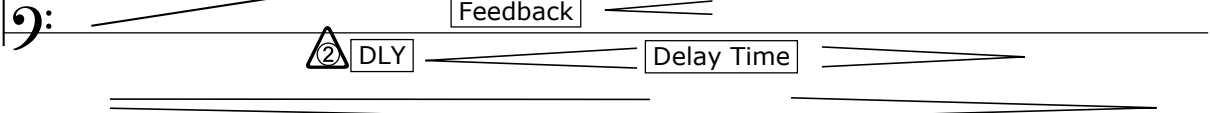
Tremoli = As Fast as Possible
Note Change = As Slow As Possible

Hi-Pass Filtering
2 Blend w/ Cello Sound

② 0 

7'00"

Vc. 

Computer 


fff

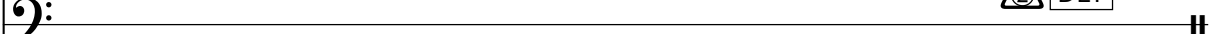
Sound Overlapping

Feedback

② DLY Delay Time

7'15"

Vc. 

Computer 

Small Pause

Excessive Pressure on Bowing
Noise when reach the full dynamic

mf =70

pp

Il corda

② DLY

Excessive Pressure on Bowing
Noise when reach the full dynamic

I corda

pp

Gradually Decreasing

ppp

Computer

Delay Time

8' 20"

Excessive Pressure on Bowing
Noise when reach the full dynamic

arco OH bounces over Strings

molto accel.

Repeat Several Times

Aleatoric Rhythm

Thumb mutes II - III - IV strings

0 ————— ffff

Sample Bounces

DLY Time

Reverberation

Computer

9' 05"

$\text{♩} = 120$
molto accel.

pizz.

gliss.

let ring- -|

as loud as possible

$\text{♩} = 100$
arco sul pont.

sfz

Reverberation

Playback at Lower Transposition

Computer

ppp

8' 20"

Get As much Noise as Possible from Bowing

rall.

mf

Playback at Several Transpositions

Computer

Closer notes to $\sharp G$ 10'10"

Vc.

Computer

② Hi Pass Filter

① Lowest Transposition Possible

very slowly sul pont *tr. presto gliss slow* 11'10"

Bow Underneath Strings
Plays Strings 1^o y 4^o

Vc.

Computer

② Hi Pass Filter

Subtle DLY

① Sampler ON

② DLY time

Distant Reverb

increases Sibilance from harmonics

Get Artificial Harmonics 11'20"

sul ponticello *let ring* *cres. molto*

Vc.

Computer

② Filter ON

change Sibilance from harmonics Randomly

11'40"

left hand = hit the body of the cello
aleatoric rhythms

Vc.

Computer

① Sample + Playback

② Filter Sounds Randomly

12'10"

Vc.

Computer

DLY Time

12'20"

Vc.

$\text{♩} = 60$
molto accel.

mf *fff*

III corda
gliss. always

Computer

Delay Time

Playback w/ Granulator

Repeat sequence several times, accelerating to the fastest possible, till reach the lowest note

12'50"

Vc.

IV corda

Computer

13'20"

Vc.

Hit body of Cello with Both Hands

Development of rhythm figures

fff

Computer

Delay Time

Feedback

Volumen

Wait till the Delay Stops !!