

Yang Liu 刘洋

韵 II

Yun II

for percussion, 2 guitars and cello

2013

Notes for Performance:

Cello:

Detune the C string down a major 7th before you play



only touch the string while playing 手指轻触琴弦



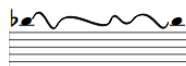
change back to normal pressure 回到正常的压弦力度



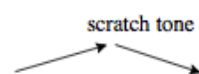
it indicates a quarter tone sharp 音符升四分之一一个音



it indicates a quarter tone flat 音符降四分之一一个音



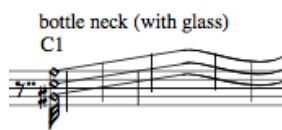
follow the written shape to play glissando 按照谱中画的线来进行滑音移动



scratch tone

within the scratch tone, the arrow indicates the changing of the pressure on the strings

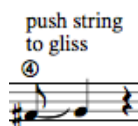
Guitar:



use glass or bottle neck to play parallel glissandi on 3 strings

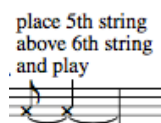


follow the written shape to play glissando



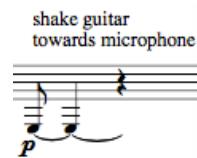
p

push the string with the finger to gliss the original note



mp

pull the 5th string above the 6th string to gain the percussive sound from guitar



shake the guitar to produce the waving sound

Percussion



the lines only indicate the movement of the coin on the cymbal, not the actual pitch

Preface

Yun II is an extension of my first *Yun* series piece. Yun is a hard Chinese word to explain, it can be the beauty of many things. For me, it expresses the beauty of drawings. *Yun I* was talking about a Chinese old painting's beauty, therefore the second one I decided to explore on Barocci's work. I chose "Compositional studies for the Madonna of the cat" to be the picture of my composition. This drawing includes many baby faces as a practice for the final painting. Therefore, I want to follow this idea, and create a main musical material to be the baby face. Because the size, colour and direction of these faces are all different, I would like to produce versions of this main musical material in different sections of my new piece. Follow the idea of drawing a picture only in one line which we learned from the visiting in National Gallery, I wrote this piece in a continuous glissando line throughout the whole composition to be the basic background, and tried to mix many Chinese instruments' elements inside glissando movement. Therefore, the total description of this piece would be a musical picture which includes many different small faces within a very long drawing line.

Duration: ca. 7'00"

Yun II

Yang Liu

♩ = c.57

Percussion

* to keep the bottle neck sound,
performer can plug string quietly
on each beat

Guitar 1

bottle neck (with glass)
C1

p *mp*

Guitar 2

bottle neck (with glass)
C1

pp *p* *mf*

Violoncello

♩ = c.57
detune C string major 7th

8

Perc.

Gtr.

ppp *p* *ppp* *mp* *ppp*

Gtr.

p *mf* *ppp* *p*

Vc.

13

Perc. small triangle

Gtr. *mf* *pp* *p* *mf*

Gtr. *pp* *p* *mp* *p*

Vc. *mp* *pp* *p* *mf* *pp* *p*

sul D *molto sul pont.* *gliss.* *norm.* *gliss.* *sul pont.* *norm.* *gliss.*

18

Perc. small triangle

Gtr. *p* *mf* *f*

Gtr. *mf* *pp* *mp* *p*

Vc. *pp* *mp* *p* *mf* *p* *mf* *p*

molto sul pont. *norm.*

shake guitar towards microphone

23


Perc. 


Gtr. 

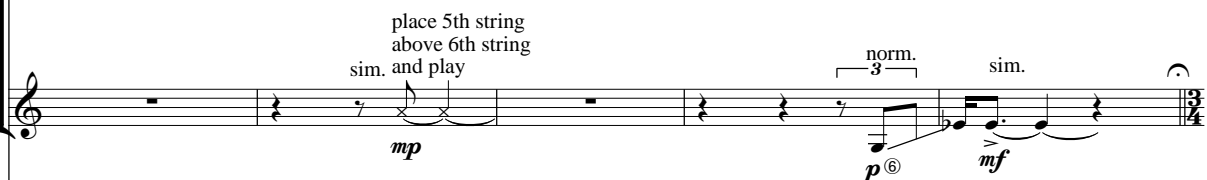
Gtr. 


Vc. 

28

Perc. 

Gtr. 

Gtr. 

Vc. 

33 ♩=c.76

Perc. suspended cymbal with coin scratch crotales

Gtr. shake guitar mf shake guitar f

Gtr. shake guitar f shake guitar mp

Vc. ♩=c.76 sul pont. norm. molto sul pont.

p *mp* *p* *mf* *p* *mp*

38

Perc. suspended cymbal with coin scratch crotales

Gtr. shake guitar natural harmonics 12 mp

Gtr. shake guitar p 7

Vc. norm. molto. sul pont. norm.

p *mf* *p* *mf* *p*

43

suspended cymbal
with coin scratch

Perc.

Gtr. push string to gliss ^④ *p*

Gtr. sim. ^③ *mp*

Gtr. push string to gliss ^④ *p*

Gtr. sim. ^⑤ *p*

Vc. *f* *p* *mf*

semitone trills

48

crotales

Perc.

Gtr. sim. *mp*

Gtr. norm. ⁵ *f*

Gtr. sim. *p* *f* *mp*

Vc. sul pont. *p* *mf* *pp* *mp* *p* *mf*

semitone trills

53 suspended cymbal

Perc. *p* with coin scratch *mf* with coin

Gtr. *mf* push string to gliss *ppp* norm. 6 *mf*

Gtr. sim. *p* sim. *f* normal gliss *mp*

Vc. *p* 5 *mf* *p* semitone trills *mp*

58

Perc. *mf* > *pp* with coin *p* with coin *mf* > *pp* *p*

Gtr. *f* 3 3 push string to gliss *p* 3

Gtr. 5 *p* 3 *mf* *p*

Vc. 3 sul pont. norm. 5 *pp* *mf* *pp*

♩=c.38

63 suspended cymbal

Perc. *mf* *p* *f*

Gtr. *p* *mf* *mp* *f* *pp*

Gtr. *p* *mf* gliss

Vc. *pp* *p* *ppp*

push string to gliss

67

Perc. *mp* *f* *p* *mp*

Gtr. *p* *mf* *pp* *f* *pp*

Gtr. *p* *f* gliss

Vc. *p* *f* *pp*

71

Perc. *f* *p* *mf* *p*

Gtr. *mp* *f* *p* *mf* *p*

Gtr. *mf* gliss *f* gliss

Vc. *mp* *f* *mf* *p*

75

Perc. *sf* *pp*

Gtr. *p* *mf* *pp*

Gtr. *mf* gliss *p*

Vc. *pp* *ppp*

79 Perc. *mf* *p* *mf* *p* *f*

Tempo Free

Gtr. *p* *mp* *ppp*

Gtr.

Vc. *pp* *p*

81 Perc. *mp* *pp* *sf* *p* *mp* *f*

Tempo Free

Gtr. *p* *f* *ppp*

Gtr.

Vc. *ppp* *pp*

83

Perc. *p* *mf* *p*

Gtr. A Tempo *mp* *f* *pp*

Gtr. normal gliss *mf*

Vc. *p* *ppp*

85

Perc. *mf* *p* *f* *pp*

Gtr. push string to gliss *p* *mp* sim.

Gtr. push string to gliss *pp* *mf* *p* sim.

Vc.

89

Perc. *ppp* *pp* small triangle

Gtr.

Gtr.

Vc. *ppp* *pp* *ppp* *mp* *pp* *p* *pp*

actual sound → molto sul pont. → norm.

Vc. *ppp* *pp* *ppp* *mp* *pp* *p* *pp*

finger position → molto sul pont. → norm.

94

Perc. *pp* *p* Chinese cymbal play in circle

Gtr.

Gtr.

Vc. *mf* *pp* *p* *f*

molto sul pont. → norm.

Vc. *mf* *pp* *p* *f*

molto sul pont. → norm.

99

Perc. *ppp* *p* *ppp* *pp* *mf*

fast

3

Gtr.

Gtr.

Vc. *pp* *p* *mp* *p* *f* *pp* *mp*

scratch tone

Vc. *pp* *p* *mp* *p* *f* *pp* *mp*

scratch tone

stand up and walk through the front, then off the stage

104

Perc. *ppp* *mf* *pp* *p* *pp* *mf* *pp* *f* *pp* *p* *ppp*

Gtr.

Gtr.

Vc. *f* *p* *mf* *p* *f* *p*

scratch tone

Vc. *f* *p* *mf* *p* *f* *p*

109 $\text{♩} = c.57$

Perc.

Gtr. *bottle neck (with glass)* *mp*

Gtr. *bottle neck (with glass)* *p* *mf*

Vc. $\text{♩} = c.57$ *ppp* *p* *mf* *p* *mf* *pp mp* *sul pont.* *norm.*

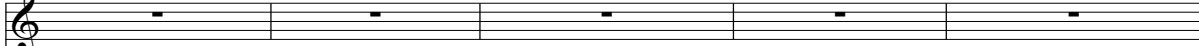
114


Perc.

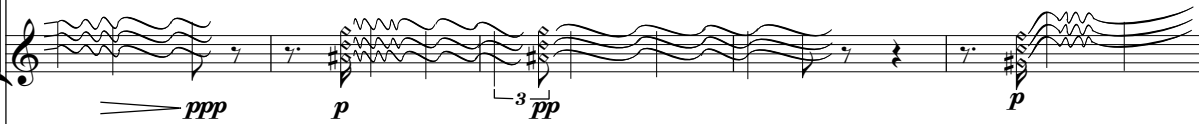
Gtr. *mf* *p* *f* *p* *pp*

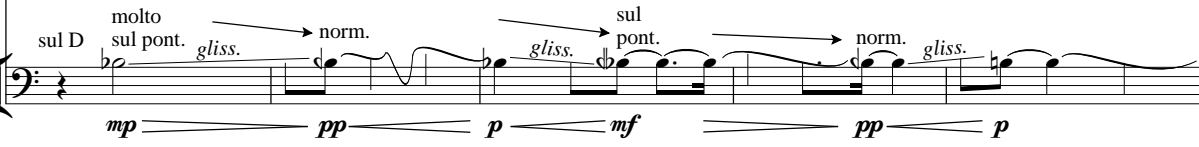
Gtr. *p* *mf*


Vc. *pp* *mf* *p* *mf* *pp*

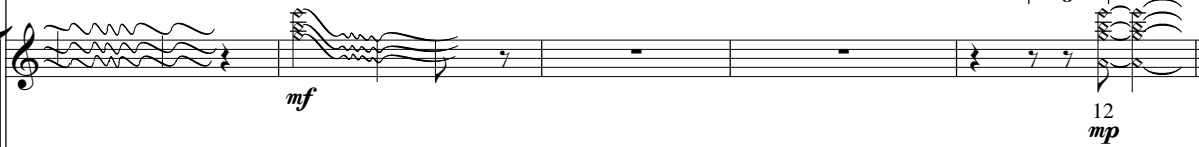
Perc. 


Gtr. 

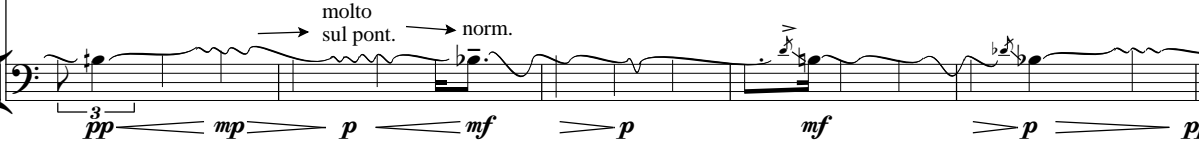
Gtr. 

Vc. 

Perc. 

Gtr. 

Gtr. 

Vc. 

129 $\text{♩} = c.38$

Perc.

Gtr. *p* artificial harmonics *mp*

Gtr. *mp* ppp

Vc. pp *mp* *pp* scratch tone *mp* ppp *p*

Vc. pp *mp* *pp* scratch tone *mp* ppp *p*

134

Perc.

Gtr. shake guitar *ppp* shake guitar *ppp* shake guitar *pppp*

Gtr. artificial harmonics *p* *ppp*

Vc. scratch tone *mf* *p* *mp* *pp* *mp* *ppp*

Vc. scratch tone *mf* *p* *mp* *pp* *mp* *ppp*